

Jumpdoc/Gauntlet by ltmauve, v1.1
Holocure game by Kay Yu, game v0.7 edition

Some time shortly after the popularity of Vtubers began to rise, an unknown individual used some kind of large-scale mind manipulation to turn these vtubers' fans into ravening monsters that would kill their oshis. Upon realizing this, the Vtubers determined they would save their fans. (Yup. Just... just go with it.)

But this hidden mastermind was not passive. Whenever the corrupted fans found Vtubers trying to free them, more and more would swarm the Vtubers, growing stronger and supported by corrupted fragments of Vtuber lore, like the mighty Fubuzilla, until the Vtubers were forced to retreat. (Just. Go with it.)

Holocure is an unofficial fan game based on Hololive members and inspired by games like Vampire Survivors and Magic Survivors.

Due to the crisis, you gain **+0 Cure Points**.

This is a gauntlet, meaning that dying here does not end. Instead, you will simply forfeit everything and move on. However, this comes at being set back down to a human normal. All your perks, items, and powers are unavailable for the duration. (The one exception is mental hygiene effects, since I do want to be polite.)

Anyway, how bad is the situation?

Drawbacks



Just Fine (+1000 CP)

Oh look, some overpowered outsider is butting in. (That's you, by the way. Hopefully.) You aren't restricted by the gauntlet rules, but at the same time you aren't protected by said rules. "Post-gauntlet" effects start now.

You can't take any Clear Condition drawbacks, as your clear conditions are "survive ten years." Oh, and you'll have to get involved with this entire crisis going on, then stay involved with the whole Vtuber thing for the rest of your stay.

Clear Conditions 

The current crisis will not stop, and you will not be allowed to leave, until all the conditions selected in this section have been fulfilled for each party member.

Full Clear (+200 CP)

Mandatory if Just Fine was not taken.

You must go through all the stages present in the game, including the Time stage mode. Going through survival stages is not required, but neither is it banned. Your Gratitude levels and equipment - and buffs - will reset at the end of each battle.

Idol Group (+100 CP)

You must unlock all Vtubers the game has implemented and for each one, you must complete at least one stage mantling them.

Idol Industry (+100 CP)

Requires Idol Group

As Idol Group, but for all talents that have signed on with either Nijisanji or Hololive, who will have their own kit and presence in the gacha. This means at least 300 stages performed.

Beyond The Bounds Of Fandom And Reality (+200 CP)

Requires Idol Industry

As Idol Industry, but now for all Vtubers who have ever gotten a following, as well as equal number of obscure or fanon Vtubers. This is over 5,500 different characters you will have to mantle.

Big Fan (+200 CP)

Requires Idol Group

You must purchase the Fandom upgrade from the shop, and then reach Fandom level: Gachikoi with each one. This requires you to beat all stages, as well as further investment in either gacha pulls or stage victories, for each Vtuber.

Biggest Fan (+100 CP)

Requires Big Fan and Idol Industry

As Big Fan, but now for the expanded roster.

Biggester Fan (+100 CP)

Requires Biggest Fan and Beyond The Bounds Of Fandom And Reality

As Biggest Fan, but now for the expanded roster

Fully Loaded (+100 CP)

Many of the weapons and items that Gratitude gives you are locked behind certain conditions. You must now unlock all of them, as well as create all Collab and Super Collab weapons at least once.

Get Some Help (+300 CP)

Includes, and therefore requires, Idol Group, Big(gest(er)) Fan (the highest level unlocked), and Fully Loaded

The game has an achievement list for tracking the many achievements You need to get all of them.

As a bonus, this gives you the “Touching Grass” Reward

Turbo Hardcore (+200 CP)

You must complete a successful “turbo hardcore” run on each stage, at least once. For these runs, you have only the option of your primary weapon, no items (including the external Super Items), no G-rank or Fandom boosts, and only 1 HP.

Other Drawbacks

Terrain Unfairness (+100 CP)

Use of maneuver and cover can be a useful thing in a fight. Except now it’s all working against you. The corrupted fans no longer have to worry about such things like “colliding with walls” or “line of sight to target,” allowing them to move through obstacles without slowing down, and shoot right through concealment and cover to try and hit you.

