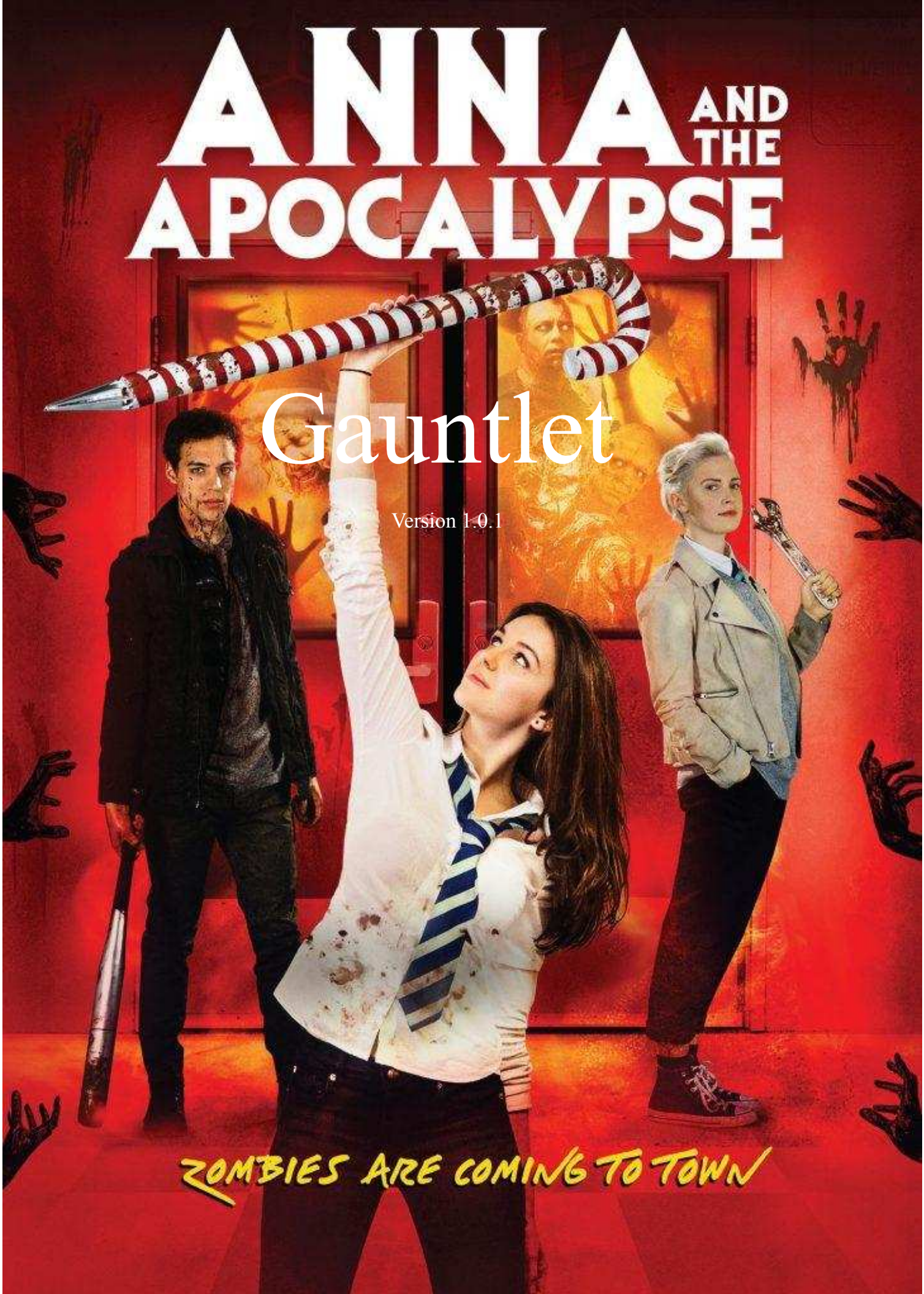

ANNA AND THE APOCALYPSE
Gauntlet
Version 1.0.1
ZOMBIES ARE COMING TO TOWN

Welcome to the sleepy Scottish town of Little Haven. It's a season of cheer and merriment as Christmas nears. It's a pretty wonderful time to be a secondary school student, like you now are; though if you'd like you can be dropping in as one without new memories or connections. I guess you're a transfer student, though this might not be the best time to be one.

