

Flash! Ah ah! Savior of the Universe!
Flash! Ah ah! King of the Impossible!

Dale Arden and world-famous polo star Flash Gordon are involved in a plane crash outside the home of semi-mad scientist Dr. Hans Zarkov, who takes them on his rocketship to the rogue and meteor-launching planet Mongo, in an attempt to deflect it away from Earth somehow. There they are greeted by the opulent court of Ming the Merciless and his countless petty princes.

Well, that's one version of the story, anyways. Flash Gordon has been the topic of many, many films, radio serials, comic books and so on, including the original newspaper strip that started it all and ran for decades. So the fine details may be a little off.

Whatever the case, you'll be spending the next good while on the planet Mongo, so buckle in and have **1,000 Flash Points (FP)** to get you through.

AGE, SEX, RACE, ETC.

Be whatever you want, no charge. Only pay -100 FP if it gives some special or obvious advantage like a Hawkman, Mermaid, Giant, etc.

ORIGIN

Athlete - You have the skills and physique of a professional polo player, which happen to translate exceptionally well to life and combat on Mongo. Or American Football, I guess.

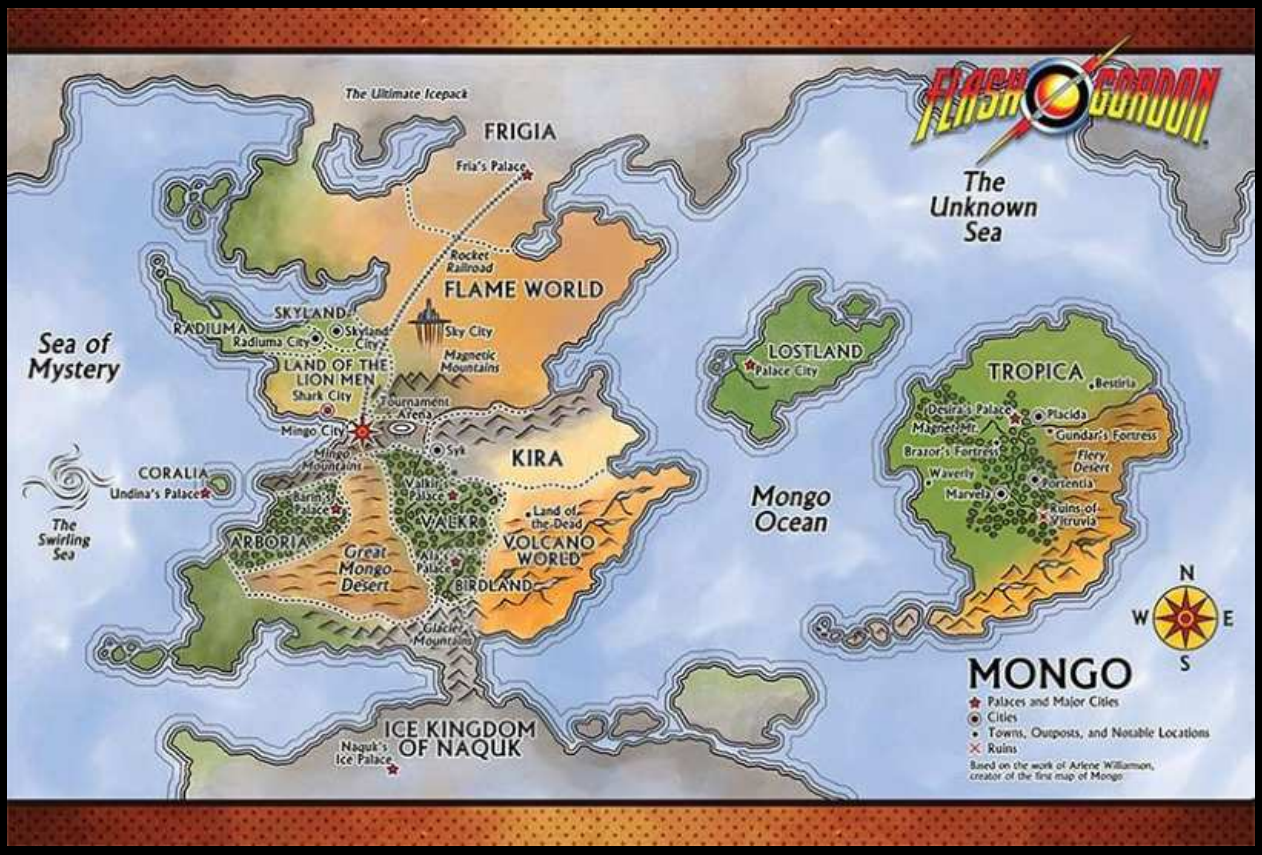
Drop-In - You're a stranger to these lands, but aren't we all? You arrive with no history and no friends, but also no enemies.

