BIRD BOX

V 1.0 BY APOCBOX



IT STARTS AS A RELATIVELY NORMAL DAY FOR MALORIE. SHE PAINTS; HAS HER SISTER VISIT HER; THEY SEE SOMEWHAT DISTURBING NEWS ON THE TV AND GO TO MALORIE'S APPOINTMENT TO CHECK ON HER BABY. THINGS SOON TURN FOR THE WORSE AS THE CRAZINESS THEY SAW ON TV THAT HAS BEEN REPORTED TO BE HAPPENING IN EUROPE AND SIBERIA HAS SPREAD TO THE US. INVISIBLE CREATURES THAT CAUSE PEOPLE TO COMMIT SUICIDE WHEN SEEN ARE PROWLING THE STREETS, AND SOCIETY IS READY TO COLLAPSE. THE ONLY THING PEOPLE CAN DO IS NOT TO LOOK. YOU ARRIVE ON THE MORNING OF MALORIE'S VISIT TO THE DOCTOR.

TAKE THIS 1000 POINTS TO SPEND. YOU WILL STAY HERE FOR 10 YEARS. CAN START IN EITHER OR BARCELONA

ORIGINS

CHOOSE YOUR AGE AND SEX FOR FREE

DROP IN

YOU APPEAR OUT OF NOWHERE WITH NO PRIOR HISTORY IN THIS WORLD NEAR GREG'S HOUSE.

SURVIVOR

YOU ARE AN AVERAGE MEMBER OF SOCIETY WHO IS TRYING TO LIVE THEIR BEST LIFE; YOU WAKE UP IN YOUR HOUSE OR APARTMENT.

SEER

WHETHER YOU WERE BORN LIKE THIS OR IT WAS A RESULT OF A TRAUMA, YOUR REACTION TO SEEING THE CREATURES WOULD BE COMPLETELY DIFFERENT; INSTEAD OF WANTING TO KILL YOURSELF, YOU WILL WANT TO GO AND START MAKING OTHER PEOPLE SEE THEM. YOU AREN'T ANY MORE INSANE THAN YOU WERE BEFORE JUST NOW, AND YOU WAKE UP IN YOUR OWN HOUSE OR APARTMENT.

MONSTER - 200

AN INVISIBLE SEMI-INTANGIBLE CREATURE THAT IS THE SOURCE OF THE APOCALYPSE. PEOPLE WHO LOOK AT YOU EITHER WANT TO KILL THEMSELVES OR MAKE OTHER PEOPLE LOOK AT YOU. EVEN BEING NEAR YOU CAN CAUSE PEOPLE TO HEAR WHISPERS OF THE ONES THEY LOVE TELLING THEM TO TAKE A LOOK. BECOMES AN ALTFORM AFTER THE JUMP.

PERKS

PERKS ARE DISCOUNTED TO THEIR RESPECTIVE ORIGINS, PERKS WORTH 100 ARE FREE AND THE REST IS 50% OFF. FREE PERKS ARE OPTIONAL.

DROP IN

COMMON SENSE - 100

LOGIC AND REASONING CAN QUITE QUICKLY DISAPPEAR IN STRESSFUL SITUATIONS AND MAKE PEOPLE ACT IRRATIONAL. NOT YOU THOUGH, AS YOU ALWAYS REMAIN COOL AND COLLECTED AND CAN THINK CLEARLY AND RATIONALLY THROUGH ANY MUNDANE EMOTIONS.

NO NEED FOR EYES - 200

WHEN SIGHT IS GONE, ONE HAS TO LEARN TO RELY ON OTHER SENSES, AND EVEN THEN IT WOULD NEVER COME EVEN CLOSE TO FUNCTIONING IF YOU STILL HAD IT. WELL, FOR OTHERS THAT MAY BE TRUTH, YOU POSSESS THAT WHICH ACTS LIKE A LIDAR, ALLOWING YOU TO SENSE EVERYTHING WITHIN A FEW DOZEN METERS AROUND YOU WITH GREAT PRECISION. YOU CAN TURN IT ON AND OFF AT WILL.