See there's a little problem. A deadly flu has become a world-wide pandemic, and the infected rise again as flesh-eating zombies which infect those they bite. Unfortunately this disease spread very quickly and relatively unnoticed. Oh the radio was talking about it yesterday, if you happened to be listening, but the zombies were already in town by then.

This morning is a nice, beautiful day, with snow in the streets… And zombies as well. Welp, that shouldn't be too hard for someone like you to deal with. You've got all those wonderful powers, and relics. You've probably got enough guns to arm all of the UK. And let's not forget your friends, who are…

Actually where are your friends? Your warehouse key seems to be missing too. And those powers of yours… You seem to have been reduced to your basic body, with all of your out of jump perks, powers, items, companions, followers, pets, rewards, and the like gone and missing. Well that's not good.

At least you have some Christmas Presents coming your way to help you pick up some new perks and items here.

+0 Christmas Presents

Or well I guess Santa isn't here yet and the zombies might mean he's cancelling his arrival this jump.

Still there is some good news. All you have to do is get out of Little Haven and survive till the New Year and you'll finish this Gauntlet and you'll be able to leave. That shouldn't be too hard, should it? Well even if it is, this is a Gauntlet so death or failure won't threaten your chain. You'll simply fail the Gauntlet.

Oh… are you sure where all your family members are? Maybe they're out of the country where you just can't feasibly find them; or you're an orphan or a drop-in. But maybe you've got a family member who is out there, unaccounted for, and possibly alive right now.

*You need to find them. Find them and keep them alive until New Year's Day. Do this and not only can they come with you as a companion into future jumps (if you want), but you will receive one of **Santa's Rewards** at the end of this gauntlet. You might have multiple family members out there, but there's only one that can give you a **Reward** to save them; the rest can join you as well as companions, though.*

If you can't find them today, they should make their way to the designated evacuation site – that is the high school – by tomorrow. Unfortunately your house isn't actually particularly close to the school, and with all these zombies you might well need to take the trip in multiple stages and find some safe place to hide out for a night on the way. Of course the military doesn't seem to actually be coming, though maybe if you wait till New Year's Day it will… or maybe it won't.

*And then there's Anna, John, and the others. Maybe you want to help them out too. It'd be noble of you. If you meet up with Anna and the others, and help them make it to the school to check for their family and out of the Fair Haven alive, you'll receive one or more of **Santa's Rewards** based on how many you saved. If at least 4 of Anna, John, Steph, Nick, Tony, Lisa, and Chris escape Fair Haven and survive to New Year's Day you'll receive 1 of **Santa's Rewards**. If at least 6 of them survive you'll receive 2 of **Santa's Rewards** and if all 7 do you'll also receive the **Hollywood Ending** reward. If at least 3 survive and Nick's trio of friends all survive as well you'll receive an additional 1 of **Santa's Rewards**. You will also be able to take any survivors with you as Companions.*

A Christmas Miracle

Though maybe, just maybe, you've been sent here for another reason. Maybe, you haven't lost access to your out of jump perks, powers, items, companions, followers, etc. If that's the case you'll receive these

+1000 Christmas Presents

*However there are conditions. First, this is no longer a gauntlet. If you die you'll fail like normal, and instead of leaving when you've completed the gauntlet's conditions (escaped Little Haven and survived till New Year's Day) you'll be staying a full decade. Second, you are no longer eligible for **Santa's Rewards**, you've gotten your presents all up front. Finally, you will have to purchase perks, items, and companions for the green prices and will receive the red rewards from Drawbacks, even then you'll be limited to 600 CP worth of Drawbacks.*

Drawbacks:

Since you're not getting free Christmas Presents, you might need to take some Drawbacks. These will make things harder for you, and generally trumps perks and powers and the like, but they will provide you with Christmas Presents to purchase Perks, Items, and Companions with.

All drawbacks are lifted at the end of the gauntlet (or jump if taken with A Christmas Miracle). You may take any number of drawbacks to gain Christmas Presents, or up to **+600 CP** worth of them with A Christmas Miracle. If you took a Christmas Miracle you will receive the red value for Drawbacks.

Back to School (+100 CP/+100 CP): You're a teenager, and this isn't just cosmetic. You will regress to the emotional and mental maturity of a teenager. Events can force you to toughen and grow up, and you do still have your memories, but expect to relearn some vital life lessons.

