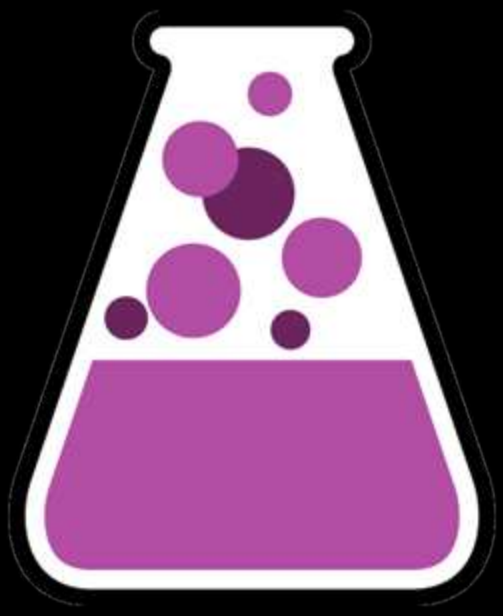


You've probably seen the ads. You might have even played some of them yourself. Now you get to experience the world of a Merge-based mobile game. The specifics of the world will depend on your choices below. The broad strokes are that this is a world where problems both big and small are resolved with the ability to combine various items, elements, or even living beings in order to create new or superior ones. Create buildings from raw elements, trees from flower seeds, legendary swords from cheap knives, and so much more.

In spite, or perhaps because of this great power, this world has its fair share of dangers and conflict, at least one of which will likely dog your steps. Perhaps you discover your family relatives are embroiled in a criminal conspiracy, or you must save the world from an evil necromancer. Maybe the world has already fallen, and it is your task to pick up the pieces. Only time will tell.

You receive 1000 Merge Points to design your personal Merging style and to prepare yourself for the challenges ahead. You will stay here for ten years.

Background + Time:

Choose one and only one.

Before Time - Free - A time before humanity, before the land and sea, but not for long. You arrive at the time where a god uses the power of Merging to create the world out of raw elements. If you aren't a similar being, I hope you can hold your breath until they get around to creating an atmosphere.

Olden times - Free - Choose a period between the prehistoric and medieval times. These centuries were marked by the rise of legendary heroes and villains. Evil mages raised undead armies, adventurers raided dungeons, knights protected the citizens, alchemists explored the sciences, and much more.

Modern Times - Free - The world as you likely know it. A world speckled with high-rise apartments and increasingly complex technology. This is also a time plagued with conspiracy, corruption, crime, and deceit for you to untangle. The supernatural has far from vanished, but it's far less common than it once was.

Later Times - Free - The future is now. Laser guns, flying cars, robots, the whole nine yards. The evils plaguing this time are much like those in modern times, just on a much larger scale. Conspiracies are more tangled, corruption is everywhere, deceit is a fact of life, etc. The supernatural is almost nowhere to be seen.

After Time - Free - A great disaster destroyed all traces of a once great society. The land itself has been shattered into a series of small islands. Nature and the supernatural have taken this opportunity to reclaim the world. First they must contend with the source of the disaster, a mysterious race of evil beings with the ability to release miasma that drains all life from the land.

Another Time - Free - Perhaps you have an attachment to one particular instance of this genre. Choose a specific Merge-based mobile game. Your jump will take place in that specific setting, though modified by your choices below. Examples include Merge Dragons, Merge Mansion, NecroMerger, Medieval Merge, etc.

Background + Species:

Choose one and only one. Choose age and gender at no cost.

Human / Faerie - Free / 100MP - For Free, you are a human or a similar being like an elf, dwarf, catgirl, etc. For 100MP you may choose something with some minor physical or magical abilities. Like a pixie who can fly, a dullahan who can remove their head, a mermaid who can breathe underwater, etc.

Beast / Mythical - +100MP / 100MP - For +100MP, you are a small mundane animal like a cat, dog, bird, etc. Though you can still communicate with humans For 100MP, you are instead a mythical creature like a dragon or kitsune. You start off just as weak but will eventually grow to become much more powerful.

Guide / Deity - 200MP / 600MP - For 200MP, you are, well… I'm not really sure. You exist as a kind of intangible spirit-like entity that can still be seen by others. You can hover several meters in the air and can interact with anything or anyone in your line of sight as if you were standing right in front of them. You cannot influence anything under the influence or control of an enemy faction.

For 600MP, you are instead an outright deity. Perhaps a god, devil, nature spirit, etc. You observe the whole world from space. Your Merging abilities now work on a much broader scale, but what you gain in scale you lose in precision. You could easily make a mountain from raw Earth, but struggle with anything smaller or significantly more elaborate. Even creating something like a bottle would result in a bottle no smaller than a skyscraper. It'll take time and extensive practice to get the hang of Merging on a smaller scale.

Your influence can now only be blocked by entities of a polar opposite nature to yourself. A god of order couldn't control the creations of a god of chaos, a demon couldn't encroach on the territory of an archangel, etc. You're free to contest their influence through indirect means, like planting corruption-purifying flowers on the edge of demon territory or slaying the angels standing guard to enforce the god of light's claim over the land.

Deities also receive 300MP off the total price of their Merge Focus.

Background + Alignment:

Choose one and only one. Any Alignment can be taken as Drop-In.

Creator - Free - You use Merging to produce or defend. You could be an artisan, a baker, even a farmer. Alternatively you could fight to preserve the goodness in the world, like a knight opposing a dark overlord or a soldier fending off the undead hordes. Depending on your species, you may be an outright god.

Reader - Free - You use Merging to understand or innovate. Your studies into the Merging are heavily focused on understanding it as deeply as possible, whether out of curiosity or greed. You may be an industrialist seeking easy riches, or an alchemist desperate to understand the universe.

Updater - Free - You use Merging to restore and reveal. You seek to know the true nature of things. Whether that be restoring a run-down house to reveal its hidden beauty, or a crime scene to gather clues. You may be a hard-boiled detective, or maybe just a girl trying to breathe life into their neglected garden.

Destroyer - Free - You use Merging to destroy and corrupt. The once creative force has become a weapon of evil. You may be a necromancer raising an army, a general crafting weapons of war, or maybe a mad cultist who just wants to see the world drowned in miasma. Don't expect to make many human friends.

Merging + Basics:

You retain your Merging ability after this jump.

Time to get into what this great "Merging" power is.

It's actually quite self-explanatory. There are certain people in this world with the ability to combine certain things together. These can be raw elements, tools, weapons, plants, animals, structures, phenomena, and even concepts. For the sake of simplicity, I'll refer to all these as "ingredients".

Each ingredient must occupy an empty $1m^2$ space or "tile" (doesn't need to be a square if you'd prefer triangles, hexagons). If the ingredient is larger than a single tile, then it requires however many tiles are needed to fully contain it.

You must take a certain quantity of compatible ingredients and arrange them so their tiles are adjacent. Simply stand before them and funnel your Merging power into them and voila! They have been combined into a new product.

This new product may be something related but distinct from the component ingredients, like combining fire and earth to make magma. Alternatively, it may simply be a superior version of the two ingredients, like Merging three teenage dragons to receive a single adult dragon.

Mergers often find it much easier to work with ingredients relevant to their personality or profession. For instance, a farmer will likely be more drawn to Merging farming tools, crops, or livestock, as opposed to an evil wizard only interested in creating increasingly powerful magic weapons or minions.

Products created through Merging are generic instances of that type of thing. Depending on your personal skills, you might get significantly better results crafting them the normal way than obtaining them through Merging.

Merging + Modifiers:

You must take one and only one Tier for each modifier.
You may choose whether you are the norm for all Mergers in this world, or if Merging techniques vary greatly between individual Mergers.
You receive an additional 200 Merge Points for this section alone.