Professor - The short-sighted fools at NASA called you mad. Mad! But you'll show them, oh yes, you'll show them ALL!!

Prince(ss) - You are one of the great princes of Mongo, or at least their kin. As a mover and shaker, you benefit the most from local knowledge and the status quo.

Freeman - You were already a native rebel against Ming's cruel rule, but these Earthmen are sure proving helpful! Are you really going to let them show you up?

Villain - You are a general or warlord in service to Ming the Merciless, sent to bring the rebels and aliens to heel.



LOCATION

Choose one starting location or roll for +100 FP

1. **Mingo City** - Capital city of the planet, site of Ming's lavish court and all the apparatus of state.
2. **Land of the Lion Men** - The Plains Kingdom, ruled by Lion Men, and recently devastated by Ming to try and bring these proud warriors to heel.
3. **Arboria** - ruled by the wise Prince Barin, the rightful king of Mongo, Arboreans live in trees to escape the countless monsters and carnivorous plants of their forest domain.
4. **Frigia** - The Snow Kingdom, with giants and dwarves, also ice worms, ice bears, snow dragons and such. The locals wear reflective suits to keep warm, and the kingdom is led by Queen Fria.

5. **Tropica** - The Jungle Kingdom, ruled by Queen Desira, troubled by raids from the Monstermen and the raiders of the Fiery Desert.
6. **Coralia** - The Undersea Kingdom, a city grown from living coral, populated by water-breathers and ruled by the gracious Queen Undina.
7. **Magnetic Mountains** - Shrouded in green mist, with powerful magnetic fields that disable all instruments, a wonderful hiding place and treacherous ground to fly over.
8. **Sky City** - A city kept aloft by gravity beams, the home of the Hawkmen led by King Vultan and Ming's most secure prison.
9. **The Lost Continent** - A forbidden, secret island, half tundra and half forested. Home of the Elders' repressive psychic regime and the Cathedral of Knowledge, the secure science city that fuels all Ming's technological advances and weaponry.
10. **Mongo Two** - An orbital city complex with gradually failing power infrastructure. Perhaps you can help?



FRIENDS

Wrecking Crew (-100 FP) For each purchase, invite up to ten Companions from your world or previous Jumps on your space adventure. Each gets 800 FP of their own. Regrettably, Companions cannot take drawbacks for more points, nor import Companions of their own. Only you can sacrifice to take on more friends.

Flash Gordon (-50 FP) A champion polo (or American football!) player thrust into a strange new world. Flash is decisive and fearless, skilled with a sword and fast-thinking on his feet. Give him an enemy to attack and he's second to none, but not always the best with more nuanced problems.

Dale Arden (-50 FP) Okay, let's get this out of the way. In the original comics, yes, Dale is pretty much just there as Flash's am-candy and the token damsel in distress, the 1930s were a different time. The good news, entire generations of writers have had time to flesh her out since then. She's cool under pressure, manipulative when needed, clever, brave and every bit the hero the others are.

Dr. Hans Zarkov (-50 FP) Disgraced rocket scientist, quite the genius who built a rocket in his home by himself (or with one assistant, different versions) and masters Mongo science with unbelievable speed.

Barin (-50 FP) Son of the previous king of Mongo, who was deposed by Ming, Prince Barin of Arboria is a skilled hunter and guerilla fighter, the leader of the Freemen.

Aura (-50 FP) Ming's beautiful daughter, who is practically contractually obliged to fall in love with the hero, Flash. She saves him from initial execution but after a brief flirtation, in any version, quickly goes back to her true love, Barin. Kinda jaded, really sheltered and pretty selfish to start with, she has the seeds of a profoundly decent person in her.

Thun (-50 FP) Prince of the Lion Men and Flash's first ally in the comic. Funny how adaptations keep editing him out. A noble warrior in open rebellion to Ming, kinda superstitious, but with a strong heart.