Advanced Marketing (+100 CP)

The good thing about having lots of fans is lots of superchats and normal chat interaction. The bad thing is that when your fans get corrupted into trying to kill you by some ne'er-do-well, there are more of them trying to kill you. It seems there’s about two and a half times as many fans after you compared to without this. And of course this relative factor slots right in with the normal increase of fan number and power the longer you spend around any corrupted fans.

Roadside Stand (+100 CP)

That shop that sells you things like better health and increased pickup range? Uh, yeah, it's just a small stall equivalent. The only actual upgrades available are the Special Attack and Fandom system unlocks.

Heavy Mantle (+100 CP)

This unlocks Local Co-Op purchases.

When you activate your VTUBER badge, the mantle will overtake you. This means that you will remember being both the Vtuber as a character and an actor. Your own memories will be further away while you have a mantle, and skills and abilities less related to the mantle will be weaker and harder to use.

Random Only (+100 CP)

Ah, you think you can select your character? Whenever you enter battle, the VTUBER Badge will roll from a special all-Vtuber Gacha set, which determines what persona you will be mantling this time. This does require you have 1,000 HoloCoins, so you'll need to have those in reserve. (Except for the first time.)

You can't fight without the badge, either, so get ready to be a bunch of different people.

If Idol Industry or Past The Bounds of Fandom And Reality is taken, then all those Vtubers are added to the gacha. If taken with Just Fine, then the gacha includes all the Vtubers included in Past The Bounds of Fandom And Reality by default.

Also Touhou (+100 CP)

Most of the fans are only guided and controlled by the rage, but some are empowered. Usually to shoot energy blasts at you.

And now there are a much greater proportion of these empowered enemies blasting at you, and others restoring the corrupted fans as you try to cure them.

Virgintuber (+100 CP)

You've heard of Vtubers, but not much more. You are constantly confused by all the references people are making around you. In addition you have no idea what any of your upgrades from Gratitude are, aside from their category of Item, Skill, Weapon, Stat, until you actually select (and therefore reveal) a particular one, and this resets each stage.

Tower of Suffering (+200 CP)

The only way you can change your location is by jumping. In order to jump, you need to stand still and charge up a jump in a given direction.

Perks



Rental Perks

Rental Perks are provided free for the duration but must be paid in order for you to keep them afterwards.

If you took Full Clear, you gain a stipend for this subsection of +100 CP for every +300 CP of Drawbacks taken.

Curification (Full Clear or 600 CP)

Normally the correct approach to a mind-controlled person would be to subdue them, then deprogram them. Given the large number of them in this case, that won't do.

Instead, you can now solve mind control (or corruption, possession, and similar problems) by going full lethal on people. Remove the grid square with saturation meteor bombardment, decapitate them with giant flaming swords, devour them whole, whatever. If you kill them, then they'll disappear with the appearance of a heart particle effect, and wind up off the battlefield in a safe place, with all mind control gone from them. There will be no strings on them. People cured are immune to further mind-control from the same source. (As a bonus, you are also immune to mind control as well.)

This can be forced off for specific targets, if you really just want to murder someone currently being mind-controlled. In addition, you don't have to know the target is mind-controlled for this to work.

When All You Have Is A Hammer (100 CP)

Occasionally when you defeat an enemy, they will drop an invisible (to everyone else. You can sorta see it), intangible anvil. By moving your hand through it, you will be able to improve some of your equipment. Both items and weapons can be leveled along the same tracks as Gratitude provides. (They go to the same end point too.) But weapons can be enhanced to hit a little harder each time once they have reached the end of their Gratitude track.

The anvil can also be used to, instead of leveling or enhancing, give secondary weapons a random enchantment or randomize existing enchantments (once you've unlocked that purchase from the shop.)

If you have weapons compatible for a Collab, sometimes you will get a Golden Anvil instead, which can only be used for creating a Collab.

Active Item Pocket (100+ CP)

Putting on an idol outfit in the middle of battle is a rather foolish idea. Fortunately, this personal pocket dimension can store six items, allowing you to have "equipped" them without them actually being on your person. This can even let you have armor equipped without seeming to wear it.

Items can be moved from the pocket dimension or from your hands with a moment of focus. Additional slots can be added at 50 CP for two.