GHOST PUNCHER - 400

THE BEINGS CANNOT BE HURT; THEY CANNOT BE KILLED; THEY CAN ONLY BE AVOIDED. "WELL, FUCK THAT," YOU SAY AS YOU SHOTGUN BLAST IT TO DEATH. YOU ARE NOW ABLE TO INTERACT WITH TARGETS NO MATTER THEIR SUPERNATURAL PROPERTIES LIKE INTANGIBILITY, NO MATTER THE SOURCE OF SUCH AN ABILITY, AS WELL AS KILL THINGS THAT USUALLY CANNOT BE KILLED AND DO SO PERMANENTLY.

MONSTER REPELLENT - 600

MAYBE IT'S YOUR SMELL, TASTE, OR JUST AN AURA YOU GIVE OFF, BUT SUPERNATURAL CREATURES AND BEINGS JUST TRY TO GET OUT OF YOUR WAY AND AVOID YOU, AND THE CLOSER YOU GET TO THEM, THE MORE THEY WANT TO RUN AWAY. YOU CAN TURN THIS ON AND OFF AS WELL AS DESIGN EXCEPTIONS FOR THIS PERK.

SURVIVOR

IMPROVISE. ADAPT. OVERCOME - 100

NOT ONLY IS YOUR WILLPOWER BOUNDLESS AND DETERMINATION ABSOLUTE, ALLOWING YOU TO CONTINUE ON EVEN THROUGH THE HARSHEST OF TIMES, BUT YOU ALSO LEARN NEW THINGS A COUPLE OF TIMES FASTER, ALLOWING YOU TO BECOME ACCUSTOMED TO NEW THINGS QUICKER THAN BEFORE.

1, 2, 3, 4 - 200

THE OTHER THINGS YOU CAN DO BESIDES HONING YOUR SENSES IN SUCH AN ENVIRONMENT ARE TO REMEMBER WHERE ALL THE THINGS AROUND YOU ARE. AND SINCE YOU NOW HAVE PERFECT MEMORY WITH INFINITE STORAGE AND INSTANT RECALL THAT IS ALSO FULLY RETROACTIVE, IT WOULD BE PRETTY EASY TO DO SO.

THEY DESERVE A MOTHER - 400

YOU ARE AN EXCELLENT PARENT, BEING ABLE TO GIVE THE BEST POSSIBLE CARE TO CHILDREN EVEN IN THE SHITTIEST OF CONDITIONS. YOU ALWAYS KNOW THE WANTS AND NEEDS OF ANY KIDS YOU ARE TAKING CARE OF AS WELL AS ANY PROBLEMS THEY HAVE. YOU ALSO KNOW A LOT IN GENERAL ABOUT HOW TO RAISE CHILDREN.

HOW DID YOU GUYS GET SO LUCKY? - 600

JESUS, THAT'S SOME GRADE A PLOT ARMOR YOU HAVE THERE. ARE THERE INVISIBLE BEINGS GOING AROUND CAUSING SUICIDE? WELL, YOU JUST SEEM TO ALWAYS GET DISTRACTED AND LOOK AWAY FROM THEM. NEED SUPPLIES? WELL, A DUDE IN YOUR GROUP WORKED IN A SUPERMARKET, HAS THE KEYS, AND CAN HELP YOU OUT AND SO ON. YOUR LUCK IS QUITE INSANE, BUT DON'T GO RELYING ON IT SOLELY OR YOU'LL GET IN SERIOUS TROUBLE WHEN IT DOES FINALLY RUN OUT.

SEER

DRIVING AROUND LIKE THEY ARE NOT BLINDFOLDED - 100

YOU ARE ONE OF THE BEST DRIVERS AROUND, BEING ABLE TO HANDLE MOST LAND VEHICLES THERE ARE ON A PROFESSIONAL LEVEL AND QUICKLY FIGURING OUT NEW ONES. YOU ARE ESPECIALLY GOOD AT AVOIDING CRUSHING INTO THINGS EVEN ON THE MOST CONGESTED OF ROADS.