Merge Thematics - Free - You may decide the general style or theme of this world. This is a purely aesthetic change. Perhaps you'd like a world where dragons are the only Mythical creatures. Or maybe you want the whole world to be one big Alice in Wonderland Homage, or really anything of the sort.

Merge Focus - Varies - This determines the upper limit of your Merging ability. It is impossible to achieve the results of a Tier higher than the one that you purchased. Each Tier also includes all lower Tiers.

Tier 1: Objects (Free) - You are limited to Merging small items, no larger or more complex than a wheelbarrow. This includes tools, weapons, treasures, clothes, etc. Ambiguously living items like seeds or eggs also fall under this tier.

Tier 2: Structures (150MP) - You can now Merge much larger and more complex structures, such as furniture, buildings, machines, small trees, vehicles, etc.

Tier 3: Entities (300MP) - You can now Merge complex organisms. It's best not to think about what happens to the consciousness of the Merged entities. This includes mundane animals, mythical creatures, undead, and larger plants.

Tier 4: Nature (600MP) - You can now Merge elements to create new materials, massive land formations, weather phenomena, and even more mystical manifestations like elementals. Your Merging abilities could be mistaken for the power of a god as you casually manifest hurricanes or sculpt mountains.

Tier 5: Concepts (1200MP) - There is hardly any limit to your Merging, as you can now use Merging to create and transform abstract concepts. You could produce qualities like "big" or "container", states of being like "drunk" or "death", or even roles like "fireman" or "doctor". Disembodied concepts aren't very useful, so you can "plant" them in a tangible target or phenomena to affect.

Merge Quantity - Varies - This determines how many of each ingredient (and by extension tiles) are required for you to Merge them.

Tier 1: 3-Way (Free) - You require exactly 3 ingredients to Merge them.

Tier 2: 2-Way (50MP) - You require exactly 2 ingredients to Merge them.

Tier 3: 3.5-Way (100MP) - You require a minimum of 3 ingredients to Merge them, but if you have 5 Ingredients, Merging them doubles the output.

Merge Cost - Varies - This determines what, if anything, the price of Merging is aside from the space requirements and the ingredients themselves.

Tier 1: Unrestricted (Free) - Aside from the limitations already mentioned, there are no special requirements of expense necessary for the use of your power.

Tier 2: Expensive (+50MP Per) - There is some additional resource or currency that is needed for every Merge. Whether it be mana, blood, crystals, etc. You have some method of very slowly generating this resource, but it is not only slow but occupies an entire tile. You may take this up to three times to add new resources required for different times of Merges.

Tier 3: Draining (+100MP) - Your ability to Merge is directly tied to your own physical stamina. For a normal person, 30 Merges in a single day will leave you completely exhausted. This also means that frequent Merging will have an effect on your strength and stamina similar to (admittedly inefficient) exercise.

Merge Commonality - Varies - This alters how common it is to see people with the power to Merge in the world you arrive at.

Tier 1: Universal (Free) - Almost 100% of the population learns how to Merge from a young age. It's a simple fact of life. Not knowing how to Merge is hardly any different from not knowing how to walk.

Tier 2: Common (Free) - Around 50% of the population are able to Merge. It is still a common sight but implies a degree of skill and passion. It can be compared to knowing how to paint or play an instrument.

Tier 3: Rare (100MP) - Around 10% of the population possess the gift of Merging. This ability implies either mastery of the mystical or scientific arts, some kind of supernatural heritage, or perhaps a gift from a higher being.

Merge Output - Varies - This determines what ingredients can be combined, and how they relate to the final product. Ingredients native to other jumps will have their own Merge-line or reactions with the Ingredients you already know. You can only use ingredients or create products in the scope of your Focus Modifier.

Tier A1: Branching tree (+200MP) - All ingredients must be roughly identical to Merge. They must be the same brand, life stage, species, model, etc. Merging results in a product that is thematically related, but not necessarily identical. Such as combining shovels to make an ax, or shirts to make a pair of pants.

Tier A2: Winding Web (Free) - Similar to Tier A1, with the difference that the ingredients no longer need to be related. Some ingredients can't be Merged together or result in products you already know how to create. You'll have to experiment to find out how each ingredient interacts with each other. Even with that limitation, your options are functionally infinite.

Tier A3: Total Anarchy (200MP) - This is mostly the same as A2, with the key difference that now every Ingredient can react with any other Ingredient. There's no limit to what can Merge with what, expanding your potential from functionally to literally infinite. However, the less logically sound a Merge, the more nonsensical the products. For instance, you might Merge pigeon and Ireland to create a green pigeon, or wedding and chocolate to somehow create Dracula.

Tier B1: Straight Line (200MP) - All ingredients must be roughly identical. They must be the same brand, maturity, species, etc. The result of any Merge is always a direct upgrade of the ingredients. A child becomes a teen, a flower becomes a tree, a house becomes a mansion, etc. Certain Merging lines have clear-cut "endpoints" where they have reached their theoretical pinnacle, but more useful ingredients tend to have significantly longer Merging lines.

Tier B2: Pyramid Scheme (400MP) - Arguably the very pinnacle of Merging as a concept. The endless pursuit. This is an upgrade to B1, with the key distance that there is now no limit to Merging Lines. As long as you have the materials, you can upgrade your ingredients as many times as you want. Don't forget that you can only Merge items of identical quality. Meaning each level is at least twice as expensive as the last. I'm sure you see how this could get out of hand.

Tier C: Unprecedented (400MP+) - Few in this world have managed what you have. You have combined the power of both Merging styles. Choose one Type A and one Type B tier. You must pay 400MP on top of their combined price.

Perks + General:

No Alignment discounts.

Tile View - Free - At will, you may alter your perception to visualize lines that break up the ground around you into tiles. The shape doesn't matter, as long as the area is always $1m^2$. You can further the illusion by causing objects occupying a tile to appear perfectly centered in their tiles (or as close as they can be).

Time is Space is Money - Free for this Jump / 150MP to keep - You are able to simply point at an object you own to magically convert it to money on the spot. The "sold" items disappear forever. The money you receive is based on the object's immediately apparent value. So if you sell a locked treasure chest, you'll receive the value of the chest itself, regardless of whatever was inside.

Ethical Assimilation - Free for this Jump / 300MP to keep - You may decide how Merging deals with the souls and consciousnesses of living entities. As long as it doesn't alter the process in any practical way (beyond allowing you to feel better about yourself), you can try to come up with something relatively ethical or go out of your way to make it as existentially horrific as possible. This applies to Merging from this jump for Free, but by paying 300MP, it will apply to any similar abilities or techniques from other Jumps. See Notes for details.

The Gift That Keeps Giving - Free for this Jump / 600MP to keep - One oddity you may find in this world is that most inanimate natural resources don't seem to run out. To be more specific, they can't be depleted by harvesting them. You could eventually harvest enough stones off a single boulder to build a castle, or enough wood from a tree to recreate the Trojan Horse. For the record, this doesn't discriminate against resources that have been upgraded through Merging. Only applies when the harvesting is performed by you directly or on your behalf.

Bubble Blowing - 100MP / 200MP - By forcing an especially large inanimate object into a situation where there are not enough empty adjacent tiles on the current floor / landmass to hold it, the object will be "bubbled". This shrinks the object down and allows it to float in the air in order to stay out of your way until you need it. You can move around and pop these bubbles with your mind. For double the price, you gain the ability to bubble objects at will.

Specialty - 100MP Per, Max 2 / One Free for Beast or Mythical - Many of this world's creatures fall into a particular archetype that correlates to their skill in specific tasks. You may choose a specialty even if you aren't a beast. You may not take the same specialty twice

Builder - You are able to build structures 2x faster than average.

Defender - You are able to attack enemies 2x faster than average.

Harvester - You are able to harvest resources 2x faster than average.

