Made by: Digger, on a dare from HeavensAnon



"Sweet Christmas, it's stupid fresh!"

Things ain't what they used to be.

Welcome to Videoland, a world where every Nintendo and Super Nintendo Entertainment System video game exists as an independent world, reachable by the others via a multitude of means You might be familiar with it already. This used to be a place of games and fantasy, where a young man entered the realm of his dreams...A place where he could become a hero, fight villains, and even fell in love with a Princess.

That was a long, long time ago.

Even in a whimsical universe like Videoland, things change. The same villains fighting the same heroes and failing every time...there's a breaking point. Years ago, the leader of this rag-tag group of evildoers known as Mother Brain got fed up. She had one last plan...using an insidious energy apparently tied to the Game Master. But one the surface, this plan seemed to be the same as the others, and would be foiled just the same. Captain N would save the day. But then…

There was a scream. The first death cry in Videoland, true and terrible. Duke, the old Game Master's dog, was slain. It was not long after that Mother Brain herself was killed by Kevin Keene, and thus began the chain of events that would lead to the Great Change.

Years later, one Alex Williams, a dropout fast food worker enters Videoland due to a certain inventress from the world of Chrono Trigger making a mistake, and pieces put in place since the dawning of the Great Change began to move into place.

You have entered this broken Videoland, this place of lost innocence, to survive and fight it out through the ongoing plots and schemes of a dozen players.

But who are you?

Drop-In(0): A Strange new entry into this worn out universe, aren't you? You'll be entertaining, then. Or perhaps you'll just be a nuisance. In any case, you're just "strange" enough to be beyond the context of anyone's schemes. I'd capitalize on that, for that's about all you're going to get in terms of assistance here. Good luck, and don't make too much of a mess.

Old Pro(100): Tagonist, that is. That's right, you were a contender back in the day. A Protagonist...wait, they never heard of your game? Disgraceful. Whatever, you've still got it. You might've watched everything go to pot, back in the day, but you managed to survive...Either by being smart or being strong. But the world's different now. There's no big bosses to beat and going around attacking everything just gets you jailed. You've got a real job, you've made something resembling a day-to-day life now.
They say there are no more heroes. So...what does that make you?
And can you prove them wrong?

Washed Up Villain(100): What? Yeah, yeah. You were the boss. Once. Maybe you even worked with Mother Brain and Wily back in the day, or rubbed shoulders with the Eggplant Wizard. (Not that you think fondly of those particular times)...But that's over, isn't it? Mother Brain's dead, and the people you terrorized aren't afraid anymore. Even if you were some kind of dark god or final boss in your prime...You're nothing compared to real darkness like what the Touched and Sovereign could bring to the table. Still, you're not useless, dammit. You'll be on top again, you just gotta find the path…!

Jumper of Science(100): What they don't tell you about being the top mind in the world is what that means when there's many others out there. Indeed, despite being as smart as you are, your knowledge of only one of Videoland's many laws of physics and their "rules" meant if you had to get anywhere, you'd need to rise far above and become something more. Especially when it was the only way to rebuild this broken land. But you've got schemes of your own, and they're pretty bright ones. Just don't feel that smart...sometimes the unexpected happens, and big plans don't always survive those factors.

Another Masta(200): Oh hell, you just made things even more complicated. Oh well, I might as well explain why "Another" is in the title. You see, there's two Game Masters...or two people fighting it out to be Masters. The conflict is only going to get more complicated now that you're in the running. Still, even a 'potential' Game Master has a lot of potential in them compared to the usual Joe Schmoe. You are an inheritor of Videoland, and believe me. It's calling out for a savior. The whole set of worlds is broken in some way or form and while the Sovereign isn't in full force yet...the pieces are on the board and the game is set. I hope you're ready to play. Unfortunately, out of your group, there can only be a **SINGLE** Game Masta.

Touched by the Sovereign(200): Oh.
I suppose this is what we're doing now.
You didn't think you got out of the Great Change unscathed, did you? (No, no.)
There was too much loss.
(Too much **sorrow.)** Everyone felt the pain of the Change, but some felt it...stronger than others.
That of course, includes you. You were met with a beautiful woman in purple (not unlike **her**), you can't remember her features but she was there when you had lost so much. (She filled the gap.) She gave you power and a purpose. Because you had been shown the lack of purpose a person like you has, in the end. (A fantasy.) Be her emissary, and bring about the will of your Sovereign. And remember…
(Life is But a Dream.)

Perks:

Schroedinger's Jumper(0): Mindfuckery is kind of rampant here, between the Sorrow Touched and the Hope Touched, and god knows there might be more lurking in the shadows. Since it'd probably not be fun to be on your guard the entire time here, I'll give you an immunity to the mind-altering effects of Sorrow-Touch or Hope-Touch. However, this means unless you buy the associated perks for Alpha or Omega energy, you're not going to be able to use their power. Gotta pay the price somehow.

Can't Catch Me(100, free Drop-in) - Aha, you're a slippery one it seems. You can duck and weave in and out of combat like no one else with the grace and speed of a cat at a full sprint! You've got enough control to move deliberately at that speed, too. They'll have a better chance of catching a fly in their hands than getting you pinned down.

Niht Repap (200, Drop in) - A sacred art, passed down through the generations...Some guy taught it to you in return for buying him a beer. So much for that, I guess. Niht Repap is something that you've probably seen before, though I imagine you simply thought it was a comedic construct. No, It's a true blue technique. By using unlikely and very seemingly obvious disguises, you can throw people off guard or even entirely fool the weak-minded. The secret to the technique is unlikeliness and panache, as you have to be able to have the gall to put on a stovepipe hat, call yourself Abraham Lincoln and MEAN it. But if you do, you'll find that people might be fooled and confused...sometimes entirely, sometimes for a moment!

Clever Girl (400, Drop in) - Force and fists are impressive, but you don't quite need them to be effective. You read your Art of War, and you know what it takes to win without fighting. By using other combatants in a fight, or your environmental hazards, or even being able to rig up on-the-fly traps and ruses...with time, quick thinking and the proper scheme, you can defeat enemies twice as strong than you by leveraging these factors well.