Gratitude (200 CP)

This is the in-game leveling system, brought up in perk form. Save the fans, get EXP (and maybe a HoloCoin), get a level-up, get four semi-random options and pick one. Yeah, that. Just a few more notes: first, after this jump, you get EXP from saving anyone (as long as it isn't staged/arranged,) and you don't have to pick up the EXP (or HoloCoins) anymore. Also, once the jump is done switching what character you're mantling no longer causes your badge-based skills to reset.

The number of items and weapons you can get depends on what you can actually use - it'll stop offering you more once your current loadout is maxed out (for example, the pocket perks.) Note that this can only upgrade what's on you at the time. The selection of items offered to you might gain a couple items a jump if there are thematic items available with their own niche. This can provide two levels of upgrade to any other passive skills you have as well, post-gauntlet.

Pick Up Gaming (200 CP)

Stopping to pick up physical EXP in the middle of combat is a good way to let rabid fans get their hands on you. Instead, this allows you to pick up anything you could pick up with one hand, in a range of a few meters. The objects will fly through the air towards you. You can filter what you want to be picking up, and whether something should try and orbit you or just ram you.

Weapon Pocket (200+ CP)

This personal pocket dimension holds up to five weapons, and allows them to autoattack outside of the pocket dimension, with infinite ammo. For thrown weapons, this means unlimited copies being thrown around. Melee weapons visually manifest in front of you while attacking, but are only present for the purposes of attack hitboxes. Nominally "exterior" weaponry like the MiComet (orbital bombardment) will be able to acquire and hit targets even in cases where it shouldn't, like being indoors.

The weapons will autonomously target and attack hostiles that you are aware of, and can be set to hold fire, manual fire control, and fully safe without removing them. The fire control also has safety interlocks to prevent friendly fire, but those default to "on" unless you have a method of nullifying friendly fire.

Weapons can be moved from the pocket dimension or from your hands with a moment of focus. Additional slots can be added at 50 CP each.

Friendly Fireproof (300 CP)

Your curing of fans may involve things like copious amounts of lava, randomly flying axes, lasers in sufficient quantity as to only be describable as "beam spam," chemical weapons, and other such things that should probably vaporize your mortal coil due to close-range firings

Anyway, the point is that's bad, so from now on you don't cause friendly fire, and you don't suffer from it either. Indeed, the environment around you also barely suffers from your damage, when you don't want it to. You could hit an office building with thousands of meteor strikes, and the only damage would be some cosmetic scorch marks, papers falling to the floor, broken decorations, and maybe a leaking water cooler.

This also means that you can attack through anything you don't mean to hurt.

Paid-Only Perks 

Collab (100 CP)

Collab weapons are made by combining two powerful weapons using a golden anvil, which will drop from a defeated opponent after you have a workable combination. The golden anvils cannot combine any two arbitrary weapons together.

You, on the other hand, can. As long as the weapons are both powerful enough ("level 7") then you can just combine them with a bit of focus. Well, as long as neither is a collab weapon itself. You can de-collab them with a minute of staying still out of combat.

Note that collab weapons may not function like either of their parts (like the I'm Die, Thank You Forever) and even if they function like one of their parts they probably won't function like the other. The same weapons will always lead to the same collab, though upgrading the weapons further will increase the power and new functions on the source weapons will give a new aspect to the collab.

Super Collab (100 CP)

Super Collabs are weapons formed from a sufficiently powerful buff item and a Collab weapon, granting even greater power than a normal Collab weapon, in addition to having a buff effect between them. You can create Super Collabs without the need for a golden hammer, just a bit of focus.

You can't create a Super Collab from any random item and Collab, as there needs to be a thematic relationship between them. All workable combinations for Super Collabs always create the same Super Collab. Still, this gives you more flexibility as to what you need to reach the next levels of power, and allows you to create multiple Super Collabs at once.

Stamp-ede (100 CP)

Stamps are special stickers that attach to weapons, granting them special powers. They have a small chance of dropping from defeated enemies. Normally, only three of them can be attached to a primary weapon.

You, on the other hand, can attach four stamps to any weapon, or eight to any collab weapon. In addition, you start with this ability and do not need to purchase the upgrade from the shop to cause them to start dropping.