Worker - You have 2x more stamina than average.

Zoomer - You are able to move from place-to-place 2x faster than average.

Winning Formula - 150MP - The originality of your idea or the saturation of the market has little impact on your ability to succeed in game making. You could make an almost identical rip-off of a game that has already been ripped off by thousands before you, and still somehow succeed as if you were the first. You could even change the aesthetics to sell your own game again as a new product.

Compounding Interest - 150MP - By creating a structure to hold one specific resource, it'll somehow slowly generate small quantities of that resource out of thin air. The higher the quality of the structure, the more of the resource is produced. This doesn't escalate forever. Even if you create the most luxurious money vault imaginable, it'll produce at most $50 each day.

Division - 500MP - You are an enemy to everything this world stands for. You possess the power of Separation. Anything created through this world's Merging or similar phenomena in future Jumps, you can break back into its components. The scope of what this can affect depends on the scope of your Merging ability. So if you can't Merge two humans together, you can't Separate them either.

Multiplication - 500MP - You may treat your internal attributes as if they were ingredients to be Merged. Your being is treated as a closed system, meaning you can't Merge something internal to you with something external. The products of these Merges are never any stronger than the sum total power of the Ingredients. The kinds of attributes you can Merge depends on your Merging ability. You can't Merge altforms if you can't Merge complex organisms, and you can't Merge element-manipulating powers if you can't Merge elements.

Perks + Creator:

100MP Perks Free and others discounted to Creator Alignment.

Patchwork Ecology - 100MP / Free for Creator - When harvesting or foraging for materials, you will frequently find resources that don't make much sense being there. Stone bricks in a random bush, flowers unique to other continents, gold coins in the middle of the fruits you grew, etc. These won't be significantly more valuable than the resources you were expecting, but certainly add variety.

Nurturing Nature - 100MP / Free for Creator - Taking care of plants and animals is second nature to you. You can make just about any plant or animal thrive. Even if it's a breed you've never seen before, you can quickly figure out its survival requirements. If it is a plant or animal's nature to be hostile to everything around them, or they're trained to behave in such a way, this alone won't change that.

Blended Edges - 300MP / 150MP for Creator - Anything you create through supernatural means (such as Merging) in large enough quantities can now be seamlessly integrated into the environment. This doesn't change the past, just makes it look like you did. Pile up stone into a mountain and it'll blend perfectly with the surroundings. Create a skyscraper-sized vending machine, and even the most advanced chemical analysis will suggest that it's millions of years old.

Mythically Inclined - 300MP / 150MP for Creator - As long as it doesn't have god-like power, any creature you personally hatch from an egg will be instantly loyal to you. Even if they were literally born seconds ago, they'll already be able to understand spoken orders you give them. If the creature in question really is some kind of god, even if they aren't quite so loyal as other creatures, they'll at least be more tolerant of your presence without immediately trying to eat you.

Wonderful - 600MP / 300MP for Creator - Some items, when brought to the end of their Merge Chains, have the potential to become Wonders. Wonders are legendary structures. Fountains of youth, beanstalks that reach the sky, eternal rainbows. When you first form a Wonder, they will instantly spawn countless treasures and resources that even an obsessive Merger would struggle to amass in a year. After that, they can be infinitely harvested for resources. If you have a Merging style where Merge chains don't have a finite end point, then you will be given the option to end the Merge chain early to create a Wonder instead.

Past the Peak - 600MP / 300MP for Creator - When you Merge a being who has already reached their peak, you can reincarnate them as a group of 4-7 eggs that will hatch into babies resembling their past life with a new color scheme. Make no mistake, this is their next step of evolution. Even as newborns their physical and mental capabilities are superior to their former prime. You can only do this once per being, regardless of Merging style. If you're worried about the morality of this, figure something out with Ethical Assimilation. You'll need someone else with this perk if you want to use it on yourself.

Perks + Reader:

100MP Perks Free and others discounted to Reader Alignment.

Dot Your i's - 100MP / Free for Reader - For all but the mightiest Mergers, an empty wallet will be a common sight. You know how to make the most of your funds, specifically when buying in bulk. You can arrange supply chains to bring mountains of resources straight to your door. You can haggle to discount these bulk purchases to as much as half their usual price.

Cross Your t's - 100MP / Free for Reader - When dealing with experiments that could prove to be dangerous or controversial, it's prudent to keep a low profile. You are a master of concealing all evidence of such research taking place. Not only that, you find that performing research recklessly and without taking the appropriate safety precautions doesn't backfire nearly as often as it should.

Documentarian - 300MP / 150MP for Reader - When it comes to crafting in any form, you have a perfect memory for recipes. Any time you discover a new recipe, even by complete accident, your brain automatically memorizes and categorizes the recipe. This even includes a mental search function. You could just pile up ingredients, and if any of them result in a new product, even if you don't see it happen, you'd instantly know the exact ingredients to recreate it.

Merging a Monster - 300MP / 150MP for Reader - An odd and taboo science. You are able to harvest the liquid essence out of any living being. Injecting this essence into another being will allow them to manifest and utilize one major physical trait of that creature. The 8 limbs of a spider, the neck of a giraffe, the wings of an eagle, the horn of a rhino, etc. If another injection affects a body part that has already been mutated, the new mutation overwrites the old one.

See What Sticks - 600MP / 300MP for Reader - Merging is often more art than science. You have an odd ability for making discoveries or inventions before those that should make them possible. You could discover how to make computers before typewriters, or vodka before alcohol. In any technical or creative discipline, you are always able to find alternative recipes that allow you to skip vital steps or ingredients, even if it doesn't make conceptual sense. You could build a fully functional car without knowing how to make an engine or master a ritual to create a tornado of fire before learning your first fireball.

Token Representation - 600MP / 300MP for Reader - A trick ancient Mergers used to make the experimentation process far safer. Instead of just Merging to create a product directly, you can instead receive a kind of physical token (or crystal, or test tube, or whatever) representing the product. Regrettably, the token can't be exchanged for the actual product. However, the token perfectly functions as a substitute for future Merging. If you find yourself needing to Merge a black hole, it'll be much safer to just make a token instead of trying to contain a gravitational singularity in your workshop.

Perks + Updater:

100MP Perks Free and others discounted to Updater Alignment.

Take Out the Trash - 100MP / Free for Updater - Whenever you want someone out of your life, you always know how to make it happen. Blackmail them, fake a pregnancy, develop a disgusting habit, spread a nasty rumor. You always have something up your sleeve to make even the most blindly infatuated individuals lose all romantic interest in you or someone close to you, as fast as possible.

Supplied Demand - 100MP / Free for Updater - You have the latent potential to become a legendary inventor. Not because you're especially good at engineering, but because you have an uncanny ability to see a need that isn't being filled. You can easily come up with inventions people didn't know they needed but will sell like hot cakes once they do. You could very well invent the next tin can.

Straddling the Wall - 300MP / 150MP for Updater - You have a kind of mental switch that blurs the line between reality and fiction for a specific personal conflict. Those involved will be fully convinced they're just actors playing a part. This can only be used once a month for two hours. It affects your mind as much as everyone else's. You won't be able to just assassinate your arch enemy by inviting them out for coffee. In your eyes, the two of you are just co-stars.

Mind Palace - 300MP / 150MP for Updater - Merging has been ingrained so deeply into your psyche that it affects how you think. You are now able to Merge your thoughts together in the same way you would external objects. For instance, you could pick up a handful of clues to begin Merging in your head. After enough trial and error, you'd be able to construct a perfect mental image of the crime. This is time consuming, but accurate, even if it logically shouldn't be.