Vulkan (-50 FP) Leader of the Hawkmen, and warden of Ming's most secure prison, initially antagonistic, but warms up to Flash and co quickly.

Other (-100 FP) Want Ming, or someone else? Here's the option.



PERKS

Yadda Yadda (free All) Though dying of the first alien flu or spending months learning the language is a realistic consequence of travel to alien worlds, it's not a very interesting one. Therefore, you are fluent in the three most common languages of this and future Jumps, immune to any diseases, and have achieved a state of personal health that won't prevent you from being physically active. You're welcome.

Not Left Handed (-50 FP) Because you're both! Some people have a lot of trouble facing a leftie, and you may not be able to do everything with your preferred hand, so one is as good as another.

Active (-100 FP, free Athlete) You are in excellent physical shape, and have skills befitting a star polo/football player, from pinpoint throwing to hitting a small target from horseback.

First Time (-100 FP, free Athlete) They'd never guess it was your first time riding a sky cycle, firing a raygun, or drilling into the center of Mongo. You sort of intuitively pick up on the correct use of new technology. Not how to fix or build it, but you could fly an unfamiliar spacecraft alright.

Fearless (-200 FP, discount Athlete) You never hesitate or flinch from danger. Fear might keep you sharp, but it won't command your decision making.

Improvise (-200 FP, discount Athlete) Plans are useless but planning is everything, or so the saying goes. You think incredibly quickly on your feet, and even when a plan goes wrong, tend to see a way out. Maybe smash the big glowing thing? Creating chaos is fine, because you thrive in rapidly shifting circumstances.

THANKS FLASH (-400 FP, discount Athlete) Your contributions are always recognized and honored by those you save. Maybe not always immediately, but you can almost always count on help from those whom you've done a good turn for.

Jumper's Alive!? (-600 FP, discount Athlete) For as often as you're dropped into peril, a deep pit, a death trap, a monster's lair, you've picked up a positive knack for extracting yourself from lethal circumstances. If you somehow cannot escape on your own, you will be rescued if it's at all possible, though be careful of complacency which has killed many an adventurer before you. Best of all, no matter how many times you've escaped certain death, your enemies will still be fine shrugging and saying "No one could have survived that" & "They'll be dead soon, no need to watch." They continue to try the death traps or leaving you for dead in a hostile environment.

Adaptable (-100 FP, free Drop-In) It's a whole new world, luckily, you're really good at rolling with changes, dealing with the unexpected.

Have You Ever Seen Such A Specimen? (-100 FP, free Drop-In) You're something else, a pure 12 out of 10 in the looks department, easily able to seduce practically anyone who is remotely interested in your type. You are never dirty or scarred, unless it somehow enhances your beauty.

Easily Underestimated (-200 FP, discount Drop-In) There's a strong case to be made that Dale is there to be a damsel in distress for Flash to rescue over and over and over again. There's also a case to be made that she is a brave and capable woman who is only outshone by Flash's heroics and Zarkov's inventions because of how good they are in their fields. Whatever the case, you personally are easily dismissed as the least capable person in your group, the better to surprise your enemies.

Cheerleader (-200 FP, discount Drop-In) You know, on a fundamental level how to encourage or cheer people up, when they need a supportive friend and when they need to hear harsh truth.

Could We Be Friends? (-400 FP, discount Drop-In) You have an almost disconcerting way of making friends, even with people who were mortal enemies a short while ago. People like you, and strongly tend to want your respect and well-regard. With time and effort, you could talk around practically anyone.

We Only Have Fourteen Hours To Save Earth! (-600 FP, discount Drop-In) It seems there's always a ticking clock, a desperate race to save the day. Well, you have three great boons here. First, if catastrophe is going to strike, events conspire to see you receive some form of warning. Second, if you only think about it, you know exactly how long you have to prevent the disaster, but you won't want to use that often because the third gift is that the unwatched timer doesn't tick down. There's always a surprising degree of flexibility, such that with ten seconds left to disable a bomb, you can still take three minutes out to fight the henchman guarding it.

Can't Say I Didn't Warn You (-100 FP, free Scientist) People actually trust your scientific expertise and tend to believe you absent a strong reason not to.