Enchanting Personality (100 CP)

Every weapon you use has an enchantment attached to it (or two for collab weapons). This is a simple single-parameter enhancement of something like attack power, area-of-effect, or something else. However, each weapon has a random enchantment and to change it you'll have to use an anvil, or you can do so with a moment of focus and a minute of staying still.

In addition, you don't need to purchase the upgrade from the shop for this to work. Your enchantments will also get stronger as the weapon is leveled along its Gratitude track.

Twin-Sticking (200 CP)

As a twin-stick game character, you are capable of sprinting continuously in any direction you want for hours on end. And you're also capable of doing this while facing in any direction you want, including directions other than the ones you're looking. You can run backwards just as fast as you can run forwards, and change either direction on a dime.

You also have the requisite twin-stick vision mode, allowing you to see things from a top-down perspective, covering about ten seconds of sprinting movement in any direction, and not interrupted by things like ceilings or roofs on top of you. If you have three-dimensional movement, then this expands into a full 3D collision map around you.

Milking The Gratitude (200 CP & Gratitude)

Rather than just getting one selection from four options when you level up from Gratitude, you get two selections. One has to be spent on one of three random stat selections, while the other defaults to unlocking new equipment and abilities (four options), and then upgrading those. Once those have all dried up, then you're getting two out of four random stat upgrades at each further level-up.

Items



All items come with insurance, which means the item respawns if it gets destroyed, stolen, or lost, and self-repairs in a proportional time if damaged. (Consumed instances of items, like the Holozon Prime boxes or Rainbow EXP, do not respawn.) Respawn times depend on size and complexity, with the VTUBER Badge taking six hours and the Holohouse taking a week.

"Virtual Talking User-Battle Enhancement Revision" Badge (free)

Look, since you're not a vtuber represented in the game, you'll need to embody them with this device. The VTUBER badge allows you to mantle the characters created by Vtubers, changing your appearance (and that of your outfit) and giving you a primary weapon (or a "natural weapon" like Irys or Fubuki) and a few passive skills based on the character mantled (or at least the potential for them). This however does not give lore-accurate abilities, but only gives a certain level of power boost to the user. This allows a normal person to be as strong as the game characters. I will note that the "convert" abilities are in fact breaking mind control.

Right now, the badge will only be able to give you a form once you have rolled it from the gacha in the shop, with the exception of the five Hololive EN Myth characters. Each time you roll a character in the gacha that you already had access to, their G-rank increases. That persona gets a little more powerful, up to about 20% bonus power.

Later, it can be used to mantle other characters, without needing the gacha. In this mode, mantling the character for an hour will give the increase to G-rank.

A-Chan's Shop (Gratitude)

This is the in-game upgrade shop, and can be accessed via smartphone app any time you aren't in combat. It can also be accessed via a terminal in your warehouse (and other properties, as desired.) The only currency accepted here is HoloCoins, which you get via Gratitude.

By permanently purchasing this option, your version is a little better.

First, the power cap of the various boosts increases linearly with the number Jumps you have completed (at least post-Gauntlet, and worlds visited in general post-Chain) (Though you do need to have the needed coins.)

Second, it has free "purchases" to tone down or turn off any power or skill you've picked up so far. This feature only works if you truly desire it - if you are being controlled or coerced, this will not work. Also, all of these will automatically turn off if you are about to die and anything under this effect could save you.

HoloHouse (free)

Apparently, being a Vtuber pays rather well, to the point that you have a house of your own. It has a big yard with plenty of trees, a fishing pond that always seems to have fish in it if you keep casting your line, and a garden. It also seems to have its own invisible maintenance setup, which keeps everything maintained and (relatively) neat and tidy.

In the future, this can either be a part of your warehouse, or placed somewhere reasonable in the world. If you keep the teleporter, then the global range is based on the current exit of the warehouse if the whole house is part of the warehouse.

During the Gauntlet, the HoloHouse is nearby to the Kovalskia Forge, the Usada Casino, and the Tower of Suffering.

Teleporter (100/300 CP)

Due to the wide range of territory containing Vtuber fans, your house has been issued with a teleporter to get you to each “Stage” quickly. (Just. Go. With. It.) This teleporter has global range.

For 300 CP, it contains a special feature where if you die during combat after deploying through it, it will immediately recall you, alive and very sore and tired. This nullifies the death, and this effect resets immediately upon making it back during this Jump. In the future, it will reset upon you completing a successful battle.