That Damn Jumper!(600, Drop in) - Oh no, there's two of you now? This is gonna be a mess...You see, just because you are from another world doesn't normally mean you're beyond the clairvoyance of entities here, nor do you inherently have any resistance to getting drawn into the schemes here...but now that's thrown out the window. You're a walking X-factor, 'futures' that involve you are uncertain and scrambled, and the greatest of seers and analyzers can't get a read on how you're going to shift factors. Throwing what would have been a certain gambit out of whack is a simple matter for you, now. Plans, plots, schemes...they all fall apart just because you're a factor in them.

Still Got It(100, free Old Pro) - You'd be a sorry excuse for a pro if you couldn't do the bare basics of heroing, right? Years of adventuring(even after getting rusty) have given you a good bit of general combat experience, expertise with one kind of weapon, as well as the agility and endurance to handle the kind of running and jumping those kinds of adventures required of you...like at true blue platformer. Ahh..those were the days.

Am I Supposed to Be Impressed? (200, Old Pro) - Pros had it rough when the Great Change reared its ugly head. These heroic individuals having to suffer loss and pain that previously was unthinkable took a major toll on their hearts, and you're no different. But not for nothing, since even though it was a hard lesson...it was a needed one. You're tougher and a bit more mentally hardy than the average Videolander, with loss and heartache being muted to a quiet numbness thanks to the harsh life you've lived. Not only that, but this mentality bolsters you against the darkness...able to shout defiantly and fearlessly at the things that'd try to terrorize you. After all, how scary can a monster be when you've lived through hell?

Old School N-forcer(400, Old Pro) - The N-Forcers. It's a name that carries a lot of weight in Videoland. After the N-team had to back down in the face of the mounting threats to Videoland, This team of all-stars rose in their place...Made up of some of the greatest warriors and badasses Videoland could muster. However, they were not the only ones. Despite having an all-star team of Ryu Hayabusa, Samus Aran, Simon Belmont, Solid Snake, Protoman and Captain Spencer the Bionic Commando...they knew that their job was dangerous and having a reserve corps was only reasonable. You were part of this reserve corps. You essentially were part of Videoland's elite special forces squad and given the training of a special forces soldier, able to survive and fight it out in any world Videoland has to offer. Not only that, but one of the N-Forcers took you under their wing as a personal tutor, giving you a deep level of skill in their respective field, but you can only choose one of the N-Forcers' skillsets. You will not be on their level right away, but you'll be at least an adept in the skills they teach.

Beyond Despair(600, Old Pro) - Alpha Energy. It's something that's only been seen a few times, and is most associated with a fellow Pro, Megaman. It's the only force seen to counteract the Touch of Sorrow, or the Sovereign's might in general. Simply put...It's Hope. The power of heroism and idealism, the power of refuting cruel reality and making that dream real. This power can amp up your strength by several magnitudes and turn what otherwise would have been an impossible fight into an even match...as well as bolstering the minds and hearts of yourself and those around you. The awakening of Alpha Energy within you can even spread out as a wave of hope, bringing light to people for miles..but such strength is not freely accessed. Alpha Energy can only rise to its potential in the face of despair, in the face of a dark and desperate time. As such, this power only becomes apparent when it seems all is lost.
It is only in the darkness that the light shines brightest.

Drinking Buddies(100, free Washed Up Villain) - You think just because a villain's not active anymore, he doesn't have friends? Not the case, actually. Whether it be reminiscing about old times in a smoky bar or catching up on what that dumbass miniboss you used to work with is up to now, you've kept in contact with the old nefarious folks you used to rub shoulders with. You've got criminal and underground friends all across Videoland you can call a few favors on, and who have the 411 on any dirty deals going down or weird phenomena occuring. Making these contacts again in other worlds is simple as pie, too.

Backstabber I can Trust (200, Washed Up Villain) - It's strange. People here actually seem COMFORTED that you're a familiar type villain, since you're at least someone who could be counted on being something more like Dr. Wily or Dick Dastardly than the dark nihilism of the Touched and the Sovereign. As such, as long as you act more like a Saturday Morning villain and don't do things such as cold blooded torture or murder in open daylight...People tend not to suspect you overall, no matter how openly suspicious you seem.

I'm the Boss(400, Washed up Villain) - Hell yeah! You haven't been resting on your laurels. You're still a force to be reckoned with! You now are able to call on what I like to call "Boss Power." Boss Power is either a boost to your physical strength, or magical strength, or a technological supervehicle you can summon around you. It's a great advantage in combat, allowing an otherwise ordinary being to defeat a swarm of trained fighters with ease and even challenge and defeat a powerful hero...But they do have a weak point. You can't use these powers freely, only in a set of 8 'patterns' that can be learned and avoided. You do, as a consequence, get a 9th 'cheap' pattern that is lets you use the power freely, but that will only let you use it for 5 seconds before requiring you to cycle through the other 8 at least once to use it again. You can switch through these patterns, but not break them while using "Boss Power."

Surpass them All (600, Washed Up Villain) - Man, the ego on you...you were from one of those games where the villain gets top billing, I bet. In any case, You're tired of being in the shadows. Much like another prominent pig-monster villain, you've got a nasty habit of revealing yourself as the mastermind behind what looks like another's work...Because you're conniving enough to undermine someone right under their nose! You have a talent for ingraining yourself into the plots of others and subtly directing their plots to align with yours...bit by bit, until you can outright overtake the entire operation! Just be wary of getting caught in the process. Nobody's gonna be happy with you for doing this kind of thing.

Light Gun Gamer(100, free Jumper of Science): Videoland's a rough place, let nobody fool you. It's full of monsters and madmen who aren't afraid to use violence to get their way. That's why you need some high tech self defense gear...and don't you know it, you've got just the right knowledge. With the proper materials(mostly plastic and basic electronics+light emitters) you can now make energy weapons potent as the great Kevin Keene's Zapper. That's not the limit of your knowledge though, as you have enough expertise to know the basics of the Zapper's successor. The Super Scope. The Super Scope's power is enough to blow holes in multiple buildings, but only once at full power...and without the proper batteries, that can be it's only shot. Still, nothing proper engineering can't fix eventually, right?