Real Rocket Scientist (-100 FP, free Scientist) You understand the science of rocketry, and can do advanced calculus and trigonometry in your head the same way most people can do basic arithmetic.

Make Do (-200 FP, discount Scientist) Any way you slice it, building a functioning rocket, on your own, is unimaginably impressive. Macgyver could only stare in naked envy at your ability to force regular materials to do things and endure strains they were never meant to, and to work under pressure.

Can't Beat The Human Brain (-200 FP, discount Scientist) It doesn't matter how they try to alter your memories or personalty, what drugs or devices or torture they put you through. Only you control your consciousness, and all outside influences falter and fail. Still, you are very good at recognizing these intrusions and playing along. All the better if people think they've made you their devoted brainwashed servant.

Jack of All Fields (-400 FP, discount Scientist) Learning in one field of science deepens your understanding of other fields, as nothing is entirely self-contained or unrelated. To begin with, this gives you an incredibly broad understanding of most sciences, why should being an astrophysicist stop you from understanding alien biology, after all.

Supreme Lord of All Scientists (-600 FP, discount Scientist) You'd think visiting a world a thousand years more advanced than your own would pose some problems, but no. In a matter of hours you can productively be doing cutting edge research in the labs of advanced aliens, and in a matter of days you could be teaching them things they didn't know their technology could accomplish. You could be on a crashing rocket or falling sky-city and invent a new, superior form of levitation technology on the way down.

Courtier (-100 FP, free Prince) To survive in the complex court environment of Mongo, you must be a master of flattery, a student of the complex and shifting web of alliances and relationships, able to keep your own counsel

and be alert for opportunities to advance yourself or tear down your rivals. Fortunately, you excel in all these things.

By The Great God Tao! (-100 FP, free Prince) There's been many versions of Mongo's religions in various tales, but religious life is still important to the average local. You know the basics of the faith(s) and can easily appear pious with no or token efforts, as people assume you to be a person of the gods.

Great Debater (-200 FP, discount Prince) You are a skilled rhetorician, able to whip a crowd into a frenzy or humiliate a scholar or noble in public. Besides a mastery of sophistry and word-games, you have a fantastic voice for projection and keep your cool in public.

Misdirection (-200 FP, discount Prince) The only way to survive the attentions of Ming and his coterie is to be able to serve up distractions constantly. Yes, your taxes were a little thin this year, but look at Frigia's! Sure you've stockpiled a lot of weapons, but isn't attacking the Earth so much more interesting? You are a master at the art of deflection and distraction, as well as setting up fall guys for your offenses.

Princely Education (-400 FP, discount Prince) Many are the secrets of Mongo which aren't known to the general public. You are an expert in the true history, geography, culture, politics, religion etc. of this place. This knowledge updates in all future Jumps.

Treachery (-600 FP, discount Prince) You are one of the best liars and manipulators this troubled world has ever seen, seamlessly blending truth and fiction until your victims hardly know which way is up. People are willing to give you a second chance, sometimes even a third, after you betray them, and no matter how many allies and masters you led to their doom, it doesn't ever seem to occur to anyone that they're next right up until they are.

Merciless (-100 FP, free Villain) The squeamish don't last long in Mongo. As Ming said, we are successful because we do not have the human flaws of

empathy, kindness, mercy. We are smarter and more ruthless. You can selectively dampen or outright ignore your empathy for the suffering of others. Just try not to make a habit of it, alright?

Presence (-100 FP, free Villain) When you enter a room, whispers cease and all eyes are on you. Your very existence demands respect.

Interrogator (-200 FP, discount Villain) So many rebels, just full of all sorts of useful information. They all swear they'll die before they betray their fellows, but we know the truth don't we? Sooner or later, everyone talks. You're just a lot better at making sure it happens sooner, and without any lasting damage, you big softie you.

Might Makes Right (-200 FP, discount Villain) People by and large don't object to your taking trophies of your kills, nor the spoils of victory. Those you conquer by force are far less likely to ever rise against you.

Master Swordsman (-400 FP, discount Villain) Mongo has been described as a world where everyone has a raygun, but would rather fight with swords. You in particular, are probably the most skilled swordsman on the planet. Just don't get cocky, there are likely many who are faster or stronger than you.