IT'S BEAUTIFUL - 200

AS LONG AS AT LEAST HALF OF ANY SENTENCE YOU SAY IS TRUE, PEOPLE WILL GENERALLY BELIEVE YOU, AND IF YOU ARE 100% HONEST, THEN THEY WILL DO SO ABSOLUTELY. YOU ARE QUITE GOOD AT TELLING HALF-TRUTHS, MISDIRECTING, DODGING TOPICS, STEERING CONVERSATIONS, AND SO ON. MAYBE YOU **DO** KNOW WHERE THE GENERATOR IS, AND YOU **CAN** TAKE PEOPLE THERE. DOESN'T MEAN YOU WOULDN'T LEAD THEM INTO A TRAP HALFWAY THERE.

THEY'RE AFTER ME - 400

YOUR ACTING SKILLS ARE PHENOMENAL, AND YOU ARE ABLE TO FOOL AND CONVINCE EVEN THE MOST SKEPTICAL OF PEOPLE WITH THE PERFORMANCE YOU PUT ON. FROM FORCING TEARS AND SNOT TO MAKING YOURSELF SHAKE IN GENUINE FEAR, THERE ARE NO REACTIONS YOU CAN'T FAKE SO THOROUGHLY THAT EVEN SUPERNATURAL MEANS OF DETECTION WILL BE ABLE TO TELL THAT THEY ARE FAKE.

YOU REJECT THEM? - 600

USUALLY LOOKING AT THE CREATURES WOULD EITHER MAKE A PERSON SUICIDAL OR CAUSE THEM TO TRY AND FORCE OTHERS TO WITNESS "THEIR BEAUTY." NOT YOU. YOUR MIND IS AN IMPENETRABLE FORTRESS THAT CANNOT BE AFFECTED BY ANY MEANS, BE THEY NORMAL, LIKE DRUG BASED TRUTH SERUMS, OR SUPERNATURAL, LIKE THE CREATURES AROUND HERE. WITH THE PERK ABOVE YOU CAN EVEN PRETEND TO BE AFFECTED, AND OTHERS WOULD BELIEVE THAT YOU ARE.

MONSTER

SWIRLING LEAVES - 100
THE CREATURES, ALTHOUGH PERMEABLE, CAN STILL AFFECT THE WORLD AROUND THEM. FROM LIFTING DEBRIS LIKE LEAVES AND TRASH AROUND THEM TO EVEN SHAKING A CART, YOU CAN AFFECT THE ENVIRONMENT AROUND YOURSELF WITHIN A FEW METERS WITH JUST YOUR MIND.

YOUR WORST FEARS - 200
YOU ARE ABLE TO READ THE MINDS AND MEMORIES OF PEOPLE AND NIGH-INSTANTLY FIND ANY SORT OF TRAUMATIC MEMORIES YOU CAN EXPLOIT, AS WELL AS BEING ABLE TO ALTER YOUR VOICE TO MATCH WHATEVER YOU HEAR IN THEIR MEMORIES.

IT'S A DIGITIZED SIGNAL - 400
ANY POWERS THAT AFFECT THE MIND OR THE ONES THAT TRIGGER WHEN SOMEONE SENSES YOU, CAN BE USED BY YOU THROUGH ANY SORT OF MEDIUM, LIKE CAMERAS, AUDIO RECORDINGS, OR EVEN PAINTINGS, IF THEY'RE REALISTIC ENOUGH, JUST AS WELL AS YOU COULD IN PERSON. YOU GET A FEELING WHEN SOMEONE IS EXPERIENCING THEM AND CAN CHOOSE WHETHER TO AFFECT THEM OR NOT.