Two Steps Forward - 600MP / 300MP for Updater - Karma is a funny thing. You have frankly absurd luck, with a catch. Bad things will still happen to you, but every piece of bad fortune you face is met with more than twice as much good luck. Your husband ran out on your wedding? Suddenly equally handsome men are all over you. Your house burns down? Turns out you're actually the heir to your family's massive estate. This even works if this "bad luck" wasn't luck at all, and the situation was directly caused or orchestrated by another party. Naturally, that "other party" can't be you or someone following your orders.

I Planned This - 600MP / 300MP for Updater - Manipulation comes naturally to you. If you get arrested, it's only because you wanted to, and you prepared your escape route weeks in advance. Even fate seems to have your back when executing these hairbrained schemes. Like making a big scene with your crime spree on TV, which inspires a company to design an escape room around your exploits. But this was actually your plan the whole time, and this was actually just a ploy to trick customers to decode the safe combination you were actually after the whole time, without the escape room makers ever realizing it.

Perks + Destroyer:

100MP Items Free and others discounted to Destroyer Alignment.

Hero Delivery - 100MP / Free for Destroyer - You never have to worry about running out of enemies to recklessly challenge you. Even after you prove you can erase a kingdom with one hand, random villagers and knights will still work up the courage to oppose you. Which is good, since how else could you show off your overwhelming power if everyone is too scared to fight you? Togglable.

Grotesque Gourmand - 100MP / Free for Destroyer - When creating monsters or underlings in one way or another, you have the ability to make them inexplicably delicious and nourishing. Your dark god would get as much nourishment from a mummy as a human knight. This even applies to skeletons or rotting zombies. The stronger the creature, the more delicious and nourishing you can make them.

Sizing Up - 300MP / 150MP for Destroyer - A smart overlord learns to pick their battles. As such, you have the odd ability to perceive the offensive and defensive ability of your allies and enemies numerically. These numbers don't account for special tools and weapons or clever tactics, but for the most part, when you sic your zombie on an annoying knight, you'll do so knowing that they'll most likely take exactly half the knight's health before dying.

Fashionable Function - 300MP / 150MP for Destroyer - You are somehow able to wear multiple sets of clothes simultaneously. Only one set of clothes will manifest physically, in terms of aesthetics, comfort, protection, temperature, etc. The rest of the clothing seems to exist in an invisible and incorporeal state. You simultaneously receive any magical benefits or effects of these clothes as if you were wearing them normally. You can re-materialize the clothes at will.

I'll Be Back For the Sequel! - 600MP / 300MP for Destroyer - You have an improbable likelihood of surviving death when your enemies fail to confirm their kill. Not only that, if you manage to get away, it's weirdly easy to start your evil schemes over again as soon as you slink away. Your superweapon is left relatively intact, the dark god you were raising is in relatively good health, those heroes didn't even bother leaving someone to watch your old dungeon in case you came back. You'll have to build up your resources and manpower back up, but anything vital to your plan will be mostly untouched.

Miasma - 600MP / 300MP for Destroyer - You are capable of the same dark magic that will one day destroy the world. You are capable of generating miasma to a variety of effects. With a few minutes of focus, you can curse the land to make it impassable and slowly corrupt anything within into more dark and hostile forms. When used on a significantly weaker living being, your magic can petrify them into a statue. They are fully awake, fully aware of their surroundings, but unable to move, escape, or die without external help. Your miasma can be purified through exposure to holy or life-based energies.

Assets + Companions:

Companions may not access the Companions or Setting sections.

Living Tutorial - Free / 100MP Per - A new friend to show you the ropes. They're a mythical creature capable of human speech. They have a knack for helping people get their bearings when entering a new world or embarking on a new adventure. Their knowledge is very surface-level, only really helpful when just getting started. With Hey! Listen!, they won't even be capable of that much.

For 100MP each, they will be able to provide you with a "Hint". Whenever you find yourself lost, overwhelmed, or stumped on some kind of quest, project, or problem, regardless of its nature or complexity, they will be able to extract helpful knowledge out of the cosmos itself. These hints provide just enough information for you to figure out your next course of action. Any used hints are lost until the next jump, or you can refill them instantly for Premium Currency.

Guild Mates - 50MP Per / 100MP Per - With one purchase, you may import or create one companion to join you in this world. Each subsequent purchase doubles the number of companions, to a maximum of 8. Each companion receives 800MP and may gain more from Drawbacks.

Companions may not access the Scenario, unless you spend 100MP each to shift them into a parallel reality where they will go about restoring their own territory. You may visit each other through a dimensional door in your territory, but you will not be able to travel outside each other's respective territories.

Traveling Merchant - 100MP - A girl with a passion for adventure and trading. A designated dock has been installed on a property of your choosing. Their personal airship can be found there at least once a day for her to sell her wares. Even in future jumps, they'll show up with an assortment of goods from this world and the current jump. Their stock is usually decent, but the products they offer for regular money can't be compared with what she sells for Premium Currency.

Each day she'll offer to trade you one common product for a certain amount of a natural resource, like a rare species of mushroom, or an especially difficult to catch beetle. Presumably to sell to her other customers at a markup.

She receives 400MP to spend here and can take the Scenario at no cost.

Assets + General:

No Species or Alignment discounts.

Time Sink - 50MP - On any cellular device you own, you will find every mobile game that even vaguely fits into the "Merging" genre that exists or existed in your current or any past jumps. They take up no space in your phone's memory, all ads are disabled, and you receive an infinite amount of any premium currency. Naturally, any multiplayer functionality is lost outside of their native world.

What Are We Even Selling? - 50MP / Free with Winning Formula - You now have the direct number to possibly one of the best game advertising companies ever. The only problem is that their trademark style involves being as misleading as possible. Anything you hire them to advertise will gain a disproportionate amount of attention, but most of that attention will be from people who only have a vague idea of what the product is.

Merging Grid - 200MP / 50MP Per - The ultimate tool for the Merger on the go. This backpack has some kind of odd space-warping magic or technology that shrinks down any items you can squeeze through the entrance of the bag (becoming proportionately lighter). Within the bag is a handheld grid where each square correlates to a full "tile". Meaning you can Merge on the go using these shrunken items, without needing to clear several meters of space around you. The default parameters of the grid are 6x8 tiles. You may spend 50MP to increase both the length and width by one for each purchase.

Hexagon Pedestal - 400MP Per - In the depths of an ancient ruin, traces of an ancient Merging ritual were found. This ritual was known as "Hexafusion". With this, one could fuse three ingredients in a form wholly different from conventional Merging. They would be combined into one product, which could alternate between 7 forms. The form of the three ingredients, three forms combining the traits and abilities of any two of the ingredients, and one form combining all three. The only way to separate them was by performing the reversal ritual at this pedestal. The ritual can take one of two forms: Animate or Inanimate. You may purchase this twice for both forms of the ritual.

The inanimate ritual, as the name implies, fuses three inanimate objects. The object changes form at the command of the individual wielding it.

The Animate ritual Merges three living beings. Whatever form they take at a given moment is determined by majority vote of the three composite consciousnesses. If one or more of the components are a companion, they will occupy a single companion slot until the reverse ritual is performed. If any of the components were not originally companions, they will be banished back to their original world.

The Forbidden Power - 400MP, Requires Division - One of two legendary demonic swords. It has weaponized the Taboo power of Separation. By Stabbing or slashing a living being with this sword, you may choose to divide them into two beings representing two opposing or disparate aspects of themself. Such as splitting the evil and good in someone into two people, or a minotaur into a regular man and bull. You may also focus your regular Separation abilities through this. What better way to split a whole into parts than to slice it in half?

You may freely import a blade of your choice into this. If you also took The Pizza Cutter, you may choose whether they stay separate or fuse into a single blade.