Conqueror (-600 FP, discount Villain) Your enemies would be wise to fear you, not because you're a great warrior personally, though if you weren't before you are at least passable now, but because of your innovative tactics and strategies, your ability to inspire your soldiers to fanatical devotion that they throw themselves into certain death with "Hail Ming!" on their lips. You are the greatest general and warlord Mongo has produced in a very, very long time.

Freeman are Like Family (-100 FP, free Freeman) You can in future Jumps insert yourself as a member of any band or organization that isn't mentioned in the Jump-Doc as something you need to pay points for. This can apply

even to families, though never as the head of household or their immediate heir.

Survivor (-100 FP, free Freeman) From Arboria's untamed forests to the ice plains of Frigia, there are many wild and dangerous places on Mongo. Perfect for rebels who need a place to hide. You know how to survive in any terrain, even ones populated by monsters.

Hunter (-200 FP, discount Freeman) There's not a lot you don't know about following tracks or setting traps, or building shelter. All handy skills for roughing it in Mongo, or ambushing Ming's patrols.

Marksman (-200 FP, discount Freeman) You're very handy with a raygun, or any other range weapon. You hardly ever miss a man-sized target at any range you can see them clearly at, even in a snapshot.

Hidden (-400 FP, discount Freeman) You are a master of stealth, able to disappear into the bush, or the smallest dip in the ground, to prowl the corridors of the Imperial Palace unseen. You also understand how best to hide things, whether a rocket or entire communities.

Icon of Rebellion (-600 FP, discount Freeman) Your legend spreads like wildfire, your name is on everyone's lips. If you can stand against tyranny, perhaps so can the common people? You are inspiring, and your efforts are magnified as you become a living banner for people to rally around your ideals, whether a free Mongo or better parking for rockets. This works best of all when railing against corruption and evil, as villains find it harder to counter your efforts the greater their sins.



ITEMS

Discount one Item at each price 'tier.' One 50 FP Item for free, one 100 FP Item for 50 FP, and so on.

Long Live Queen (-50 FP) The band Queen will compose a power ballad representing your adventures and capabilities.

Mongo Aesthetic (-50 FP) You can redo your Warehouse and any properties to fit in with the general, colorful aesthetic of Mongo.

Mongo Wardrobe (-50 FP) From elaborate robes to sci-fi tunics, dresses and more, the complete range of outfits to ever appear in any Flash Gordon media is available to you.

Sword (-50 FP) The preferred weapon of most of the locals, at least you won't be unarmed.

Anti-Aging Drug (-100 FP) Each dose of this drug freezes the aging process for precisely twenty years. It must be drunk, and tastes awful. You have the complete formula for making more.

Dynachrystals (-100 FP) A small crystal which when carried can save a person's consciousness if they die. The recorded personality can then be uploaded into a Dynac computer to exist as an uploaded AI.

Light Solidifier (-100 FP) A device which projects solid beams of light. Not much for precision use, but if you need a bridge, or a bar or a pillar or a barricade, there's little better. Schematics may help you understand the technology enough to improve upon it.

Raygun (-100 FP) The standard weapon of Mongo, though most prefer the sword. Point and click, make things dead or on fire.

Atomic Furnace (-200 FP) A powerful nuclear fusion device that can convert any matter shoveled inside into energy. For some reason radioactive materials are far more efficient.

Ice Ray (-200 FP) A raygun that encases the target in a block of ice. Very convenient for fighting fires, or taking prisoners as people can somehow always be harmlessly thawed out.

Lung Machine (-200 FP) A strange device, a metal tube big enough for a man to lie down in, with a little window. This machine converts air-breathing creatures locked inside into water-breathers and vice versa.

Dehumanizer (-200 FP) A brainwashing machine, the target must be restrained, but then their memories can be erased and replaced with a preprogrammed set, granting a variety of skills and every reason to be fanatically loyal to the user. May sometimes fail on the exceptionally strong-willed. May be repurposed into a teaching device, but who would ever trust you to use it only for that?

Invisibility Screen (-300 FP) A cloaking device, this can apply invisibility to an area, hiding a few dozen people in a field for instance, or conceal an entire community or rocket ship.

Matter Transmitter (-300 FP) A teleporter that works even over the vast distances between Mongo and Earth.

Death Dust (-400 FP) A purple powder, and recipe for more, this is the carrier of the plague known as the Purple Death, because it causes a purple spot on the forehead a day or two before demise. Created to allow the subjugation of a population, the disease only kills those of average or greater intellect, leaving the rest to be enslaved.

