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Special Edition
DEAL OR NO DEAL
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Deal Or No Deal 1.0 By Burkess

Welcome to Deal Or No Deal. A game show where you're meant to pick which briefcase contains 1 million dollars, or to walk out with as much money as possible.

Played over a series of rounds, you'll remove cases until the banker makes an offer for your case. Accept the deal and end the game, or keep playing and try to win even more!

You'll need these.

1000 Deal Points.

Locations:

1. The Deal Or No Deal Studio
2. Somewhere else on Earth.

Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Deal Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be **purchased multiple times.** Doing so provides an <u>additive bonus.</u>

Model Looks: You'll never find difficulty in getting modeling work or finding ways to profit from your image. Your features that others would find most attractive when viewing you are magnified in their eyes. Whatever they think are your best qualities are what they'll focus the most on, and assign more value to.

Howie Style: You've got the charisma of a veteran game show host and executive producer, and know how to keep things fresh and entertaining. You always have intelligent things to say and have a great sense of humor.

Ideas Person: By focusing on a demographic, you'll get ideas of what that demographic would want. This works for product ideas, inventions, and also game shows. Among other things. When properly created and marketed, these ideas will be major hits. All of them fill a niche and are something people will find value in.

Ultimate Cameraman: You're an expert at filming and can form a mental link with your equipment. This allows you to control things like cameras with your mind, while seeing through all of them at once. It ensures you'll always capture all the action.

Makeup Artist: You're a gifted makeup artist who could make an average person look gorgeous and an attractive person look supernatural. You could put lipstick on a pig and make it the most beautiful pig in the world.

TV Production: Any operations runs like a well oiled machine when you're involved. You have your finger on the pulse of everything and everyone, and know how to direct people to make sure things get done fast and correctly. People who work with you become 25% more effective than they'd normally be.

Select Your Profile: You can choose to recreate your body and shape it, altering your features, sex, height, weight, age, and numerous other parameters to anything that's possible for your species. You can do this to other people if they consent.

Press A To Continue: Time freezes for you until you decide to take an action. If you were asked a question, you could sit there indefinitely to come up with an answer. Time resumes once you've picked something and acted.

Skip Feature: If an event doesn't require your direct intervention or input, you can skip forward in time to after it's over. For example, someone giving you an explanation of a game you already know how to play could be skipped, and you'd be right at the start of the game.

Sharpened Intuition And Luck: Your intuition is finely tuned, and your gut feelings are correct over 60% of the time. You become twice as lucky as you were previously, and fortunate events happen more often in your life.

Do You Want To Switch?: Instinctively, you can tell if a trade is good or bad. If you had two briefcases you weren't allowed to open, and one contained a million dollars and the other contained 1 dollar, you'd sense the 1 dollar one is worth less. This comparison will always help you select the option that's objectively better for you.

Come Be On TV: You're seen as the ideal contestant, and will be selected to compete in games in the future if you want to enter and play. It works for anything that could be called a competition. If you expressed interest in being a part of it, you'll get yourself a spot.

Audience Member: You'll always luck into or find a way to be a spectator at any cool or interesting event. If it's physically possible for you to make your way there, you'll be able to watch things unfold.

Welcome To The Show: You can project total confidence at all times and use the sheer certainty in your voice to persuade people. By choosing to feel certain and confident, you experience those states.

My Name Is: You can see a message box next to people that tells you their names. Further practice with this ability will grant you more insight into someone, such as their occupation and details on their life.

Getting Hype: You have boundless, infectious enthusiasm and joy that you can toggle on and off at will. You could win a penny and then celebrate and cheer like this is the greatest thing that's ever happened to you.

Raging Out: When you defy your opposition's expectations or refuse to do something they wanted, they're more prone to get upset about it. These open expressions of frustration and anger will make them more reckless.

Audio Cues: Complementary sounds will play for you now whenever anything happens. If a situation is suspenseful, that sort of music will be heard. It also comes with the perfect sound effects to enhance your experience. You can decide if other people hear this or not.

The Banker's Deal: You know how to structure deals to appeal to someone's greed, fears, and desires. With minimal effort, you could create a deal that gives someone pennies in comparison to what they could have got. And then their own doubts and logic will convince them to take it.

No Deal: You act decisively and without regrets. You're able to learn from your experiences, but you do not dwell on failures or let your fears stop you. When it's time to make a decision, you'll consider both your emotions and logic and will have the courage to pick the choice you're best able to live with.