INSANITY INDUCTION - 600
AT WILL YOU CAN CAUSE ANY PERSON WHO SEES YOU, OR THE PLACE YOU OCCUPY IF YOU ARE INVISIBLE, TO EITHER BECOME SUICIDAL AND TRY TO KILL THEMSELVES OR TO MAKE THEM SLAVISHLY OBEDIENT TO YOU, BEING ABLE TO TELEPATHICALLY GIVE THEM COMMANDS AND DIRECT THEM TO DO WHAT YOU WANT, WITH THEM ONLY BEING ABLE TO BREAK FREE IF YOU ALLOW THEM TO.

ITEMS

ITEMS ARE DISCOUNTED TO THEIR RESPECTIVE ORIGINS, ITEMS WORTH 100 ARE FREE AND THE REST IS 50% OFF. ANYTHING CAN BE IMPORTED INTO A FITTING ITEM (WEAPON INTO A WEAPON, TOOL INTO A TOOL ETC.). IF LOST OR STOLEN YOU GET THEM BACK IN AN HOUR. ALL ITEMS CAN BE BOUGHT MULTIPLE TIMES, WITH FREE ITEMS COSTING 50 AFTER FIRST PURCHASE. YOU CAN COMBINE COMPATIBLE ITEMS LIKE BLIND VEHICLE AND GREAT RIDE.

DROP IN

SAFE CAMERA - 100
THIS GOPRO CAMERA AUTOMATICALLY CENSORS ANY MIND-AFFECTING OR OTHERWISE DANGEROUS-TO-SEE OBJECTS AND BEINGS AS A MESS OF RED AND BLACK CENSOR BARS. HAS INFINITE BATTERY AND DATA STORAGE SPACE.

FLASH BANG - 200

A BOX OF FIVE FLASHBANG GRENADES THAT CAN AFFECT ANYONE AND ANYTHING NO MATTER HOW STRONG OR RESISTANT THEY ARE AND EVEN IF THEY DON'T HAVE THE SENSES OF SIGHT AND HEARING. STUNS FOR AT LEAST FIVE MINUTES, POSSIBLY FOR LONGER. RESPAWNS A DAY AFTER USE.

THE CURE - 400

WHAT JARHEADS AT THE CASTLE IN BARCELONA TRIED TO ACHIEVE, OR AT LEAST SOMETHING CLOSE TO THAT. IT MAKES YOU TEMPORARILY IMMUNE TO MADNESS, EVEN ONES CAUSED BY ELDRITCH BEINGS OR GODS, FOR ABOUT A WEEK. THERE ARE 10 DOSES THAT RESTOCK A MONTH AFTER USE, BUT THEY CAN BE REVERSE ENGINEERED WITH SUFFICIENT KNOWLEDGE AND SKILL.

HOLY SIGN - 600

THIS ITEM OF YOUR CHOICE THAT IS COVERED WITH DIFFERENT HOLY SYMBOLS IS CAPABLE OF MAKING ANY LIQUID IT IS DUNKED IN INTO A SORT OF HOLY WATER, WHICH WILL WARD OFF EVIL, HURTFUL, AND MONSTROUS BEINGS AS WELL AS BEING EXTREMELY PAINFUL AND DAMAGING TO THEM.

SURVIVOR

EYE COVERING - 100

MAYBE A BLINDFOLD OR BLACKOUT GOGGLES OR SOME OTHER ACCESSORY THAT BLOCKS YOUR EYES. IT DOESN'T LET YOU SEE ABSOLUTELY ANYTHING AND CANNOT BE TAKEN AGAINST YOUR WILL, BROKEN, OR DESTROYED, BUT YOU CAN'T USE IT AS ARMOR.

NONPERISHABLE SUPPLIES - 200

A CONSTANTLY RESTOCKING CARDBOARD BOX FULL OF FOOD, ENOUGH TO SUPPORT 10 PEOPLE FOR AN INDEFINITE AMOUNT OF TIME. YOU CAN CHOOSE WHAT EXACTLY IT PROVIDES BY CLOSING, THINKING ABOUT AN ITEM, AND OPENING IT BACK.