Operating Buddy(200, Jumper of Science): You're only one person(hopefully), and you're not sure how much you can trust other people...which makes it hard to get a lot done. Thankfully, however, you've managed to find some solution..however temporary. You are able to construct, with much the same materials as the Zappers of "Light Gun Gamer", 3-foot "Robotic Operating Buddies", who have access to basic laser weapons and are completely loyal to you...Aren't they cute?
Oh...for another 200, you can make them fully intelligent and sapient, as well as allowing them to wield stronger weaponry and be made of strong metal instead of plastic. This does open them up to sassing you and being stubborn, but they'll never directly turn against you or otherwise seek to bring you harm. They just act like a smartass sometimes.

Nintendo is Unbreakable(400, Jumper of Science): Have you ever wondered how the Power Pad, the Super Scope, and the various other toys of the Game Masta manage to hold up to such abuse? After all, they're not that far away from the Nintendo toys in appearance...well, you know exactly why. There's a treatment to regular plastics that is made to make them that durable. They go from becoming mere plastic and electronics to the venerable material...Nintendium. Nintendium, once produced by treating normal plastics, becomes enormously shock absorbent. It's unbreakable under almost all circumstances, all things considered.
The only weakness it has is that when exposed to extreme heat, such as that produced by heat rays, blowtorches, thermite or flamethrowers.
As a bonus, if you've taken "Operating Buddy"..you can treat your OBs with the same substance, becoming very fearsome! Or at least protecting them from their own fumbles.

The Power of 'C'(600, discount Jumper of Science): My God...if you got a deck of cards, you'd be unstoppable. What does that mean, you may ask? Well...Long story short, an energy exists in this world, one that could change everything if used correctly. This energy is called the "C-Wave", and it s produced by competitive conflict. This energy can be produced from any competition, anything from a debate, to rock paper scissors, to even a nice game of solitaire. It's potent and if harvested correctly, is known as one of the most potent and efficient sources of power in Videoland! You start off with the bare basics of how to collect C-Waves being produced, though you'll have to study further in order to learn how to store it in the "D-cells" used by weapons such as Alex(the Game Masta)'s Super Scope, and with time can create hybrid collector/batteries that can catch and store ambient C-waves in the air. I don't have to tell you what the implications of this are….Now? Now you're playing with power.

A Lot of Free Time(100, free Another Masta): How the hell are you going to be the Game Masta if you don't play games? You've got knowledge of every SNES game in existence, and have about 4-8 hours experience with each one. Sometimes, that's enough to clear it...other times that's just dipping your toes in. Still, it's a good basis and you'll have some idea of what to expect from Videoland.

Like a Damn Fiddle(200, Another Masta): Well? Keep talking. Maybe it's just cause they're wondering how implausible or convoluted your stories are...but people tend to buy into stories you tell and bluffs you're telling in much much easier now. They always want to at least hear what you have to say, if only to have a good laugh. And who knows, they might just believe you.
As a bonus, thinking on your feet constantly leaves you with some pretty impressive wits when it comes to reacting on the fly.

Competitive Spirit(400, Another Masta): An energy burns deep in your heart, you've probably felt it when you were "in the Zone"...in intense showdowns with your best friends, playing a shooter or dueling it out in children's card games. If this sounds familiar...it's because deep down, you were the conduit of a power that couldn't quite be harnessed by anything the mundane world could bring to bear. But here? You can really shine bright. You see, your soul...your heart, your being, whatever you call it. It blazes forth with C-waves far beyond what anyone else could create, giving almost 3 times the normal output in the same games and conflicts other people produce! Not only that, but this power suffuses your body...Allowing you to utilize that energy without any technology needed. A regular, schlubby and untrained human could become approaching peak human with this power, and the power of C-waves could even spur on the quick natural stitching of wounds. Though it can't repair what your body normally couldn't, it'd turn a weeks-long recovery into a few hours rest. Still, without a way to collect it...this energy will fade within the hour of it's creation. Still, it's enough time to give it your A-game. Get Excite, jumper.

What They Deserve(600, Another Masta): Between the powers of Hope and Despair, The Game Masta sits. He has a different ability. Of course it'd be simplistic to say he works to bring good to the world and serves Hope, for hope brings with it a dangerous idealism that sees conflicts as black and white affairs...and Despair, of course could never be the true source of the Game Masta's heroic destiny. So what does the Game Masta serve? The Best word for it is...Karma. Simply put, the Game Masta can give people what's coming to them. The Weight of their good and bad deeds summed up. Sometimes that's being knocked down a peg, sometimes it's a literal kick in the nuts. All you need to do is take a decisive action(striking someone, making a statement towards a person, or making a meaningful gesture towards a single person) against the person who you're trying to effect.
Usually it's something defiant towards people you wish to get their comeuppance or some uplifting words for those who need a bit of good fortune, but that's just the convention.
When you do this, you can control how much of their karma takes effect(and is then used up/'cleared'), and in turn determines how strongly they're affected by the result. It's impossible that they'll be outright slain or saved promptly even with all of their (mis)fortune taking effect, but maybe timed well you can spell someone's defeat(or their turnaround.)
In the end, you can't control what happens, only when. All you can do is ensure for one moment: People get what they deserve.

Open your Heart(100, free Touched): Hurt and pain are the hallmarks of this new Videoland, and often they represent an...opportunity to people like you. Those who have nothing have the most to gain by embracing your Queen, and thus finding those with wounded hearts is a simple matter for you. You can easily discern the general source of their struggles and how deeply it affects them, as well. Open your Heart, my child, for how else can comfort be found?