The Pizza Cutter - 400MP, Requires Multiplication - One of two legendary demonic swords. It carries a peculiar form of Merging within it. By Stabbing or slashing a living being with this sword, you may choose to blend two opposing or disparate aspects of that being, resulting in a significantly stronger whole. You could Merge a half demon to awaken the power of a full demon, or suture Dr. Jekyll and Mr. Hyde back into one being with the best qualities of both. You may also focus your regular Merging abilities through this, if you really want to stab everything you Merge.

You may freely import a blade of your choice into this. If you also took The Forbidden Power, you may choose whether they stay separate or fuse into a single blade.

Assets + Premium:

The true essence of Merging.

You may choose what form this takes. Whether gems, runestones, feathers, halos, whatever. For the sake of succinctness, I'll refer to this currency as "Gems" for the time being. As far as you can tell, there is no known way to artificially recreate these Gems. Gems found in the world can be Merged to increase their total value, but once you have claimed ownership of a physical Gem and added it to your "account" it ceases to exist as anything more than a number, and becomes immune to further Merging.

For starters, bringing Gems to any merchant or store will allow you to access a special assortment of merchandise exponentially greater than whatever is publicly available, including items that would normally only be available to trusted customers. This even works if there's no logical reason why the store should have a "secret stock" in the first place. Naturally, these products can only be bought for Gems.

The secondary effect allows you to spend Gems to distort spacetime to cause any ongoing process to complete instantly. The time it takes to sleep, the time it takes for a package to arrive, the time it takes to study a topic, the time it takes an injury to heal, etc. Doesn't apply to fiat-backed items or processes.

There's just one issue. Your use of Gems is handled by an incorporeal "Middleman" who is plagued by an insatiable greed for these Gems. Any process has a base Gem cost. However, the Middleman will never tell you what they are, and will instead charge whatever the maximum number of Gems it thinks it can get out of you is. It is perfectly willing to change those prices as it suits them. If you only ever use their services for minor conveniences once a jump or so, it'll get desperate enough to keep their prices close to the base cost (usually somewhere in the 1-3 digit range). On the other hand, if you attempt to spend your Gems in a moment of desperation, or in an altered mental state, or after clearly demonstrating irresponsible spending habits, they'll happily charge you thousands of Gems for a single glass of water.

The Middleman is not a concrete entity. More like a metaphor for the very concepts of greed, exploitation, and the "freemium" business model. However, the end result is much like being at the mercy of a soulless mobile game company who is more than willing to fleece their impressionable young player base for all they're worth. Having a name to tie to this faceless phenomenon just makes it easier to conceptualize.

Mystery Box - 100MP - You will occasionally come across massive chests that can only be opened with Gems. The contents are usually a large quantity of valuable treasures and resources, but there's no way to know it'll be worth the amount of Gems asked until you open it up. Also, they take up way too much space.

Direct Injection - 200MP Per - You receive a stipend of 500 Gems each jump. These can be stockpiled, if you don't let the Middleman get one over on you. Can be purchased multiple times to add an additional 500 Gems to that stipend.

Ad Break - 200MP Per - Should you neglect the Middleman to the point they start to get desperate, they will randomly offer to freely perform an exchange or skip worth 100 Gems or less. In return, you will be forced into a coma that will last between 5 minutes and two hours. The duration is completely random. During this time, your subconscious mind will be subjected to a series of advertisements for products you're 90% sure don't exist in this world. Though, that doesn't make them any less annoying. They'll stop offering this deal the instant you spend any amount of Gems within the current jump. Additional purchases increase the maximum Gem equivalency for these "ads".

Prospector - 200MP - You will very rarely find stockpiles of Gems hidden in remote areas of future jumps. It's never very much. Even with Merging, the maximum value of a stockpile is 15 Gems. Still, it's better than nothing.

Bubble Economy - 200MP - When creating some object through Merging, you will sometimes be offered an interdimensional bubble containing an identical copy of one of the products. You may pay Gems to "pop" this bubble to receive the copy. It's pretty much random when these bubbles appear and for what product. These are relatively cheap by the Middleman's standards, but can any amount of Gems be called "cheap"?

Inter-Jump Imbalance - 400MP - It's anyone's guess where the Middleman gained the authority to do something like this. You can now spend Gems to negate fiat-backed wait times. The time it takes an item to restock/repair, the time it takes companions to revive, the time it takes for a perk to be usable again, etc. Due to the relative difficulty, these skips never cost any less than 1000 Gems, often far more.

Whale - 500MP - You may now buy Gems directly from the Middleman using any currency valid within your current jump. As you'd expect, their prices are exorbitant, volatile, and completely arbitrary.

Assets + Creator:

100MP Items Free and others discounted to Creator Alignment.

Greener Pastures - 100MP / Free for Creator - You receive a sprout for a tree growing a fruit of your choice (even fruits that don't normally grow on trees). This tree can grow more than 4 fruits at a time, but those fruits can regrow in a matter of hours once harvested. You can even harvest the seeds to grow more.

Extra Spicy Sauce - 100MP / Free for Creator - This small bottle contains a hot sauce so potent that even those with a low tolerance for spice can't resist it. When used on a dish, it invigorates the consumer equivalent to a full night's rest. You'll need to make this bottle last, as it only refills every year.

Goblin Cleanup - 200MP / 100MP for Creator - You know the number to a deluxe cleaning service that may or may not be staffed by goblins. They can clean up even the most cluttered bases in record time. If you desire, you may instead receive a single loyal goblin maid to perform these duties at no cost.

Luxury Housing - 200MP / 100MP for Creator - A giant luxury mansion designed to house any number of pets or servants in comfort. Through an occasional minigame, like hide and seek or tag, you can earn special magic dust balls that can be exchanged for increasingly fine furniture.

Super Egg Shards - 400MP / 200MP for Creator - Every jump, you receive a single shard of a crystalline egg. You must Merge these shards to create an egg, and then Merge those to activate it. Once you've done all that, the egg will spawn 20 random baby mythological creatures that are all loyal to you. Every baby born from these eggs occupies a single group companion slot.

Merge Airlines - 400MP / 200MP for Creator - Especially popular with merchants and treasure hunters, you too are in possession of your own private airship. It is self-repairing and requires no fuel. Despite being hardly any bigger than a speedboat, the interior contains an entire living space. It has a similarly immense storage compartment, including a functionally impenetrable vault.

Assets + Reader:

100MP Items Free and others discounted to Reader Alignment.

Merger's Chemistry Set - 100MP / Free for Reader - This set of test tubes, beakers, and the like are protected by an enchantment that renders them immune to any force devoid of intent. A person could smash them with little issue, but acid, antimatter, shrunken stars, etc. couldn't even scratch them.

The Written Word - 100MP / Free for Reader - In the wilds of this and future worlds, you will come across books filled with wisdom of the world. This could be mythology, historic events, or properties of local flora and fauna, etc. The wisdom is nothing mind blowing, but it's never outright useless.

Midas Touch - 200MP / 400MP for Reader - This seed will grow into a tree/vine/bush/etc. that grows a fruit of your choosing. However, the fruits it grows are made of solid gold. While this makes them inedible, they can be sold for a decent sum, and have potential to serve as potent alchemical ingredients.

Bejeweled - 200MP / 400MP for Reader - These assorted gemstones are not to be confused with the coveted Gems. However, the origins of Merging itself are tied to these beautiful stones. Studying these could provide insights that could significantly expand and expedite your mastery of the Merging arts.

Lumbricus Insatia - 400MP / 200MP for Reader - This block of ice contains the eggs of an absurdly dangerous species of worm. If thawed, they will manifest their ability to devour anything smaller than it that touches their body, growing proportionately in size without limit. They're too simple-minded to control, so I hope you can handle the destruction they'll inevitably spread.

Cleanup - 400MP / 200MP for Reader - With one sweep of this enchanted broom, any space that could be considered your workspace is instantly cleaned. Damage is restored, tools and ingredients are put away or disposed of, radiation and other after-effects are cleared. This can only affect things you personally own or created. You can also "undo" the last sweep at any time.