The 300 CP version can be rented by taking Full Clear.

Prism Pouch (50 CP)

This bag can let you carry a Prism or other defensive buff item in it while gaining the benefit of it. The thing is that after a few minutes out of combat, any durability loss or depletion is repaired. Even if the item is completely destroyed or depleted, it will just take a little longer.

Super Item (50 - 300 CP)

These are special versions of the items that Gratitude can give to you. While it is possible to get these in-play, these versions do not need to be on your person in order to work, meaning they do not take up a slot in your Active Item Pocket. You also don’t need to worry about unlock conditions for them.

They have no downsides to equipping them, higher power than the normal, and an additional bonus (in most cases.) The Super Halu option is not available.

Some have ingame stats already.The list and notes on individuals are in the notes

Holozon Prime (100 CP)

These boxes, from Holozon (Please. Just go with it.) allow you to upgrade items and weapons along their Gratitude tracks, by touching the box. And yes, normally Holozon will only gift you these after you save a particularly powerful fan.

By purchasing a Holozon Prime subscription, you have a random (less than the normal anvil chance) chance to get a box after defeating any fan during the gauntlet.

After the gauntlet, you get one Holozon Prime box a week.

As a Prime member, you get a choice between one random new item or upgrading any one item of your choice. The upgraded item has to be on your person or otherwise “equipped,” and it has to fit in the box (which is about fridge-sized.) As this uses the Gratitude track, there is a limit to how far anything can be upgraded.

Also as a Prime member, you are three times as likely to get a triple-capacity box, which can upgrade three items, give you three new random items, or some combination of the prior.

Rainbow EXP (100 CP)

During this jump, this significantly increases the odds of getting a rainbow EXP, which will gather all the EXP, coins, and food across the battlefield and bring them to you.

Afterwards, you get a new rainbow EXP each week. These new rainbow EXPs don't work on contact, but instead when crushed in the hand. When used, they allow you to loot everything you could have quickly looted in an area, like a break-in target building, or a battlefield.

Kovalskia Forge Form (100 CP)

This tablet allows you to submit commissions to the Kovalskia Forge. These include things like armor that works with the VTUBER badge, improvements to the weapons it grants you, and defense prisms. Fill out the form, and within 24 hours Ckia or Kaela will get back to you on how workable your commission is. Unless you're just ordering something from their stock catalogue. Then it's automatically approved.

You can order as much as you want, but if your deadline requires more than a dozen catalogue pieces a week (or something equivilant) to meet, then the sisters will have to hire subcontractors, so you'll probably be getting lower-quality works. The sisters themselves are pretty good blacksmiths, so anything made by them will be of good quality.

In future worlds, apparently the two of them like to watch local blacksmith video channels or something, because they'll offer commissions to you that require materials or techniques local to those new worlds.

Secondary Weapon (150 CP)

This object is a weapon of some kind. Or probably just a bag holding a limitless supply of a specific type of throwing weapon. Like glowsticks or buckets of lava. This is one of the "basic" or "secondary" weapons from the game, which follows you around, floating and dispensing firepower just like the weapons you stick in your Weapon Pocket.

Co-op



Jumper only

Internet Co-Op (100/200 CP)

Import multiple Companions. Each gets 60%, rounded up to the nearest 50 CP, of your CP. If Full Clear is taken, then they get the Rental Perk stipend. Import three for 100 CP or eight for 200 CP.

You may also use slots to instead bring on people from previous worlds that you have lived in, and are at least acquaintances with. I will make an offer to them, and if they turn it down I'll have them forget about it and let you try someone else.

Local Co-Op (Heavy Mantle)

By taking on a mantle of a given Vtuber, you can have them join you later. They gain the appearance of the character, the knowledge of the character, and the powers of the character. At least the powers that could be provided by a badge. They can gain the full lore powers of their characters, but that will take time, effort, and resources.

They automatically get IRL eGirl, as well as the same CP as Internet Co-Op to spend at the end of the Jump.



Rewards



Well done. You're at the end. First, let's get rid of the effects of all the drawbacks on you.

For every 100 CP of Clear Condition Drawbacks you took, you get 100 VP. CP from drawbacks cannot be spent here. Companions get copies of all rewards chosen except the Fan Unsaver.