Divide(200, Touched): The Sovereign was not invincible. That's what people forget. Those with hope in their heart and united together could push back the darkness. But deep down, these bonds can be shattered. They do not trust eachother as much as they think. And the most sincere blood brotherhood can be broken by pulling at these seams. You have an eye for the weak links in the relationships between people...and can with deliberate action suss out what it takes to get them to break. Allied together, a threat men display...but divide them with doubt, it will all wash away.

Merrily, Merrily Merrily, Merrily...(400, Touched): Life is but a dream. What they call being touched by the Sovereign, you call being awakened. Your existence, as is theirs, is the folly and fancy for those who see your suffering and existence as amusements. Your exposure to the ridiculous nature of your existence has oddly shielded you from lesser torments, as one would regard the pains and losses of some bygone dream. You can't help but want to share the news, as the comforting embrace of the Sovereign has been enough to keep you going from here on out. You may 'awaken' others, a powerful mental attack...though not necessarily intended as an attack.
You simply show them that they are a fictional being, an entity made for entertainment. Their hopes and dreams? For play. Their struggles and life-or-death-battles? An engaging afternoon. Their loves and sorrows for the ever-silent protagonists? Their emotions a plaything, shown towards a hollow shadow puppet. Even those who are confident in their reality and meaning may instead be shown their insignificance in the grand scheme of creation. Don't underestimate the weight of time nor space...for even the most high and mighty can be swallowed up by the vastness of existence. They may resist and continue on, but those who relent and accept their epiphany are now open to your suggestions and will take your word as the Sovereign's will to an extent, after all, you are *her champion*, aren't you? Of course, those who have them openly rebel will find themselves having a chance of being turned upon instead.

Beyond Hope(600, Touched): This world wasn't always so broken. It was once something like the original Game Masta's daydreams, a world of villains and heroes battling it out without the fears and anxieties of the mundane world. The villains were dastardly but not murderers and madmen, nor were the fates ever as grim as they become now. But you know that the Game Masta comes from a world where this isn't so. The Game Masta comes from our world, where cynicism and death are commonplace, more so than we're comfortable admitting. That raw painful energy slipped through, and was called Omega Energy. That power is what you wield now, the energy of cold cruel reality. You can augment your own power with it, infusing sorrow and deathly power into your own abilities...as well as simply bring it to bear as a pure and terrible force. Omega Energy has a few unique attributes...those who are attacked by it with lethal intent feel it no matter what 'plot armor' or genre protections keep them safe..and those who are slain with it simply remain so, even those who would usually brush off death with ease. This does not mean it's an "instant kill" or any such effect. Rather, those who are put down with Omega Energy are unable to benefit from anything that'd raise the dead or restore their health. Life is but a dream...It's time to wake up.

Gear:

A Small Bell(100, free Drop-in): A trinket of your entrance here, it appears to be a little bell that makes cats seem to enjoy your presence. It's attached to a little collar with a tag that says the name "Schrodinger."

Mega Lock-On Dreamblaster(200, Drop-in): This appears to be a variant of the Zapper, apparently made in a foreign world known as "The Land of Dreams"...looks like it has a few additional features that make it quite desirable. A headset hooked up to the Zapper allows for in-combat data analysis and even can provide targeting assistance if necessary, meaning that the gun can give the edge needed in a prolonged gunfight as well as feed data to any similar systems if needed...Welcome to the Next Level.

Mega Net(400, Drop-in): A small blue box hooked up to a keyboard, mouse and monitor that can be set up in your Warehouse or anywhere in Videoland, it appears to be a database and communications hub. The box gives access to the “Mega Net” which can in turn safely and anonymously access any public network in Videoland with blazing fast speeds. It has some basic utility applications and game downloads as well, though it’s recommended to have an outside controller for some of the games. The Mega Net adapter in later jumps will be limited to the planet you’re currently on in terms of connections, but otherwise will function much the same.

Virtual Memory Unit(600, Drop-in): It appears you have a new friend! He’s not telling you exactly where he comes from(The best answer he can give is “From the land of Dreams”, same as the Dreamblaster.) This is VMU, or “Vemu”...A floating robot that resembles something like a tamagotchi or a simplified gameboy. VMU is friendly and childlike, eager to assist you in your adventures! His main abilities are a strong information processing core, the ability to produce pixelated projectiles, and a suite of almost every mundane tool you could think of producible from his apparently vast internal systems...He’s made of Nintendium as well, so in a pinch he makes an excellent shield. Of course you wouldn’t use your newest friend like that...right?

A Message From Doctor Light(100, Free Old Pro): Some N-Forcer surplus, it looks like. They’re headsets with a video feed component that allow for communication between all similar headsets! The range is a good 20 miles and the sound/video quality is the best you’ll find here. You get a good set of 8 with this purchase, and it should be easy enough to grab another 8 with a repurchase(50 for Old Pro after this.)

Leftover Supply Crate(200, Old Pro): It’s a crate of unused items from when people thought the Great Change was a war, instead of a force of nature expressing her power. This crate contains 10 health pickups, each one restoring 10% of your total ‘vitality’ and 10 Energy Pickups, which can restore 10% of one of your supernatural energies(like mana) or a non-Game Masta Item power source. Only one type at a time. The crate refills itself monthly, ready for action again!

Hyper Bazooka(400, Old Pro): One of of Ladd Spencer's backup Bazookas! What a find...Don't discount it just because it's the size of a rifle, this bazooka packs an insane amount of power in it. Being made from the best parts of all of the Bionic Commando's weapons, it has the power of a high-power explosive rocket in each shot and allows for three different modes of fire. The Rifle mode gives a burst fire mode of 2 rounds with each shot and gives the most accurate(and most range) of the 3 modes, while the Wide Cannon mode gives a spreadshot that covers a large area with 3 bullets per shot...Finally, the Machine Gun mode covers a more narrow spread than the Wide cannon and has less range than the Rifle, but can fire at a blistering speed! Because of the power of the shots involved, switching out depending on the situation is not only encouraged but intended.