Assets + Updater:

100MP Items Free and others discounted to Updater Alignment.

Ol' Unreliable - 100MP / Free for Updater - Why do I doubt your intentions for this? At will, you may summon a pregnancy test that has been tampered with to show whatever result you desire. It also seems to have a slight mental effect that makes others more likely to believe the results unquestioningly.

A Girl's Best Friends - 100MP / Free for Updater - Mergers make do. You are in possession of a replenishing bottle of cheap wine and a washing machine that always works perfectly without an external source of power, water, or soap. The vibrations of the machine are unusually intense. Do what you will with this.

Shady Sam's - 200MP / 100MP for Updater - You've acquired the number to a rental company that can get you just about any land, air, or sea faring vehicle in a matter of hours, as long as you can afford it. They never ask your name, never leave a paper trail, and never question any suspicious stains you leave.

The Secret Ingredient - 200MP / 100MP for Updater - This taboo secret ingredient can make any dish delicious enough to build a baking empire around. You never seem to run out. Inspectors will never notice you sneaking it into your products, even en-masse, but individuals who discover it are invariably repulsed.

Jumper Fortune - 400MP / 200MP for Updater - An eccentric relative of yours bequeathed their immense fortune to you, but only if you complete an elaborate series of escape room style puzzles to find it. Somehow, even if you find the fortune, whatever remains of it will be lost at the start of the next jump, where you will be given a new series of trials to uncover an identical fortune.

Merge Mafia - 400MP / 200MP for Updater - You are the head of a powerful criminal organization. Smuggling, racketeering, the whole shebang. In addition to the money and power this affords you, in future jumps your gang will always have a standing deal with the police to turn a blind eye to them. Of course, this won't help if the police have a change of leadership during a jump.

Assets + Destroyer:

100MP Items Free and others discounted to Destroyer Alignment.

Briar Seeds - 100MP / Free for Destroyer - The favored flora of those who corrupt. When planted, these rapidly grow into a bush of thorny brambles in a single day. The longer they're left alone, the harder they are to untangle. It could take hours to untangle a single one-day-old bush. Seeds replenish weekly.

Wretched Rags - 100MP / Free for Destroyer - These mage robes (and optional mask) make you seem more intimidating when worn. Not only that, something woven into these robes tastes absolutely repulsive to monstrous or eldritch beasts, even those that lack anything we could compare to taste buds.

Gas Bag - 200MP / 100MP for Destroyer - This small pouch contains enough miasma to curse a 5x5 meter area to become impassable and slowly die. The only known ways of purifying this curse involve supernatural forces. This isn't enough to petrify intelligent beings. Replenishes every five years.

Spellbook - 200MP / 100MP for Destroyer - This spellbook contains a variety of rituals to cast passive buffs over a small area. Such as increased mana generation, added nourishment from food, increased offense, etc. Each ritual requires you to sacrifice increasingly valuable resources to perform.

Siphon - 400MP / 200MP for Destroyer - This magical device allows you to remotely drain any supernatural energies or materials your created minions produce within several miles, such as mana, slime, poison, etc. This never drains enough to harm the minion. You need a specially crafted magic pool to hold each resource. Any of that resource gathered once the pool fills up is lost.

Merge Abyss - 400MP / 200MP for Destroyer - In a property of your choosing is a large hole from which light cannot pass. Something exists at the bottom of this hole that can consume seemingly anything. Whether you do it to dispose of annoying heroes, or you're just too lazy to take the trash out, whatever you throw down here is unlikely to come back. Do try not to fall in yourself.

Scenario + Basics:

Must take Scenario to access Scale, Burdens, or Rewards sections.

You won't be spending your time here sitting on your hands. You will be given a particular mission, involving the restoration of a large structure or territory to its former glory. Your choice of Scale, Burdens, and Rewards will determine the specifics of your challenge. Your Time, Species, and Alignment will also have an impact. After all, a medieval wizard is going to have far different goals and challenges than a dog in modern times, or a god at the beginning of time.

At Micro or Small scale, the property is in tatters after decades of neglect, or perhaps a total absence of civilization. For Large or God scale, the threat is more existential. There is a corrupting and invasive force that has rendered almost the entire territory uninhabitable. You must Merge the means to purify the land and the weapons to fight off the invaders. And on top of that you'll need to rebuild a mostly functional society for the territory to be considered "restored". You may choose either option if you choose Mid scale.

The property has a resistance to supernatural abilities (though less so for those based in Merging). Even if you could theoretically just Merge the concept of "pristine", the effect would fizzle out after restoring a single wall or window. Your only options are to either manually restore it, or to use your abilities to repair it one piece at a time. You can still use your abilities to indirectly help, like to create tools or even a workforce to speed the process along.

Should you succeed, naturally your reward will be the territory itself. Once restored you will find it to be overflowing with valuable resources that replenish between Jumps. In addition, it will retain its exceptional resistance to supernatural forces that attempt to forcefully change it, for all except you. You will also receive 400 Merge Points at the completion of your goal.

You may spend MP from elsewhere in the jump in the Scenario sections. Should you fail the scenario, this outside MP will be refunded.

Whatever Burdens you choose, you'll intuitively know when you have fulfilled all the requirements for success in the scenario.

Scenario + Scale:

The larger the scale, the greater the challenge, which is why each Scale is Free.

Micro-Scale - Free - Taking it easy, are we? The property you need to restore is no larger than an average suburban house. It doesn't have to be a house, really any structure around that size would do. A park, a small dungeon, a restaurant, anything like that. You'll probably finish in 1-3 years.

Small-Scale - Free - The property you need to restore is the size of an enormous estate. It could be a mansion, castle, a large dungeon, maybe even a small town or village. As long as you don't get too lazy, restoring this place within 3-5 years you've been given is easily doable.

Medium-Scale - Free - The property you need to restore is around the size of a town, likely with its own community. Whether it's a village, a small city, or even a private island. As long as you're diligent or have enough reliable manpower, restoring this in 5-8 years should be doable.

Large-Scale - Free - The property you need to restore is quite a bit larger. It could be a massive kingdom, multiple cities, or even a few dozen small islands. If you want to finish restoring this in ten years, you'll need to learn how to delegate, and fast.

God-Scale - Free - The property you need to restore is an entire planet. You must fend off the invading forces of chaos (or whatever concept is most antithetical to your nature) or evolve the planet's life from single-celled organisms to a space-faring civilization. The planet's resistance to your abilities is stretched thin. You'd have to be manipulating entire land masses before you feel any pushback. Even then, this will be nearly impossible without the power of a god or an absurd amount of manpower.

Scenario + Burdens:

*All 100MP Burdens have a positive variant. You must take the negative variant first to even be able to purchase the positive variant. This essentially cancels out the reward of the initial burden unless you have the appropriate Alignment.

Hey! Listen! - +50MP - You frequently find yourself in the company of a dubiously sentient entity determined to serve as your tutorial. This is only an issue because their tips are constant and universally useless. You can't seem to get rid of them and will be forced to interact with them at least once a day.

Side Quests - +50MP - You share your territory with a small group of "friendly" locals. They belittle you constantly, while relying on you to run seemingly pointless errands for cheap but admittedly useful rewards. Some of these quests will be indirectly vital to your success, but there's no way to know which ones.

Tower Defense - +200MP - You'll find your territory assailed by monsters or enemy soldiers on a regular basis. If taken with Wanted Man, these enemies will include heroes or similarly legendary figures. If they break through they'll cause a significant amount of damage and make off with valuable resources.

Speedrunner - +200MP - You'll need to pick up the pace if you want to beat this challenge. Your time in this jump has now been halved. In spite of that, the difficulty of your task remains the same. I hope you have a plan to pull this off in time, because you're unlikely to have a moment to rest.