Headmaster (+100 CP/+100 CP): And that means you're in charge. Finally at last. You're in charge. Or at least you want to be and feel you should be. You're something of a control freak and will not accept anyone else being in charge of a group you're in or gainsaying your ideas.

Never Thrown a Punch (+100 CP/+100 CP): All your fighting skills and experience? Forget it. Or you have forgotten it. It's like you've never been in a real fight in your life. If you're doing this as a gauntlet it might actually be a good thing; 1,000 years of experience killing demons using superhuman speed and reflexes and intuitive combat comprehension which you don't have any more is quite possibly worse than no experience at all.

No Time for Weakness (+100 CP/+100 CP): Oh… You have seen your parents this morning. At least one of them. They were bit, and couldn't self-terminate, so you had to kill them before they turned. You will be fully affected by the feeling of just having had to kill your parents; and while you're not guaranteed to have had a 'good' relationship with them you are guaranteed to have been close enough that this will eat you up inside for your entire stay.

Not McConaughey (+100 CP/+100 CP): You're not charming. You just don't have it. You're not handsome, you're not charismatic, and you don't get the girl. This will also make it harder to get leadership positions; you just don't inspire confidence that way.

Trapped in a Moment (+100 CP/+100 CP): Waiting to fly… you've got hopes and dreams in this world, a way you want your life to go. The zombie apocalypse has certainly thrown a wrench in those plans, but you'll find yourself still reaching and hoping for them, fooling yourself that maybe just maybe you can still pursue them.

Can't Stop Singing (+200 CP/+100 CP): It's a compulsion with you. You just keep breaking out into song, often about your feelings, as if you're living in a musical. Which since you are isn't too bad or unusual, but the problem is you just don't have self-control about it, and you will do it when you really shouldn't. Like when you're trying to hide from zombies who haven't heard you yet.

Compulsive Filming (+200 CP/+100 CP): Put the cell phone down. No. Put it down. Down! Ugh… You seem to be somewhat compulsive with that thing. You keep trying to film events around you. You can stop if you really use both hands to bash a zombie or something, but this will eat up the memory and battery of any cell phone or other filming devices you have, and if you don't have one you'll go to dangerous lengths to get one. You'd risk zombies to save your phone.

Clumsy (+200 CP/+200 CP): You're rather clumsy and uncoordinated. You have a tendency to trip over your own feet, walk into things, or just simply have a moment of sheer, pure lack of coordination. This isn't some sort of superhumanly bad clumsiness, just the normal clumsiness you might see in a teenager who just had a growth spurt and wasn't graceful to begin with but when you're running from zombies being the guy who sometimes trips over their own feet is dangerous.

I Am Miles Away (+200 CP/+200 CP): You have a tendency to get lost in your own world and just stop paying attention to the world around you. A clear and present danger can stop this, so you won't be doing this when you know zombies are prowling through the area around you, but when you feel like you're somewhere relatively safe it's very easy for you to lose track of your environment and things happening around you; which can make you vulnerable to non-zombie threats… or just zombies who broke in through the back door. You also don't start at home, but having wandered off into town completely unaware of the zombie apocalypse happening all around you.

Sick (+200 CP/+200 CP): Winter is flu season, and the zombie virus was initially mistaken for the flu. Now you've got the flu and you're showing symptoms. This isn't the zombie virus, and it won't kill you on its own. If you aren't here as a Christmas Miracle, you'll be mostly recovered by New Year's Day. If you are… well you'll be sick for the entire decade.

Which Side Are You On (+200 CP/+200 CP): Humanity needs to cooperate in a crisis. You… well let's just say you might be better off as a lone wolf. You just don't cooperate well and will inevitably find yourself butting heads and conflicting with others in a group. You might be able to push through this, but expect tempers to rise when you're part of a group and to be a force for disunity in any group that accepts you into it.

Can You Understand Me (+300 CP/+100 CP): No, no they cannot. They're a zombie. They're undead… Stop trying to talk to them. You have trouble accepting that the zombies are no longer people. You'll find yourself having a natural revulsion and aversion to killing them, and that you'll always feel somewhere inside you can reason with them or reach the person inside. It's possible to overcome this to some extent, especially in the heat of the moment when they're actually trying to kill you, but you'll keep finding this reasserting itself.

Only One Leg (+400 CP/+200 CP): The other is a wooden prosthetic. You can still walk on it, but you can't feel it, have something of a limp, and running or the intense quick movements in a fight is quite a bit harder and probably should be avoided whenever possible given the chance of slipping and falling. And you'd better not lose this prosthetic.