Proto(nium) Shield(600, Old Pro): Oh? A melody from the past plays...I guess fortune's smiled upon you, Jumper. This is a red and white oval-like riot shield created by Doctor Light. It's made of an advanced protonium metal that is an upgrade of the same material as Mettaur Hat, which affords it a level of defense that is unmatched in Videoland. Simply put, the shield is unbreakable and can tank any amount of damage without giving way, as long as the shield is what takes the brunt of the strike. This is a valuable gift, so use it well.

Drowning my Sorrows(100, free Washed Up Villain): Villains aren't the only ones who need a stiff one in Videoland, but they're definitely up there in terms of people who need it the most. There's nothing fancy about this, simply a case of an actually not watered-down beer at the perfect temperature. Once you're done with this, another'll pop up wherever you usually keep your stuff, ready and waiting for you.
Drink up.

An I-O-U from Dr. Wily(200, Washed Up Villain): Not every bad guy in Videoland rubbed shoulders with Mother Brain and her lackeys, but you were one of the few to not only do so...but to actually impress them a little. While for most of her group, that doesn't matter(Mother Brain herself is dead, King Hippo's a drunkard and god knows what the Eggplant Wizard is up to)...You did manage to score brownie points with Dr. Wily, who's made good for himself. He owes you a single favor now, which isn't something to sneeze at. After all, this is one of the most talented men in Videoland in the field of technology, as well as Videoland's vice-president after the switch to a democracy. However, there are two caveats. First, Wily has some resources but the kind of things necessary to make a proper doomsday device have been locked off to him, for obvious reasons. Making vehicles, weapons, and the like aren't out of the ordinary but the more overtly villainous and war machine-like it is, the more likely you'll have to provide some resources for construction. Second, He doesn't have a lot of actual legal authority in Videoland, so pulling strings is the best he can do when it comes to getting things done. Still, he has some level of authority and his skill in construction hasn't deteriorated a bit.
You only get one of these favors per purchase, but after this jump they refresh (every jump) and you'll find SOMEONE willing to accept these IOUs for something like a hit or some firepower, though they'll usually be some prominent underground or criminal figure.

Wand of Puzzle Magic(400, Washed Up Villain): What an odd implement. I suppose this has to be the work of the Puzzle Wizard, though he might not be the only one...In any case, this is a simple wand that appears to be made of big blocks with a cube at the end. When used properly, the wand allows for the manipulation of puzzles! Allows for the creation of puzzles, the instant solution to puzzles, and manipulation of puzzle game sprites or pieces(such as tetris blocks or bejeweled jewels). As a side effect, it can even transform objects into puzzle game objects, which you can then shape and manipulate at will!...Wait..People? Er...I suppose. Yes, you could go a bit further.

Channeling the proper energy through your wand will give you the ability to transform people into puzzle pieces, though it's a status effect which means it can be resisted by sufficient willpower and status effect resistances. Still, someone without that...Well, I hope they enjoy becoming a brick.

The Monster Factory(600, Washed Up Villain): The last piece of hardware you could scavenge from Mother Brain's ship, the Metroid. It was something that wasn't 100% complete, Wily and Mother Brain together only managed to barely finish it as a backup for the foolish dream of what they'd do after slaying Princess Lana, unaware of what fate had in store. Still, it functions well even as a prototype and could be improved further with the proper knowledge once it's actually completed. This machine looks a bit like an old fashioned super-computer with a fridge-sized "pod" attached to it, and its purpose is both simple and excellent. This machine is able to replicate the full form and power of any non-unique enemy from any SNES or NES game, as one of your loyal servants. It appears it can even do batches of 10 at once, every 15 minutes. They're able to follow orders and can act with relative autonomy, though they're not that bright(Think Scratch and Grounder when it comes to anything more complex then "Don't let anyone in" or "Kill that guy"). Still, even if they're a bunch of brutish idiots...they're YOUR brutish idiots.

Tools of the Trade(100, free Jumper of Science): It looks like a lot of crap at first glance. After all, it's only about a thousand Super Nintendo Entertainment Systems' worth of plastic, metal and electronics all in industrial crates...as well as the tools to work that plastic and electronics in separate crates. It'd take a lot of work to get a set-up going here, but you could basically recreate any pre-gamecube console with this, and it's good material for "Light Gun Gamer" and "Operating Buddy." If you somehow use it all up, the crates refill every week.

Heavy Duty(200, Jumper of Science): It looks like more raw materials! These are some basic mechanical parts and pieces, made of a durable and strong iron. Alongside that are some metalworking tools such as hammers and blowtorches! It's not a whole lot of metal, only about the amount used in a robot like Gato, but it refills itself every week!

NERF or Nothing(400, Jumper of Science): After the introduction of Omega Energy into Videoland, fighting and using weaponry has gotten a bit more of an edge. Death, true death that can't be undone by 1-ups, is a serious concern when you start a fight in Videoland now. Dr. Light and Dr. Wily(probably more Dr. Light than Wily) worked together on a system that could work to prevent undue death in the field when they needed people brought in alive...The NERF System. By placing this device on a weapon, the Omega Energy inherent inside it will be blunted! In other words, this device can make a weapon non-lethal. Of course, this blunts the power of certain weapons(it makes a sword only slightly better than a club and a gun similar to if it were using rubber bullets) but that should be expected.

D-Cells(600, Jumper of Science): So you decided to skip right to the end, then. These are the advanced batteries used in the Super Scope, able to collect and utilize C-waves as they're being produced...These are the top of the line batteries and the blueprints to make them, with an efficiency so high that it could let you power a car for miles on a particularly intense Children's Card Game match. You really wanted to start playing with fire right away, huh?

Game On(100, free Another Masta): Can't be a game master without games! This is a collection of the SNES' greatest hits, as well as a display that doubles as a SNES that requires no power to operate. It's a pretty vast library, so you can busy yourself for quite a while. Er. It also appears to come with a pair of comfortable pants...those alone put you in a better position than the other Game Masta got for a lot of his time here.