The Great City - +200MP - Hidden beneath your territory sleeps a forgotten god. They are on the verge of waking, and if you fail to avert this, they will destroy your entire territory. If taken with Jumper.io, this god is none other than the Io Worm queen. Prey that the other Io worms don't discover them.

New in Town - +200MP / +400MP - Your territory not only resists your outside powers, but actively rejects them. Any part of the territory touched by your outside powers or tools will degrade and crumble to dust in mere seconds, giving you even more damage to repair. For double the payout, you no longer have any access to your outside powers or items for the duration of this jump.

Easter Egg Hunt - +/- 100MP - Hidden Throughout the land are countless eggs of various weak mythical beings cursed to never hatch. The only way to lift the curse is by fusing eggs of the same species.

Negative (+100MP) - If you miss even one egg left unhatched by the end of the jump, it will count as having failed the scenario.

Positive* (100MP / Free Creator) - These eggs are young but hard-working and loyal. Every egg you hatch provides a significant boost to your workforce.

Nook and Cranny - +/- 100MP - Your territory is full of countless hidden passages and locations. What form they take depends on the nature of your territory. They could be secret passages, uncharted islands, secluded caves, etc.

Negative (+100MP) - These still count as part of the territory you must restore. If you don't find and restore every secret area, you will fail the scenario.

Positive* (100MP / Free Reader) - Many of these secret areas contain valuable treasures and hunting spots to assist in your endeavors.

The Plot Thickens - +/- 100MP - There is a dangerous conspiracy unfolding all around you. It involves many of your closest friends and relatives. It is a delicate balance that keeps this from spiraling out of control.

Negative (+100MP) - The conflict now involves you personally. It's not safe to just let things play out, but butting in will also make you more enemies.

Positive* (100MP / Free Updater) - There are powerful factions who will gladly provide you with their financial support in return for acting as their agent.

Wanted Man - +/- 100MP - Whether due to a simple mistake in your pass or intentional malice in your present, there is a sizable bounty placed on your head. You aren't the government's number one priority (yet) but still a known face.

Negative (+100MP) - You will find yourself regularly harassed by amateur bounty hunters, brave civilians, and even the occasional knight.

Positive* (100MP / Free Destroyer) - Your infamy just makes you more likable by criminals and even some monsters, allowing you to recruit them with ease.

Scenario + Rewards:

All rewards are lost upon failing the scenario. If the total MP you spent in all the Scenario sections is greater than the MP you gained from Burdens, then you will be refunded the difference to spend elsewhere upon failing the scenario.

The Fruits of Your Labor - Free - Naturally, the main reward for restoring your territory is the territory itself. It will follow you between worlds. Its specific attributes are further detailed in the Scenario Basics section above.

Producer - Free - You are in possession of a common but surprisingly powerful magic plant. This plant is able to be infinitely harvested to create special orbs with the ability to purify or weaken supernatural wards, obstacles, or curses placed to render a location or object inaccessible. Depending on the strength of the ward, you may need between 1 to several million "points" of purification.

The weakest orbs are only worth 1, with each subsequent level being worth four of the last. Even in future worlds, producer seeds can be found pretty much everywhere. In the grass, under stones, in chests, even floating through the air.

If taken with Tier 3 Cost, then this producer can instead produce one of the resources you need to Merge, albeit somewhat slowly.

Catalog - Free / 300FP / 600FP - You are in possession of a special book (or app, or scroll, or hologram, or whatever medium you choose) that automatically tracks any recipes you discover through Merging. It even has a search function.

For an extra 300FP, should you possess an infinite or instantly replenishing supply of some natural resource, you can link it to this catalog, allowing you to summon, copy, or delete instances of this resource from your supply at no cost.

For 600FP, this extends to any products you have a direct Merge line between itself and these infinite resources. For example, if you had an infinite supply of the four classical elements and learned how to Merge them into all the components of a computer, you could then directly spawn as many computers as you want. However, if there's even a single component that requires finite or external ingredients, then this would not work.

Starting Resources - Varies / First Purchase 50% Off - You receive a decent starting supply of raw materials to get your Merging started. If you choose a finite option, your supply is restocked on a yearly basis.

Odds and Ends (100FP / 200FP) - You receive a backpack that is larger on the inside and contains a small hardware store's worth of low-quality tools, seeds, and outright junk. For twice the initial price, this bag seems to contain a new random assortment of these items each time you open it, regardless of how many you've already used up.

Nest Egg (200FP / 400FP, Requires Focus 3 or higher) - You receive enough eggs (or bones or whatever you Merge to get minions) to spawn three baby mythical creatures to use as you see fit. For double price, you receive a special structure that you can use to infinitely harvest pieces that you can eventually combine to make more minions. So instead of getting 9 or so eggs up-front, you'd be able to harvest one egg sliver every few minutes, which you can Merge to create one egg shard, which you can eventually Merge to make one egg.

Elementalist (300FP / 600FP, Requires Focus 4 or higher) - You receive multiple towering piles of peculiar matter (crystals, floating orbs, test tubes, whatever) embodying the purest form of the four classical elements (or another simple elemental system of your choosing). They are all perfectly safe to handle, and can act as a metaphysical stand-in for, or even transform into their natural counterparts. For double the price, you start with only four of each element. However, you are able to duplicate these infinitely at seemingly no expense.

Expansion Pack - 200FP, Requires Starting Resources - In addition to your starting resources chosen above, you also receive an equal quantity of 4-5 setting-specific ingredients each jump. A world of heroes and monsters might provide: immortality, monster, good, and evil, while a sci-fi world might instead offer: AI, teleportation, FTL, holograms, etc.

Premium Land - 100FP Per - Somewhere in your territory is a small area hidden in fog. Behind that fog is a densely packed stockpile containing several absurdly valuable resources. You receive another hidden area with each purchase. It's not a stretch to say that each purchase of this shaves months off the time it'll take you to complete the scenario. Can be taken multiple times.

Bonus Chests - 200FP Per / First Three Free - With each purchase, you may designate some condition under which you receive a treasure chest full of treasure and resources. They will be a mix of resources native to this world, and those that could be found in your current jump. The value of the chests' contents is proportional to the difficulty of or rarity the condition. If your condition was a small random chance every time you harvest a resource, the chests would mostly contain a moderate amount of the resource you were harvesting. You could also do something based on consistency, like a daily bonus that gets slightly better the more consecutive days you check in. If you want anything truly valuable, it'll need to be something genuinely impressive, like becoming world champion in some area, or defeating a particularly difficult boss, or coming back from the brink of death, etc. Within those limits, feel free to get creative.

Bonus Challenges - 200FP Per / First Three Free - This is similar to the Bonus Chests, but instead of getting the reward up-front, you get a structure added to your territory that will transport you to a special challenge with the potential to earn ten times as much loot. Once again, loot will be a mix of local resources and those found in your current jump. The difficulty, risk, and exclusivity of the task will impact the quality of the rewards. Perhaps you have a tower that you can climb once a day, but each floor has a small risk of kicking you out empty-handed. Or maybe an island that can only be explored by expending a treasure that can only be gained from other challenges. Or you could add a time limit, like having seasonal challenges that you must complete within a single week without any outside help. Just to give a few examples. Time is stopped outside while within these structures. However, with the exception of the experience and the rewards, nothing that occurs within can benefit you outside.

Upgrading - 100FP Per - With each purchase, you may select a single Bonus Challenge you purchased. You will occasionally be offered challenges to complete in return for upgrading the Challenge structure. This will gradually increase the quality of the rewards, but not as much as Premium Rewards.