BLIND VEHICLE - 400

THIS VEHICLE CAN CHANGE FORM TO ANY MUNDANE AND PUBLICLY AVAILABLE LAND, AIR, OR WATER TRANSPORT IN ANY SETTING YOU ARE IN. LIKE THE EYE COVERING ITEM, IT BLOCKS ANY SORT OF SIGHT OUTSIDE OF IT BUT COMES EQUIPPED WITH A VARIETY OF TOOLS FOR NAVIGATION, LIKE AN ALWAYS-WORKING GPS, PROXIMITY SENSORS, AND EVEN RADAR, LIDAR, AND SO ON. IT CANNOT BE STOLEN OR OTHERWISE OPENED AGAINST YOUR WILL.

WE HAVE A PLACE - 600

PERHAPS A CASTLE OF SOME KIND OR AN OTHERWISE EXTREMELY DIFFICULT-TO-ACCESS SAFE BASE. IT OFFERS GREAT PROTECTION FROM BOTH MUNDANE PEOPLE AS WELL AS ANY MONSTERS THAT EXIST IN ANY WORLD YOU FIND YOURSELF IN. HAS ENOUGH ROOM TO HOUSE HUNDREDS OF PEOPLE AS WELL AS REPLENISHING THE SUPPLY OF WATER AND ELECTRICITY. THERE IS ALSO A CELL IN THE BASEMENT

CAPABLE OF SAFELY CONTAINING ANY SORT OF BEING, NO MATTER HOW STRONG OR ANY WEIRD POWERS OR ABILITIES THEY MAY HAVE.

SEER

GREAT RIDE - 100

A RATHER GOOD CAR OF YOUR CHOICE THAT NEVER BREAKS DOWN AND ALWAYS HAS A FULL TANK, BATTERY AND OTHER OIL. IT'S REALLY GOOD FOR SAFELY PERFORMING THE PIT MANEUVER FOR BOTH THE DRIVER AND THE TARGET.

EYE MARK - 200

ANYONE MARKED BY THIS PIECE OF COAL CAN INSTANTLY RECOGNIZE ANYONE ELSE WHO WAS MARKED, EVEN IF THEY CAN'T SEE THE MARK OR IT HAS BEEN WASHED OFF OR OTHERWISE LOST, AS WELL AS IF THEY ARE STILL LOYAL TO WHOEVER MARKED THEM BY IT.

STUN GUN - 400

THIS STANDARD POLICE TASER GUN IS CAPABLE OF KNOCKING OUT ANYONE WHO ISN'T OVERWHELMINGLY MORE POWERFUL THAN THE SHOOTER. THE KNOCKOUT IS COMPLETELY SAFE, AND THE GUN RECHARGES AN HOUR AFTER USE.

ARMORED BUSS - 600

A GIANT VEHICLE OF YOUR CHOICE, NOT EXACTLY NEEDING TO ACTUALLY BE A BUS, THAT IS EXCEPTIONALLY GOOD AT BUSTING THROUGH ANY SORT OF FORTIFICATIONS AND DEFENSES, BEING EASILY ABLE TO GO TROUGH THICK CASTLE WALLS, WHILE NOT PERMANENTLY HARMING ANY LIVING THINGS IT HITS OR RUNS OVER.

MONSTER

NEEDED SPECTACLE - 100

A RANDOM COLLECTION OF TRASH, LEAVES, AND OTHERWISE SMALL AND USELESS DEBRIS THAT YOU CAN SPAWN AT ANY MOMENT ANYWHERE THAT YOU HAVE EASY TIME CONTROLLING IF YOU HAVE SUCH AN ABILITY THAT IS.

LESSER HELPERS - 200

A BIRD, A DOG, AND A RAT THAT YOU HAVE PERFECT CONTROL OVER NO MATTER THE DISTANCE AND CAN SEE EVERYTHING THAT THEY DO. NO ONE IS CAPABLE OF DETECTING SAID CONTROL, NO MATTER THE METHODS THEY USE.