All There In the Manual(200, Another Masta): Ah, the Game Master's Manual! It's a bit altered, however, as the original did not anticipate...well, it didn't anticipate a lot of things. This Manual, simply put, becomes a manual on any world(which becomes Jump after you finish your stay here) you enter in the form of a lavishly detailed and flavorful SNES-era game manual with plenty of art and lore. In fact, since there's no need to explain the game controls or otherwise deal with the actual

“How to play the game” portions, there is more lore and flavor in this manual and it’s iterations than those bygone instructions.
They won’t be full setting bibles, but you’ll have a good grip on the various areas, some important characters, and a summary of important events to note and the mechanics+threats of the world. Unfortunately the hotline number on the back doesn’t seem to function(calling it only gets you a laugh track), but what more can you ask for from a manual? As a bonus, if you’re feeling nostalgic you get a copy of the manual for every world you’ve been to in your Warehouse to peruse.

Super Scope(400, Another Masta): This? This is your boomstick. Ain’t she lovely ? It resembles the SNES peripheral of the same name, with a small indicator on the top that has 4 pips. Those would be the shots you have on you. Yes, yes, it’s pretty small. But once you see what it’s capable of, you’ll understand why it requires so much juice. You see, one pull on this trigger and a column of yellow-white energy death billows out of the barrel, a beam as tall as a grown man and twice as wide. The blast energy isn’t defined, but it utterly annihilated Ganon in his final form as well as overcoming the strongest attacks of a pair of Sinistrals(evil gods from Lufia) and defeating them as well. So four shots should be more than enough. Of course, there IS a way to recharge them. See, within this gun are the D-Cell batteries, unfortunately unremovable but still function quite the same. A good hour of arguing, conflict and fighting will recharge a single shot of the Super Scope. That kinda power...Explains why Alex loves this thing like it’s his wife, honestly.

Super Controller(600, Another Masta): An oddly unused tool in the Game Masta’s arsenal, but none the less important. This is a SNES controller, with 9 energy pips in place. There’s no way to manually charge or alter the Super Controller, it has too grand of a presence and power for such things. The Super Controller works much like the Power Pad, where every use of the Controller has a cost in how many pips are used up and how quickly they’re charged. However, it has many additional uses…

The Control Pad – It works exactly like the Power Pad's control pad, giving him a dodge function if he can hit the pad quickly. The Up, Down, Left, and Right pads represent Front, Backwards, Left and Right from your perspective, and hitting the pad will move you a few feet in that direction. Every pip used for this recharges 30 seconds after use, for a quick and easy movement.

The A Button - Pressing this will give you a minute of physical power to perform a "**Megalift**", letting you carry up to 9x your body weight with a single hand. Once something's in your hand, you can carry it around even after that minute of power with no issue. However to place it down, you need to hit B again either drop or perform a "**Megathrow**" to fling it with the same amount of power as the initial lift. It takes one pip to lift and one pip to throw, with both functions burning a pip for 10 minutes per use.

The B Button - Holding down this button activates **"Super Speed"**, which gives you a massive boost in speed, almost twice your usual dashing pace...However, controlled bursts are recommended as your reaction times aren't increased in turn and every second of speed burns a pip which itself is only regenerated every minute.

The Y Button - This allows for a **Hyper Jump**, a jump that takes you twice as far while still keeping your shins intact, thank christ. Hyper Jumping mid-air will kill your momentum and give you a boost mid-air, while doing the same with a foot and hand against a wall will allow you to perform the secret technique known as a "**Wall Jump**", rocketing you towards the opposite direction of the wall and protecting you from the impact of whatever you hit afterwards. Every use of this burns a pip and it takes about 1 minute to recover any pips this burns up.

R and L triggers - By pressing both triggers at once, the Game Masta becomes invincible for a brief moment, about a second. Any strikes that hit him in this point in time are either deflected or parried, throwing the attacker off guard. Skillful use of this **"Ultra Defense"** and timing your defense will allow you to perfectly guard strikes, however at a hefty cost. The Ultra Defense function drains 2 pips every use, with the expended pips taking a full 5 minutes to regenerate. It's best used in small doses, for pinpoint perfect parries.

The X Button - Appropriately, this button is an X-factor. It was meant for another purpose but due to the Context Sensitive Button working oddly with other dimensions, instead this button works much like the Select function on the power pad and allows for 16 items of storage, as well as giving a fancier 16-bit display. Each time a slot is used(either used for storage or deployed), 2 pips are burned and for both pips to regenerate, 30 minutes must pass.

The Start Button - It functions much the same as the Start button on the Power Pad. That is to say, it can **Pause** time for everything else but yourself. You may act freely in the paused time, but every minute spent there burns an energy pip for a good hour… Make it count, then.

The Select Button - Oh. This...well. It's the fabled **"Mode 7"**...named such for the time limit given on its power. You see, there are times where attempting to struggle with the battery limitations of the Super Controller could get in the way of a particularly tense battle, especially seeing as the Game Master's foe was the Sovereign of Sorrow herself. As such, this overclocking option was placed in. By activating "Mode 7", the battery pips all become lit up and rainbow-charged. You'll see that the color is slowly draining out pip by pip over time(emptying out once 7 minutes have passed) , but using any function while Mode 7 is active does not drain the battery. Simply put, Mode 7 is **infinite Super Controller usage** for 7 minutes. However, once the pips are burnt up...the pips are burnt out for 9 hours. I hope those 7 minutes are used well, Jumper.

Dark Gospel(100, free Touched): It looks like a simple poem, honestly. However it was written in purple ink, and is thick with Omega Energy...It's purpose is insidious, to be sure. Anyone who reads this to completion will be Touched, as if attacked by the power of "Merrily Merrily Merrily Merrily"...but, they must read this specific piece of paper. The effects cannot be replicated by simply re-writing the text or displaying it publicly.

Mask of Sanity(200, Touched): It appears that people can still sense you're...off, after you've embraced the Sovereign. Perhaps it's the purple text. In any case, this can jeopardize your safety if it gets too obvious, so you've been graciously provided with a small domino mask. By wearing this, you can suppress the 'aura' you give off as well as hide your emotions well.