Premium Rewards - 200FP Per - With each purchase, you may select a single Bonus Chest or Challenge you purchased. This upgrades it to provide exponentially better rewards at no drawback. If the regular reward was a dragon nest, you get an adult dragon, if the regular reward was a magic flower, you get two magic trees, and so on. This can only be applied once per bonus.

Closing + Drawbacks:

No Drawback cap.

Merge Chain - +0MP - If everything else can be Merged, why not Jumps? You may apply this Jump on top of another as a Supplement. Your budgets are kept separate, but the history of that Jump will be altered such that Merging has always been a long-time element of the world. Try your best not to make any choices here that are inherently contradictory with the other Jump, such as choosing Olden Times when the other Jump is a cyberpunk setting.

2+2=5 - +100MP - Your grasp of mathematics is below most first graders. Somehow, not even calculators are much help. This will frequently lead to you severely over- or underestimating how many ingredients you have or need for a Merge. I'd suggest hiring a trustworthy assistant to handle such matters.

Micro-Manager - +100MP - Whenever you give someone a task, it's almost a guarantee they will mess up unless you explain every step in exhausting detail. Waiters will spill your drinks, roommates neglect their chores, and pet monsters will always choose to harvest the resources you don't need.

He's Alive - +100MP - Your time here will play out much like a soap opera that has been running for way too long. Betrayals, love triangles, and plot twists are an almost weekly affair. You never seem to grow numb to all this drama, no matter how many times you catch your dad in bed with your boyfriend.

Don't Trust Granny - +100MP / +200MP - Somehow or another, you've found yourself in the debt of a particularly selfish relative. They will feign empathy while exploiting you for free labor. You never have the heart to refuse them. For double the payout, it turns out this relative has a dark criminal past. They will happily use you as a scapegoat or implicate you in their crimes if convenient.

I Can Quit Whenever I Want! - +100MP / +200MP - You suffer from an almost total inability to manage either your time or money. In the former case you will frequently make impulsive purchases without considering whether you need or can afford it. In the latter case you will consistently flake on commitments as you lose yourself in one obsession after another. Can be taken twice for both.

Claustrophobic - +200MP - Workspace is the bane of all Mergers, and you are no exception. No matter where you attempt to do your work, you will find yourself with no more than 50 (Type A Output) or 500 (Type B Output) usable tiles at any time. Though you'll usually only have ⅕ that many. Even portable Merge Grids will have half as many tiles available.

Pool Party - +200MP - All your energy reserves are now tied to physical pools. The starting pools can only store 1/10 your full power. What's more, different energies require their own pools. You can buy new pools using rare currencies. If you want to be back to full power, you'll need to Merge your Pools to max level. This will work even if you have a Type A Output Modifier.

Cheddar Moon - +200MP - Merging is often more art than science, especially for you. Logic will not help you, as there's barely any to be found in the relationship between ingredients and their resultant product. Sometimes you'll Merge plants and get a building, or somehow invent vodka before alcohol. Just wait until you waste hundreds of flawless diamonds for a single record player.

Running on Empty - +200MP - Merging is hard work. Then again, everything is hard work for you. Your pool of stamina only allows you to perform a maximum of 50 tasks per day. A "Task" can be Merging (each Merge is a separate task), preparing breakfast, fighting, even socializing. No matter what these tasks are, after 50, you will be completely exhausted until you've had a full night's rest.

Painted Gray - +200MP - Regardless of your starting time, you'll find yourself regularly harassed by a strange species of evil monsters with magic to spread life-draining miasma that renders corrupted land inaccessible. If you choose After Times, they would be around regardless, but now they will be far more prevalent, and will be far more actively violent towards you and your minions.

Merge Devil - +300MP - This world has created a perfect counterbalance to you. They possess all your powers and see opposing everything you stand for as their sole purpose in life. They believe that they won't be able to fulfill their purpose if you die, so they will only fight with you indirectly. They'll attack your minions, pervert your creations, sabotage your great works, that kind of thing.

Pay-To-Lose - +300MP - Your physical, mental, and Merging abilities are crippled to 1/100th their usual potency when attempting any given task. You can negate this effect in regard to a specific task by sacrificing a small amount of money (money gained directly or indirectly from Merging doesn't work). Prices start at around ¢99 but rise by around 15% each time you pay up.

Jumper.io - +300MP - A species of Io worms has evolved into an apocalyptic force. Anything that makes contact with their body will instantly dematerialize into energy for them to absorb, increasing their size proportionally. The only exception is their face, which is also their weak point. There is no limit to their growth, and even when you think you've wiped them out, one always slips away.

I Failed This Level 6969 Times - +300MP / +400MP - Your life has been tied to an attractive but absurdly incompetent homeless woman. If they die, so shall you. Whether it's finding them a home or fixing their plumbing or just fixing them breakfast, unless you do literally everything for them, their stupidity and bad luck will allow them to botch even the simplest tasks to a life-threatening degree. You may take them as a companion for free if you want

If you take this for 400MP instead, the roles are reversed. They receive all your powers and must take care of you. They are wholly loyal to you, but their efforts to help always backfire unless you walk them through every task in exhaustive detail. Not only are you powerless, but it seems her bad luck now plagues you instead. You'll need to work together if you want to survive.

Multiply By 0 - +400MP - The cruelest punishment imaginable. You are a being who only knows how to steal, kill, and destroy. You are fundamentally incapable of any form of Merging, crafting, or creating. This even extends to any powers or methods from other worlds. Anything you need or want; you'll have to either place your faith in the generosity of others or take it by force.

Closing + Ending:

The great Merge continues.

Go + Home

You have reached the limits of your potential. You return to your original world, introducing it to the power and tools you have gathered to this point.

Stay + Here

There are more combinations to be found. You've barely scratched the surface of Merging's potential. You've chosen to spend your remaining days in this world.

Move + On

This world was but one ingredient of your being. There are countless worlds left to become part of you. You continue your journey into yet another world.

Closing + Notes:

Jump by Gene

Main inspirations are Little Alchemy, Merge Dragons, NecroMerger, Doodle God, Merge Mansion, and Medieval Merge, with a few oddballs here and there like Slither.IO, Bejeweled, Merge Animals 3D, etc. wherever I ran out of ideas.

Sometimes Merging follows intuitive logic (wind+flower=pollen), sometimes it follows cartoon logic (night+cheese=moon). Me trying to pin down a strict set of arbitrary rules would just be annoying for everyone involved.

It's possible to get Premium Currency out of Bonus Chest and Bonus Challenges, but it's extremely rare.

Many Merge systems have some tell that indicates whether an object can be Merged any farther. Assume that something like that is built-in if you chose a Merging style with finite Merge chains.

The in-universe justification for Merging in these games is usually nonexistent. I personally see it as a form of crafting that the people of this world don't see as inherently abnormal. It's not so much a "power" as much as it's just a thing that people in this world can do. Calling Merging "magic" is like calling swimming "magic". As such, feel free to treat it like a teachable skill in future jumps.

Regarding Jumper's Fortune:
Not sure if I did a great job explaining this. The treasure you're able to find in future jumps is always roughly equal in value to the initial fortune.

Regarding Miasma:
If you manage to curse a large enough area, you can call forth thick magic clouds to cover it and protect it from purifying forces. The clouds are automatically banished by the presence of a large enough density of vitality/life energy. This could be from one abnormally powerful organism, or just a large enough quantity of weaker organisms.

Regarding Ethical Assimilation (Paid):
If the downsides of the fusion are a vital component of its functions, this can't change that. For instance, let's say you had some kind of Freddy Krueger deal going on where you are sustained by the suffering of the souls you absorbed. Their suffering is a requirement for the ability to function, so changing that would fundamentally change how it works and therefore isn't allowed.

Regarding Merge Chain:
If there are any additional uncertainties of how this works, fanwank something. If you make a concentrated effort to twist this into the most exploitable form possible, that was your choice and therefore your problem.