Nothing's Going to Stop Me Now (+400 CP/+200 CP): That's it. You're just insane. Apparently the apocalypse has broken you. The restraints and taboos of society no longer constrain you, and you no longer have a sense of morality. There's only your own desires, and you will act on them. Making things worse you seem to have developed a misanthropic side if you didn't already hate humanity as a whole.

Careless (+400 CP/+300 CP): Nothing is deadlier in a zombie apocalypse than carelessness. And you are careless. You swing your unprotected hand out around corners that haven't been checked, forget to lock or seal doors that you think you have, and generally make sloppy, sloppy mistakes with your safety and that of others around you. And the more power you have the more likely you are to underestimate dangers and just not bother with the little things that would keep you safe.

No Such Thing as a Hollywood Ending (+800/+400 CP): You are not having a happy ending here. You might not fail if you claw and fight every inch of the way, but it really does feel like anything that can go wrong will, and the universe has it out for you. Expect events working against you that outright feel like hostile deus ex machinas, and just for shit to hit the fan at every possible moment. Nothing will go right for you while you're here, so it'll be on you to ensure that you can survive even when things go wrong.

Perks:

Now that you've got some CP, you probably should unwrap them and see what you've got. Perks represent special abilities, skills, and the like to help you in your time here and in future worlds.

If your arrival here is a Christmas Miracle you will use the green prices instead. With a Christmas Miracle you will also get all post-jump effects immediately.

Song and Dance (Free/200 CP): You've got the skills in singing and dancing to be cast in a major role in a musical film. This won't make you the best in the world, but you've got a good set of lungs, and you definitely don't have 2 left feet.

Body You'd Lick Chocolate Off Of (50 CP/200 CP): You've got the sort of looks that might make someone want to lick chocolate off of you. This won't help much in a zombie apocalypse, but it's useful for making it with a cutie if you can survive long enough.

Camera Man (50 CP/200 CP): Is it possible to film this steadily with a cell phone? You've got the makings of a professional camera man and it shows. You've got an eye for what to film, but what you've really got is an unnatural talent for keeping a camera steady and on point even in hectic situations or when you're running for your life, say from zombies.

School Blogger (50 CP/200 CP): You're a future journalist. Whether you've actually worked on the School Blog with Steph or not, you've got the makings of an investigative journalist.

Theater Kid (50 CP/200 CP): You are one. You've got experience in all aspects of theater, though you've got the most in costuming. In fact, you might be able to go into fashion design with a bit more polish.

First Aider (100 CP/200 CP): You are trained in providing first aid. You're far from a full-blown doctor, nurse, or emergency medical service professional, but you know how to do CPR, improvise a splint, clean wounds, and generally provide emergency first aid.

Custodian (100 CP/300 CP): You'd make a good one. You've got a smattering of general handiness. You know some basic skills as a plumber, carpenter, electrician, mechanic, and more. You're not up to the level of a dedicated professional at anything, but you can do a decent job at fixing pretty much anything that doesn't require computer programming.

Leading Lady (100 CP/300 CP): You've got the makings of one. You've not got the experience or resume yet, but you've got a natural talent for acting, and with a bit of work you could definitely be a leading lady (or actor) in television, or film. You've got real talent for acting here. Taken with **Song and Dance** this will also make you significantly better at singing and dancing; you might be able to make it on Broadway where you've got to deal with live performances.

Looting (100 CP/300 CP): Is an important skill in a zombie apocalypse… if it lasts long enough. You'll probably be leaving this world before it really becomes important, but you're a good looter. You can easily identify good shops and urban locations to loot in the case of an emergency or a disaster, what places are likely to have something you'd need, and have a good idea of where is likely to have already been looted. You also seem to be just a bit luckier when it comes to finding supplies by looting places.

Single Father (100 CP/300 CP): Might not be something you are, but you'd do a good job as one if you had to. You're a good parent. You're not perfect. You can say things to your kids that you'll regret saying, but you generally have sound parental instincts and in normal situations could raise a kid to give them a sound foundation, and prepare them for adulthood, without messing them up, even if you had to work to support them while playing both father and mother.

Straight As (100 CP/300 CP): You're pretty smart. You've got the sort of mind to be a straight A student at the top of your class. This isn't anything superhuman, or even enough to make you a genius, but you're above average at learning speed, memory, spatial reasoning, and a slew of other facets of intelligence which ought to help at least a little with zombies.