Mockingbird(400, Touched): It is only fitting that those who would stand in your way would be put down by their own blade. This is a simple rod made of solidifed Omega Energy, however when in battle it can easily mimic the form and function of your enemy's weapon! It won't quite be able to match the strength 100%, it cannot replicate unique powers or auras...but it can mimic their effects as well as Omega Energy allows it.

The World's Wound(600, Touched): This is quite the find. I hope you don't live to regret it. You see, this dark deep pit is a well of Omega Energy. You can almost feel the death in the air as you walk around it...it does have its uses. For one thing, if you drop someone into this pit...they're not coming back. Ever. It's a property of Omega Energy overall but because it's so condensed here, the part where you can't use it to automatically kill something is discarded. If it can die at all, a dip in this pool will kill it and keep it dead. It's also a very deep and almost bottomless well of negative emotions and energies, for whatever you need something like that for...For safety's sake, it has its own wing in your Warehouse locked off from the rest. We wouldn't want anyone falling in accidentally, would we? That might be inconvenient so, if you need to enter the Pit Room directly, you can do so through the means you would normally use to enter the Warehouse instead.

Companions:

Making Friends in all the Wrong Places(100/300): Videoland's a rough place, so I suppose if you really needed somebackup...here you go. 100 for a single person, 300 for the set of 8. Each one gets a good 400 CP to spend on what they like and a free origin...sort of. There's one little caveat. Of your group, you have to select a Game Masta if you're going to pick one. If you're a Game Masta, no one else can be, and no two companions can both be Another Masta.

Drawbacks(+1000 maximum CP from Drawbacks):

Halcyon Days(+0, Mandatory if you took The Great Change in Captain N jump): There were brighter days, in Videoland, and perhaps you've seen them firsthand. If you've been in this world before, via the Captain N jump...everything you've done still echoes to this day in some form. Perhaps King Hippo has a story about you...or maybe you were even the one to take Kevin Keene's place as Alex Williams' childhood cartoon hero and the one who disappeared before Videoland entered its dark state. If you took "The Great Change", you even watched this world crumble before your eyes at one point. Your history here in fact can give you a small edge. Videoland Natives can take the Jumper of Science or Old Pro backgrounds for free, Villains may take the Washed Up Villain background for free, and Game Masters can enter as Another Masta at no extra cost. Sorrow was widespread, however, and those who wish can become Touched for no cost as well.

Life is But a Dream(+0, Mandatory and restricted to Sorrow-Touched): This twisted game needs to end. Your goal as one Touched by the Sovereign is to bring about her awakening and allow her to finish her work. She is split in three, but once these three are freed and united she will begin to destroy the worlds of Videoland once more. That does not leave you completely off the hook, however, as you will have to prevent her from being sealed away again and survive the destruction of the worlds until she reaches the final untouched world. Being caught

up in that final World's destruction will not end your chain, and will instead allow you to move on to the next jump or return home.

For God's Sake, Put on some Pants!(+100): Honestly. It's going to be a difficult road taking you seriously, as you have a tendency to be reduced to your skivvies no matter how hard you try. Staying clothed is an impossible task for you, it seems, though you have the mercy of the minimum of this effect being your underwear. What isn't merciful is that it always is embarrassing or humiliating to be in this state somehow, if only because you've been reduced to wearing pretty princess boxers for whatever reason. Wait, you want more? Alright, masochist. For another +100, you can apply this to not only your clothes but even your actual equipment, weapons and all. I don't know why you would though.

Fucking Pottymouth(+100): Do you kiss your mother with that mouth? You've lost a lot of self control and can no longer prevent yourself from using 4 letter words with impunity. It makes you sound unsophisticated and a lot of people are going to think less of you or consider you a jackass because of this. Great job, you fuckin' savage animal idiot.

Isn't It Ironic?(+200): No. It's just ill-fated. Not that it means much, since that was only one of Alex's embodiments. Ah, yes, Embodiments. They're an...odd feature, but it seems to come about from the Game Masta's power over Videoland, as the...well, embodiment of Alex's own flaws. Whatever your nature, you have a few embodiments too and they all share the same goal that Alex's Embodiments had. That is to say, the demise of the person whos flaws they embody. Their abilities will be determined by the flaw they represent, but they will keep going at you until you either die or defeat them the only way how: figuring out the flaw they embody and coming to terms with it. This isn't as difficult as it sounds, but doing so while avoiding being killed by your own Hatred of Stupid People(or similar embodiments) may cause issue. Those who attempt to claim they have no flaws will be chased by the powerful embodiment of "Complete lack of Self Awareness", which has a good chance of being twice as strong as you depending on how fiercely you contest this.

I am Invincible!(+200): Videoland is an intelligent place, don't let anyone tell you otherwise. It's the only way to explain some of the stuff that happens to you...The biggest example of Videoland's agency(and nasty sense of humor) is that it simply loves to punish those who tempt fate, with the greatest of setbacks and humiliations being reserved for those who dare utter the phrase "I am Invincible." Unluckily for you, those words will be on the tip of your tongue any time you get an edge over on people, and in general you'll be more prone to tempting fate at any given opportunity. This is usually followed by an immediate retribution from the universe, so expect things to go wrong if you don't learn to button your yap.

Going Berzerk(+300): The great nightmare has returned...You are hunted, Jumper, even if you don't know it yet. Simply put, an entity is waiting for you to idle in one area for too long. The only refuge you have is sleep, as otherwise if you spend too much time in one room….Evil Otto will appear. This bright yellow smiling face will be haunting you for quite a while, so get familiar. He is completely and totally invincible, being able to no-sell any attack or attempt to stop him when he's already in pursuit. The only option is to run, as he'll chase for about 10 rooms before leaving you be. Still, seeing as he can go through walls, you'd best hope he doesn't corner you...because one touch? It's game over.