Quick Communications: Any sort of conversation, such as a phone call, can be accelerated. It takes ¼ the time to explain something and share information than it normally would for you and anyone you interact with.

Shadowy Banker: You can choose to completely cloak your body in shadows, leaving you as just a black silhouette. You also become an expert investment banker. The details about your identity while you're transformed become the subject of much debate. Many will question who you really are.

CPU Opponent: Whenever you'd like an opponent or teammate for a task, you can summon an intelligent computer controlled entity. They'll compete to the best of their ability and rapidly learn from their successes and failures. Their stats scale off yours.

Push Your Luck: You can initiate item finding style games. This causes props of your choice to appear, so that contestants can play. You start off knowing, Push Your Luck. It causes briefcases to appear. The game ends when someone selects an empty briefcase. The other briefcases contain random amounts of cash. You can learn more of such games.

Sharp Shooter: You can initiate shooting style games. This summons props of your choice, so that contestants can play. Sharp Shooter is a game where briefcases full of money are floating in the air, and the contestants must shoot them with the provided guns to claim them. Whoever earns the most money, wins. You can learn more games.

BlackJack: You can initiate games of chance. This summons props so that contestants can play. Blackjack involves numbered briefcases where the objective is to reach 2100 by drawing briefcases from a deck. Going above that, or your opponent having a higher score than you, means you lose. You can perform more games of chance with studying.

Awards: Whenever you achieve anything noteworthy, you'll receive a trophy to commemorate the event. Some of these items can be very useful, such as giving you sports cars. You can also be rewarded with new friends, like the embodiment of Luck herself deciding to join you since you picked 1 million dollars on your first briefcase.

High Low: You can initiate number games. This summons props so that contestants can play. You know of High Low. The objective is to pick a cash filled briefcase, and then guess if the next briefcase you pick up will be higher or lower. If you get a guess wrong, you lose. You can learn more of these number games.

Vault Game: You can initiate puzzle games. This summons props that contestants can play. You know of Vault Game. It involves a locked vault, and you have to get in by guessing the combination. You'll choose three briefcases, and will be told how close that number is, if it was higher, equal, or lower. The game continues until the correct code is provided and the vault opens. You can learn to create more puzzle games.

Items:

Suits And Dresses: This is an endless supply of clothing and costumes. You can find something to fit anyone here.

Deal Or No Deal Set: You get to take along an exact replica of the Deal Or No Deal set, as well as all the behind the scenes stuff you'll need to make it work for you. It could be customized to be your own game, with a new name and new graphics.

Camera Equipment: State-of-the-art equipment for professional filming jobs that will serve you at the highest level.

Make Up: It's an endless supply of cosmetics and everything you'd need to make someone look their best. If you add a new cosmetic product to the stash, it'll then self replicate.

The Audience: An audience you can summon. They're followers who come to all your shows and populate your businesses. You can choose for them to be companions instead. This is a group of 200 people.

Briefcases: All the briefcases used in the game, except filled with cash. Removing the cash from the briefcase will cause the money to respawn later.

The Donkey: An intelligent donkey with a Mohawk, has a wild personality that refuses to yield to anyone. Is very impressed by acts of rebellion.

The Dove: A highly intelligent dove. It's strong enough to carry a briefcase.

A Motorcycle: A speedy motorcycle that doesn't need gas or maintenance.

A Speedboat: Your own brand-new speedboat. It runs forever with no need for fuel.

A Sports Car: A very fast and very nice car. It also doesn't need gas or to be maintained.

TV Network: You have your own TV channel and company. It follows you from setting to setting. You're in charge of getting content to populate it. Like your own game show.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Deal tokens, same as you got.

Lady Luck: This is Luck herself. She's decided to join you on your journey. Her true power is unknown. Greatly impressed by feats of luck.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave Whenever: Free! If you don't want to hang out on Earth and play Deal Or No Deal, you can leave whenever you want. Unless you took a drawback that conflicts with this. Settle the drawback first.

Longer Stay: Instead of this jump being about you playing a few games of Deal Or No Deal, you'll instead spend 10 years here.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Two Players: This is now a two player game where you'll play Deal or No Deal against another person. Said person has a build with as many Deal points spent in it, that you spent Deal points yourself. You'll compete against them for all of your games here.

Indecision: You become more prone to second guessing yourself and have a harder time fully committing.

Fear Of Clowns: You're afraid of clowns now. If people find out, they'll dress up as clowns to try to scare you.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?