If you took "Full Clear" you can convert VP into CP at a 1:1 ratio and spend it on additional purchases above. Grab some stuff from the gift shop on the way out.

If you took "Just Fine" you can convert CP into VP at a 1:1 ratio, and will not get these purchases until the end of the Jump.

Vstreamer Package (Item) (free/200 VP)

This is your own Vtuber kit. It's got a high-end gaming computer, comfy chair, good microphone, and all the other expensive physical stuff you need to play games. Then there's the stuff that lets you post on different social media accounts so you can interact with your fans outside the streams, as well as streaming software that includes its own website and can clone the stream to other websites and merge the chats between different sites. It also comes with contact information for artists who can make models and art for your channel. (This covers their commission fees... generously.)

The big deal is it can connect to previous worlds, allowing you to stream in any world from your past that has internet. (As for how that works with the entire "time is paused" thing, I'll need to explain the math. What do you know about subjective numbers?)

For 200 VP, I'll add in additional temporal fun, allowing you to stream on a regular schedule as far as your fans are concerned, even if you can't get to your streaming setup for several trillion years. You'll never be able to watch future broadcasts and social media posts that you actually made in the future yourself, however, as a result of the math. Even if you can read minds, you can't get the information out that way until the time you actually make them comes around.

Vtuber Receiver (Item) (free)

This website allows you to watch Vtubers. Any of them from any world you've been to. It's not only the streams that show up here, but also archives of all streams. It allows you to post in chat and join fan groups, including chat rooms and all that. Plus, if you want authentic merch, this will also allow you to order that and have it show up where you are.

IRL eGirl (Perk) (100 VP)

Going out when you look markedly different from most can attract attention. So now that doesn't apply to you. You can dial down the "unusualness" and "distinctiveness" of your appearance and outfits, without actually changing what people see. Their minds will not see anything unusual with the tentacles coming out your back, or your horns, or whatever else. You won't stand out in a crowd with your distinctiveness dialed down.

You can dial it back up for specific people or just in general, when you're on stream or whatever.

Triple-Mantle Badge (Item) (100 VP)

You can now mantle two additional characters at the same time using your VTUBER badge. You'll be able to switch between primary weapons like a twitch of your fingers, you can use any special attack at will, and you get all the passive skills active at the same time.

This can be purchased multiple times, giving two more slots to mantle characters.

"Judging Universal Martial - Programmable Empowerment Revision" Badges (Item) (200 VP)

These badges work similar to the VTUBER badges, but they just give a uniform instead of transforming the user. They give their bearers skills, abilities, and weapons similar to what the VTUBER badges can do.

The maximum power of a JUMPER badge configuration scales with yours (at a less-than-linear rate.) Just the VTUBER badge means the JUMPER badges will have the same power as basic VTUBER badges.

However, you can reprogram them, deciding what exactly each badge provides (up to the power cap.) And you can also attach your perks to them - two from this document, and five from any document you've used, and those won't count against the power limit.

The badges also judge their users, meaning that people lose their power-ups if they try to betray you. (You can also install a code of conduct as well.)

This gives you a programming unit with bulk, remote reprogramming capability, 100 JUMPER badges, and instructions on how to produce more.

Social Media Management (Item) (200 VP)

This team handles your public image, handling merchandising, quashing rumors, deleting social media posts you don't like, un-publishing articles, and so on. They will also help you with interviews, speeches, and other such public events.

Unlimited Gratitude (Perk) (300 VP & Gratitude)

This modifies your Gratitude system to remove the limits on upgrades for any particular piece of equipment or skill. So you can just keep pumping upgrades into your gear without pause. And to facilitate that, your Gratitude EXP curve has been flattened a bit, with the exponent dropping from 2.1 to 1.6, which will give you retroactive levels.

Power of Fubuzilla (Perk) (300 VP)

Sometimes, you need more raw power, which is what this is for. Your 'zilla mode is about the size of a box truck, can be maintained indefinitely, and tends towards "cute" and "fluffy." While active, you're significantly tougher (a normal human under the effects of this would be completely unharmed by small arms and *might* get a concussion from a tank emptying its entire magazine into their head), have increased strength (enough for a normal human to easily throw around filled 18-wheelers), and have enhanced leverage and stability. You can also fire an energy beam from your mouth, capable of wrecking buildings as a baseline, and give your impacts increased seismic effects.