Open Mind(+300): The energies of Sorrow and Hope usually would not touch your thoughts, here, but if you decide so...Well, now you can be swayed by these powers. They will be able to push onto your mind and effect you, and while willpower can fend them off for a bit, being irrevocably Touched by either Sorrow or Hope will end your chain. Those who already begin Sorrow-touched will have less to worry about, as the Sovereign will protect you from this fate...but in exchange, the forces of Hope will mobilize and try to turn you onto their side with a stronger intensity...even being able to Touch your companions at this stage with a greater ease.

Glorified Speed Bump(+400): When the Great Change hit, a lot of people had to grow out of the 80's saturday morning mold in order to survive...That sort of naivete and bumbling now is likely to get you and others killed, so a lot of people left it behind. You, however, didn't get the memo it seems. You never grew out of the 80's. You're, simply put, a bumbling fool with the common sense of an eggplant and a spoonful of self control in you. You WILL push the big red button, you WILL insult the badass to their face, and you WILL suffer the consequences of your idiocy. Your apparent vapidity and lack of situational awareness, coupled with the inability to shut your yap when it counts, means that people have no problem punishing you for just existing.

Green Jumper(+400): How quickly you forget. The parts of you that you wish to avoid, the parts of you that you cringe from and try to turn away from...It will all come back to you some day. And unfortunately, that day is today. The abilities you use and rely on will have a minor...lock on them. You still have them, but to use them you have to look inside yourself and face your other side. This 'other self' is the conglomerate of all the parts of you, past and present, that make your skin crawl to remember. Whether it's out of shame, embarrassment or regret, this entity will simply be the parts of your past and life you wished didn't exist in full glory. The only way to access your full abilities is to negotiate and speak with this entity to allow you to do so. However, when this happens you will not be in control. They will be. They'll accomplish what you need them to but they'll do it in a manner that makes you burn with shame once again. If you can swallow your pride and beg the entity, nothing will change, but those with a sense of dignity will have to suffer.

The Final Countdown(+600): How can you prevent the Sovereign's coming when she is already here? Simply put, your entering into Videoland has allowed her to unite and awaken. Within the hour of your arrival she will begin to finish what she started in the Great Change and destroy all of Videoland. This does have a fortunate side effect, however. In the face of certain destruction, the heroes and even villains of Videoland not already on the Sovereign's side are galvanized into action, working together and at the top of their game much more easily than before. Even the cynical foul-tempered Alex Williams shapes up much earlier and becomes a competent hero worthy of the title Game Master, quickly having mastered the use of his Items of Power(such as the Super Scope, the Scan Goggles that allow him to ascertain statistics and information about his enemies, the Super Controller, The Mystic Mouse that allows him scan and replicate items and possibly even more hidden away that he'll discover) alongside his amazingly quick wits and resolve. The unfortunate side effect is that they're aware of your entrance coinciding with the Sovereign's awakening, and are desperate enough to believe that either by killing or capturing you, they will strike a blow to the Sovereign and stand a chance of defeating her. To wit, your hazards are: The Sovereign of Sorrow and her allies(even Sorrow-Touched may have to be careful as being in a world that isn't the final world in Videoland when it is destroyed still counts as a chain end), the various heroes of Videoland(the greatest heroes of the SNES era among them, including Mario who was able to push back the Sovereign of Sorrow without a single Mushroom Kingdom casualty and is seen as an untouchable master by nearly everyone), and one really pissed-off Game Master at full potential. Good luck.

...Wait, you're alive?
Huh.
Well, congrats. You've made it through this particular mess of a situation...I just hope there's still a Videoland when you're done.

So, you know the drill.

Game Over: Maybe you weren't alive after all? Or you're just homesick...Well, in either case, you're back in your home planet with everything you've bought or stolen up till now going with you. If there's still a Videoland remaining when you go home, you can also now open up a connection between Earth and Videoland from any TV screen in case you wanna pop back in. Who knows, you might feel like an adventure again one day. Your chain, however, definitely remains ended.

Continue: The day is won, and this peace is the one all true warriors strive for...so why not kick back and enjoy? Videoland is now your home, and to make sure you make the most of it you now have a functioning warp zone in your Warehouse that will let you traverse the entirety of it with ease. In time and perhaps after Videoland has been restored to its former glory, you may be able to find the Ultimate Warp Zone and leave Videoland to the real world of Captain SNES, not dissimilar to our own.

New Game: So, you've got places to be? Let's get going then. You take everything you've acquired up till now with you towards the next world, but to remember this world by...You acquire a Nintendo Seal of Quality. Consider it a Clear Bonus, fit for a Game Master.
See you next Game!

NOTES:

- First off: The Super Controller's functions are straight up fanwank. The comic isn't close to complete and at the rate it's going now, won't be for at least another decade, as such...If the controller's functions conflict with any future revelations with the canon Super Controller, the version purchased with CP acts as-written instead of canon. After all, it's another variant.
- Alpha and Omega energy in general are both mental effects and actual usable energy, but since they can corrupt the user you get free protection in the beginning. If you do reject the protection, know that being Touched is a very risky proposition unless your safety is guaranteed by CP purchases. For one thing, a Sorrow-Touched will inherently self destruct at some point. It's an inevitable part of their existence and since their angst-cancer grows with time it's liable that you'll have it forever and slowly mounting unless you die or are killed during an emotional breakdown/rampage. Hope-Touched are self destructive but in a slightly shinier way, as they appear to go back to a black and white moral code and become more selfless and courageous. This also unfortunately means that without the proper protections, fighting a hopeless battle to make a stand against the darkness is also likely. The term "heroic sacrifice" comes to mind. Still, if you want to save the 600, 300 CP on Beyond Hope or Beyond despair, you can risk it.
- For "Life is But a Dream", as mentioned, the win condition is to be on the last world in Videoland's existence. While the Sovereign will give some warning of what world will be destroyed next, she's not going to hold up for very long just for you.
- If you took "Halcyon days" and also took "The Console War" while in Captain N, Characters/Worlds from Sega Master System and Genesis game libraries are also active and existent in Videoland, the long conflict between Genesis and Videoland having cooled down after a united front against the Sovereign(who extended her reach to both.) Tensions still exist, however...Sonic and Mario have yet to see eachother face to face since those days.