Difficulty -~~***Russian***~~ ***Jumpan Roulette***-

Wait... You are seriously taking this? Are you sure about this, Jumper? All right, fine. Don't say I didn't warned you. We won't help you on this Difficulty, and you won't be able to downgrade the difficulty nor upgrade it. You are on your own.

The rules are simple. You must spin an infinite and always changing roulette that will show you the Jump which will give you the Perks, Powers and Drawback/s you have, or it might be a gauntlet. The same Jump, or Gauntlet, could be taken numerous times with their everything, except the items, stacks to one another until the Chain ends or Sparked Up, whichever comes first.

Medium but small Darkest Grey portions of the Roulette will often cause you to take all the Drawbacks in the Jump while the smallest Black portion will shove you back to your home with everything from the Jumps you took or nothing if it's the small-medium Black Portion. These portions will always change size until the roulette stops. All of those God Joke Jumps and Spark Up Jumps are included as that thin jackpot section in that roulette but you can only take one Spark Up Jump.

However, this isn't without any challenges... In every ten Jumps you take you will deal with worlds you've previously visited slowly bleeding to one another due to the World stasis failing on this Difficulty as some of us are the ones responsible for them, and they are lazying around that time. Those who lived or died will remember who you are and will either help, impede, interfere or troll with the Jump until the 100th Jump, in which they will begin knowing about Jumpchain and they will be wanting to take your place every 10 Jumps by killing you; and if they succeed, they will do Jumpchain without the roulette. Don't worry, this will only happen every 10 Jumps after the 100th Jump mark.

And they will appear every 5 Jumps to troll you afterwards if you died from them.

The Bleed Effect will only stop if you got Sparked or the Chain ends. Expect to fight... a lot. Except on Nichijou, and some others. Everyone knows no one can die on those Jumps.

To end this difficulty, spin the roulette into the Jackpot and take a Spark Up Jump, but it is thin... Like flat screen thin. Don't worry that will never disappear due to reasons. Death is not permanent. But you will wish to die on this difficulty run.

But always remember Jumper... Your heroic forever
Until you get your **Spark**. Seriously, that is all it takes to get out of this Difficulty.

Also as an added bonus or extra, you can now get those Joke/Cheaty stuff {race, perks, companions, etc...} if you get lucky, and after this Difficulty you can now go to the Jumps freely and independently from us with your powers, perks and items appearing

ex nihilo. Also, yet again, after this Difficulty, congratulations, you can now make someone do a Jumpchain either at their own wills or not... In other words, you are now your own Jump-chan when that happens.

Created by Magnus 1337

Notes:
If you get your spark, you will gain a bonus gatcha roulette in your warehouse or any property you own that randomizes after each ‘roll’ or ‘spin’. It might give you a power you want, but who knows...