FLOCK OF SHEEP - 400

A GROUP OF ABOUT A DOZEN HUMANS WITH VARIOUS USEFUL SKILLS AND KNOWLEDGE THAT WORSHIP YOU AND ARE COMPLETELY LOYAL TO YOU. YOU CAN SEND THEM TELEPATHIC MESSAGES, AND THEY RESPAWN A DAY AFTER DEATH.

SEALED JAR – 600

SEALED CLAY JAR THAT WHEN OPEN OR BROKEN CAN RELEASE HUNDREDS OF THOUSANDS, IF NOT MILLIONS, OF BEINGS THAT ROAM THIS WORLD IN FUTURE JUMPS. THEY DO NOT AFFECT YOU OR PEOPLE YOU DESIGNATE IN ANY WAY. YOU GET A NEW ONE EVERY JUMP.

COMPANIONS

COMPANIONS CAN'T TAKE DRAWBACKS.

ORIGINAL/IMPORT 50 FOR 1, 200 FOR 8

MAKE SOMEONE ORIGINAL IN THIS WORLD OR IMPORT A PREVIOUS COMPANION. THEY GET AN ORIGIN, FREEBIES AND THE DISCOUNTS ALONG WITH 1000 TO SPEND AS THEY PLEASE.

CANON - 100

TAKE ANY INDIVIDUAL AS LONG AS YOU CAN CONVINCE THEM TO GO.

DRAWBACKS

DRAWBACKS TRUMP THE PERKS AND ITEMS FROM THIS JUMP AND THE PREVIOUS ONES. THEY LAST FOR YOUR ENTIRE STAY HERE BUT DISAPPEAR WHEN YOU FINISH THE JUMP. TAKE AS MANY AS YOU CAN HANDLE

VERSE - FREE

YOU CAN FREELY CHOOSE WHAT IS CANON AROUND HERE, THE MOVIES, THE BOOKS, OR SOME MIXTURE OF THEM.

EXTENDED STAY + 100 PER

STAY FOR 10 MORE YEARS. CAN BE TAKEN AS MANY TIMES AS YOU WANT BUT YOU ONLY GET POINTS FOR THE FIRST 4 PURCHASES.

ACTUALLY BLIND + 100

ON THE PLUS SIDE, YOU DON'T HAVE TO WORRY ABOUT LOSING YOUR BLINDFOLD AND SEEING THE CREATURES, AND THE CRAZIES SEEM TO NO LONGER BE THAT INTERESTED IN YOU SINCE YOU NOW CANNOT SEE AT ALL.

MR OBVIOUS VILLAIN + 100

MAYBE YOU HAVE SOME SORT OF CONDITION, OR IT'S JUST YOUR BODY LANGUAGE AND FACIAL FEATURES, BUT YOU JUST GIVE OFF SOME CRAZY BAD GUY VIBES NO MATTER WHAT YOU DO.

MADNESS SENSITIVE + 200
YOU ARE FAR MORE SUSCEPTIBLE TO THE BEINGS, WITH EVEN HEARING THEM FOR MORE THAN A FEW MINUTES BEING ABLE TO DRIVE YOU INSANE. IT AFFECTS YOU EVEN IF YOU TOOK THE MONSTER ORIGIN.

DEAF AS WELL + 200
THE ONLY THING YOU WILL BE ABLE TO HEAR FOR YOUR ENTIRE STAY HERE IS THE WHISPERING OF CREATURES AND NOTHING ELSE.

FAR TOO TRUSTING + 200
MAYBE IT'S BECAUSE YOU WERE TAKEN CARE OF FOR YOUR ENTIRE LIFE OR SOME OTHER REASON, BUT YOU ARE EXTREMELY NAIVE AND OPTIMISTIC TOWARDS QUESTIONABLE THINGS AND PEOPLE.