Increases to your durability, firepower, or strength are significantly more potent, but as a trade-off increases to your mobility or agility are slightly less potent.

Fan Unsaver (Item) (400 VP)

This special device can target hundreds of people, and causes anyone who likes or is loyal to the targets to start becoming more and more extreme in their affection. But their affection also gets twisted. Eventually loyal bodyguards will shove their charges into boxes or coffins alive, stalwart followers will destroy the works of their leaders, and fans will take a piece of their oshis... literally. And eventually is like, a couple months, tops.

You don't need to target someone directly, as this can work through images of a character or paintings of a dictator.

Touching Grass (Item) (Get Some Help)

The grass in your HoloHouse's yard now has the unique ability to temper your anger and frustration, improve your insight, make meditation and self-reflection easier, reverse the effect of stress on your body and mind, and is always comfortable to touch.

Of course, you have to be touching it. While it's in the ground, outside, for it to count.

Now, you can either **Stay Here**, **Go Home**, or **Move On**.

Notes



What do "px" translate to IRL? I have no idea. Probably, like, 5cm per px?

All stat increases are additive, and all sources from this Jump add with each other.

All images are from the game/assets itself.

Super Items

A '*' means this does not exist in the 0.7 version of the game.

Super Beetle* (50 CP)

Increase damage of Character Skills by 133%. Increase it a further 1% per current Gratitude level.

Super Blacksmith's Gear* (50 CP)

Anvils can be used twice. Weapon enhancements now increase damage by twice the normal amount. If an enhancement fails, the anvil is not lost but cannot be used on that weapon.

Super Body Pillow (100 CP)

Gain a shield that absorbs up to 40 damage. Every 15 seconds, this shield refreshes. Also reduces damage taken by 15%. When the shield is full, heal 10 HP every 3 seconds.

Super Breastplate (100 CP)

Reduce damage taken by 30%. When attacked, there is a 75% chance the attacker and all targets within 60px take 300% damage.

Super Candy Kingdom Sweets* (100 CP)

Increase haste by 70%. All attacks have a 10% chance to apply a second hit dealing 50% of initial damage

Super Chicken's Feather (300 CP)

Gain 5 revives. On each revive, permanently gain +20%/+10% to ATK/SPD respectively, instantly heal 50% HP, and all non-Boss targets are defeated.

Note: These refresh per-battle during this Gauntlet. Post-Gauntlet, the more lives are on it, the slower it refreshes. To get the last life recharged takes five years. Each missiing life after the first means it recharges four times as quickly, so going 0 → 1 takes under a week.

Super Credit Card (50 CP)

Cost of enhancing is reduced by 50% and anvils appear twice as often. At every minute (in combat), an anvil will appear.

Super Corporation Pin* (50 CP)

Every 40% of Pick Up Radius also increases attack area of all weapons by 3.5%. Increases Pick Up Radius by 1% per Level.

Super Devil Hat* (150 CP)

After using Special, gain a 55 second buff that increases the damage of all Ranged and Multi-Shot weapons by 1.3. Increase ATK by 2% for each use of Special.

Super Energy Drink (50 CP)

Increase Haste by 30% and SPD by 60%.

Super Face Mask* (100 CP)

Multiply all damage dealt by 1.6 times and increase Haste by 20%. 10% to dodge an incoming attack.

Super Focus Shades* (150 CP)

All ranged and multi-shot type weapons have +40% chance to crit, and if it does, the target takes 700% of the weapon damage over 7 seconds.

Super Full Meal* (150 CP)

All healing is 250% effective. When overhealed, increase ATK for 2 seconds by 1% for each point of overheal.

Super Gorilla's Paw (150 CP)

Attack damage is multiplied by 1.5 times.

Super GWS Pill* (100 CP)

While the special meter is charging, increase CRT by 30%. While the special meter is charged, increase ATK dealt by 30%. Also increase damage of all Skill attacks by 50%.

Super Headphones (50 CP)

40% chance to negate 1 hit and heal 10% max HP, and create a shockwave that knocks back all targets.

Super Hope Soda (50 CP)

Increase critical hit damage by 50%. Every 10th hit is guaranteed to be a Critical Hit.