Nullitron (-400 FP) A cannon which launches a powerful magnetic N-Ray, which negates any energy source over a vast area, rendering ships and shields and many weapons useless. Unlike the canon version, this one does not self-destruct every time it is fired, nor does it fill a hundred mile radius with toxic fumes.

Cathedral of Knowledge (-600 FP) The closed and fortified science city where all inventions are made in service to Ming. Besides being importable as a self-sustaining fortress and world-class laboratories in a hidden location, thousands of years of research tapes are available to you, a complete technical archive of Mongo that updates in future Jumps with all the latest cutting edge devices.

City (-600 FP) From the Sky City of the Hawkmen, to orbital Mongo Two, the undersea beauty of Coralis or the high-tech citadel of Mingo with it's lightning fields, Mongo is covered in wondrous cities. You may take one, for your Warehouse or to import in future Jumps as you like.

War-Rocket (-600 FP) An armored rocketship with powerful defensive screens and bristling with weapons. After the Skorpii invasion, they even have FTL drives. Go cruising the universe in style.



DRAWBACKS

Continuity! (+0 FP) Flash Gordon is a vast multimedia franchise dating back to the original 1934 newspaper comic strip. It has had five film adaptations, three comic book series, three cartoons, two live action TV series and a radio serial, and reportedly more on the way. The fine details of any one adaptation can vary wildly, so feel free to pick a particular interpretation you like.

Defenders of the Earth (+0 FP) This Jump may be used as a supplement to any other Jump visiting a King Features, DC or Marvel Comics setting, importing Mongo there. The point pools for each are strictly separate.

Replacement (+0 FP) You may instead of existing alongside a character from canon, take their place in the story.

Eighty-Eight Year Run (+100 FP) It's been quite a journey, hasn't it? This may be purchased multiple times, each one adding a decade to your stay.

Foes (+100 FP) You have made a deadly enemy of one of the many tribes or peoples of Mongo. This can be taken multiple times.

Get in the Rocket (+100 FP) You only get one chance to make a first impression, and generally everyone else will get the impression of a lunatic

who is probably a danger to themself and others. Perhaps getting to know you will change some minds?

No Indoor Voice (+100 FP) You knew this was coming. You cannot whisper, mutter or speak in a reasonable, measured tone of voice.

Have Jumper Bathed & Brought to My Quarters (+200 FP) You have attracted the amorous attention of a villainous figure, one who is ruthless, personally repulsive and doesn't take no for an answer.

Monologuing (+200 FP) You can't help the compulsion to lecture your enemies on exactly how you beat them, wasting time and providing crucial information on how to not lose the same way again.

Witch-Queen of Mongo (+200 FP) Your memories have been wiped away by the drug lethium, you recall nothing about the chain, only waking up on Mongo one morning after leading your normal life. You forget everything to do with Flash Gordon, related franchises and pulp cliches you might otherwise take advantage of.

Monsters of Mongo (+300 FP) Mongo and moons are home to a dazzling array of megafauna, creatures of enormous size and impossible biology, dragons and octosaks and stranger yet, now linked by just one common quality. They all think you smell like the most delicious thing ever.

Tune In Next Time (+300 FP) There's always another twist, a hidden villain, some kind of complication. Any adventure you're involved in never has a clean ending, but instead some cliffhanger or looming issue which leads into the next adventure.

Planet of Peril (+400 FP) Whatever uncommon resilience you might have, it will not function against the teeth and claws of Mongo's monsters, nor the blades of its sons. Advanced healing? Gone. Armies of clone bodies? Worthless. Soul containers? A nonstarter. You are not immortal, invulnerable

or otherwise any more resistant to this place and it's dangers than anyone else.

Forces of Evil (+400 FP) Whether the mysterious dark powers of Ming, or the work of science beyond understanding, your superhuman gifts from previous adventures have been locked away, never to be recovered for the duration of this Jump. You do still possess the Body Mod, and any skills.



END

Remain - Mongo has its charms, if you can get used to the climate, the plutonium and radium everywhere, the wildlife, the dueling culture...

Return - Sooner or later, everyone goes home. Will you still be recognizable as you, after your travels? Would you want to be?

Press On - New horizons and new adventures await.

Note: Jump written by Aehriman