JUST ME + 200
YOU ARE UNABLE TO JOIN ANY GROUP OR PARTY FOR ANY PROLONGED AMOUNT OF TIME AND WILL HAVE TO SPEND YOUR ENTIRE STAY HERE BY YOURSELF. YOU CAN STILL IMPORT COMPANIONS, JUST NOT HANG AROUND THEM.

BOY AND GIRL + 200
YOU ARE EXTREMELY AFRAID OF FORMING ATTACHMENTS AND WILL TRY TO DO EVERYTHING IN YOUR POWER TO KEEP PEOPLE AWAY FROM YOU.

MONSTER MAGNET + 200
THE BEINGS CAN SENSE WHERE YOU ARE AT ALL TIMES, AND THERE ARE ALWAYS AT LEAST A FEW OF THEM HANGING AROUND CLOSE BY. IF YOU ARE A MONSTER YOURSELF, THEN HUMANS NOW CAN HURT AND KILL YOU AND WILL ALWAYS SOON FIND THAT OUT WHENEVER THEY INTERACT WITH YOU.

PREGNANT + 200
YOUR SEX IS NOW LOCKED TO FEMALE, AND YOU ARE NOW PREGNANT, WITH YOUR DUE DATE BEING AROUND THE SAME TIME AS MALORIE'S AND OLYMPIA'S.

YOU, ME, AND MOM +300
THERE WERE PEOPLE IN YOUR LIFE THAT YOU LOVED, AND NOW THEY ARE GONE. YET YOU CONSTANTLY SEE VISIONS OF THEM AND HEAR THEIR PLEAS FOR YOU TO GO AND MAKE OTHER PEOPLE SEE THE MONSTERS. YOU ARE EXTREMELY SUSCEPTIBLE TO THEM.

ALREADY A PARENT + 300

YOU HAVE A CHILD THAT YOU VALUE MORE THAN YOUR OWN LIFE, AS YOU SHOULD, DUE TO THE FACT THAT IF THEY DIE, YOUR CHAIN WILL END. THEY ARE A NORMAL KID OF AROUND FIVE YEARS OF AGE, AND YOU CANNOT GIVE THEM ANY SORT OF PERKS, POWERS, ABILITIES, AND SO ON IF YOU COULD. YOU CAN TAKE THEM AS A COMPANION AFTER THE JUMP.

THEY HAVE EVOLVED + 300
THE CREATURES CAN NOW CAUSE MADNESS WITH JUST A TOUCH. NOT EVEN GETTING RID OF YOUR EYES CAN NOW SAVE YOU.

GHOSTS + 300
WHILE DANGEROUS, YOU COULD STILL PREVIOUSLY HIDE FROM THE MONSTERS, WITH THEM BEING UNABLE TO GO INSIDE THE HOUSES. THAT'S NO LONGER THE CASE, AS THEY CAN NOW PHASE THROUGH MATTER.

THE FINAL CHOICE
FIRST OF ALL ANY MENTAL, PSYCHOLOGICAL, PHYSICAL OR SUPERNATURAL TRAUMAS THAT YOU ACQUIRED HERE OR ANYWHERE ELSE ARE GONE. IF YOU WANT THEM GONE THAT IS. TAKE BOTH THE ORIGINAL BOOKS AND THE MOVIES AS WELL AS ONES BASED ON YOUR STAY HERE FOR FREE.

NOW CHOOSE

STAY HERE
WANT TO STAY AROUND? ARE YOU SURE? VERY WELL. HERE TAKE ADDITIONAL 1000 TO SPEND HERE

GO HOME
HAD ENOUGH? IT'S UNDERSTANDABLE. HERE TAKE 500 TO SPEND HERE BEFORE YOU RETIRE.

NEXT JUMP
THAT'S WHAT WE'RE TALKING ABOUT! HERE TAKE THIS SET OF THREE PARROTS IN A CARDBOARD BOX.

NOTES

CHANGELOG
V 1.0 RELEASE