Super Idol Costume (100 CP)

Reduce Special cooldown by 45%. Allows the use of Special once more immediately per charge.

Super Injection Type Asacoco (50 CP)

Gain 100% ATK. Also gain 200% Skill Damage.

Super Just Bandage* (100 CP)

Increase max HP by 50. After being hit, heal 10% HP every second until 100% of the damage taken is recovered.

Super Knightly Milk (150 CP)

Increase attack size and knockback effects of weapons by 30%. Also increase Pick Up Range by 100% and increase Max HP by 20.

Super Kusogaki Shackles* (200 CP)

Nullifies the negative effect of any items apply to you. Gain a shield that absorbs 7 damage per item with negative effects on you, which refreshes every 15 seconds.

This does not work on your own perks, powers, skills, or other's actions. This does not change any affects your items apply to others.

Super Limiter (50 CP)

Gain 500% Pick Up Range. EXP and HoloCoin gain is increased by 15%.

Super Membership* (150 CP)

Increase ATK by 60%, plus 1% for every 10 HoloCoins picked up. (only those that were dropped by mobs count.)

Super Ninja Headband* (50 CP)

Increase SPD by 50%. Increase the damage and critical chance of Melee weapons by 20%.

Super Nurse's Horn (50 CP)

When defeating a target, there is a 30% chance to life-steal 8 HP, then a further 5% of max HP. If taking a hit while HP is less than 15%, there is a chance to heal 30% HP.

Super Piki Piki Piman* (150 CP)

Gain 30 Max HP. For every 3 points of HP, gain 1% primary weapon and special attack damage

Super Plushie* (100 CP)

Delay taken damage. On any hit by a target, only take 5% of the damage initially, then take the remaining damage gradually. If overhealed while damage is pending, remove a corresponding amount of pending damage.

Super Promise Tiara* (150 CP)

Increase the drop rate of Stamps by 30%. For each Stamp that has ever dropped, gain +1% Crit, +2% Haste, +3% SPD, and +4% Crit damage.

Super Raven's Feather* (200 CP)

Gain +1 life. Increase 6% ATK every minute of combat. Upon losing 1 life, stop gaining additional ATK. Once the life is refreshed, resume gaining additional ATK.

Note: During the Gauntlet, the life is refreshed after every battle. Post-Gauntlet, the life is refreshed once a month.

Super Researcher's Coat* (300 CP)

Gain 1 EXP per 2 seconds. When HP is above 90%, the EXP rate slowly increases to 5, and is reset to 1 EXP when taking damage

Super Sake** (150 CP)

Gain 1% CRT every second up to 25%. If taking damage by a target, lose 1 stack instead. If eating food, +10% CRT for 20 seconds

Super Stolen Piggy Bank (150 CP)

Gain 1 coin for every 25px traveled and increase SPD by 50%

Super Study Glasses (200 CP)

Increase EXP gain by 40% and double the chance of getting a Rainbow EXP drop. On every Gratitude level up, increase Weapon damage by 0.3%.

Super Super Chatto Time! (100 CP)

Targets drop 150% more HoloCoins. All HoloCoins are picked automatically. For every 10 times HoloCoins are picked, permanently gain 1% ATK.

Super Uber Sheep* (50 CP)

Every 5 seconds, food will drop nearby. Increase food drop chance by 25%. If eating food at max HP, nullify the next attack that hits (up to 3).

** - This is not the in-game version.

Changelog

v1.1
Game v0.7 update.
Fully Loaded drawback now requires Super Collabs
Reduced price of Active Item Pocket and Weapon Pocket
Added a stipend for Rental Perks for Full Clear
Power of Fubuzilla now gives examples for a baseline human.
Added Super Collab perk.
Added Prism Pouch & Kovalskia Forge Form items
Changed Vtuber Transceiver into Vtuber Reciever and made it free.

Super Injection Type Asacoco changed to new game version.
Changed Super Devil Hat to reflect new function of base item.
Changed Super Kusogaki Shackles to apply to any item negative effects, but noted it has no change on effects to others.
Dropped the prices of super items.
Buffed respawn time for Super Chicken's Feather.
Added Super Corporation Pin, Super Promise Tiara, Super Raven Feather