Human Voice (150 CP/300 CP): In times like these people need each other. You're a good person to have at their side when they need emotional support. Even if all you can do is give someone a shoulder to cry on, you make an excellent one and make people feel like they aren't alone and someone cares.

It's a Jungle (150 CP/300 CP): And you like it. It would seem there's something cathartic in fighting, especially for you, as it's an excellent way to have your stress melt away, and help clear your head of issues. It's no substitute for some good therapy if you had to, for example, mercy kill your father before he turned into a zombie, but… well ok it is a substitute for therapy in that sort of situation, though only a temporary one. That's to say it'll help you deal with trauma and issues in the short term, pushing them back where they don't affect you for the time being though you'll have to find other long term

coping methods sooner or later. This does generally make fighting not a traumatic or stressful activity for you.

Hike Across the Outback (200 CP/400 CP): You really are more fit than you should be for this film. While you're not super, or even peak, human, you could be at the top of the UK's secondary school sports, and probably have an athletic scholarship lined up. Of particular note is your endurance which is noteworthy in general, and when it comes to walking might actually be just enough to qualify as superhuman.

Prioritization (200 CP/400 CP): In an emergency where resources are limited, prioritization does actually matter. And you are very good at sorting out priorities in an emergency, figuring out rationing plans, and who is more valuable than whom. It's cold and pragmatic, but you are good at recognizing what must be prioritized to maximize your survival. This is more long term survival, and planning, and less thinking on your feet.

You'll Think of Something (200 CP/400 CP): In a crisis you've got to make decisions and often you've got to make them fast. Thankfully, your mind doesn't get clouded with panic, and you are good at recognizing what you need to do right now if you want to survive. You don't freeze up in danger, and you are quick and clever with thoughts in life or death situations.

Purge… Long Overdue (200 CP/500 CP): When something, unrelated to you, causes chaos and disrupts society, you excel at taking advantage of it to cause pain and suffering to people. The greater the disruption the more easily you seem to find ways and opportunities to cause suffering and make things worse. Even if you were just a secondary school headmaster you could find a chance to kill dozens during a zombie apocalypse. And while you're acting to make things worse for everyone, the original source of the chaos and disruption is oddly willing to overlook you. This can only be stretched so far: if you were thrown into a moshpit of zombies you might still get eaten but while you're causing suffering you could probably stand and dance on stage while they chose to attack someone else instead. Why would you want this?

Smashing Pumpkins (200 CP/500 CP): It's strangely easy for you to damage or remove the heads of people. Really heads should be more durable than this. You could stab through someone's skull with the handle of a broom, completely crush a skull with 2 bowling balls from opposite sides, or decapitate someone by hitting them in the chin with a seesaw hard enough. Anything you do to intentionally damage or destroy someone's

head, or decapitate them, seems to treat them like they were a lot less durable than they normally would be.

Not Letting Anybody Bring You Down (300 CP/500 CP): To go strolling past zombies without even noticing them. Somehow you just don't seem to draw the attention of zombies as easily as other people would. You could simply walk past one and have (significantly) better than even odds of it just not noticing you. Now if there's 4 or 5 of them one of them is likely to and once it does the others are prone to too, but if there are other people around, even if they're further away, making less noise, and the like the truth is the zombies are more likely to go after them than you. This isn't perfect, and you still don't want to try and walk past a horde, but seriously you could stroll down the street in the first day of the zombie apocalypse when there's still other people around without a single one attacking you. This will work even better than normal when you are completely unaware of the danger; still probably want to figure it out sooner than later.

Post-jump this will apply more generally to other forms of man-eating undead and monsters. The dumber they are the more affected they will be, and the undead will generally be more affected than living monsters, but somehow you just can squeeze by relatively unnoticed.

Soldier at War (300 CP/500 CP; incompatible with Never Thrown a Punch): You've certainly seen your way through a brawl before, probably more than once or twice. More generally, when it comes to violence you're a natural. Armed with something like a baseball bat you could probably take on a half dozen zombies at once in the open without getting bit, practically dancing through them. Where you have means to control the directions they come from you might be able to hold off a small horde alone dozens to one. While living people tend to be better fighters than zombies, you've got excellent instincts in a fight, and seem to move in one with a natural grace and easy skill.

On the Edge (300 CP/600 CP): People come together and help each other. That may seem like an optimistic take on human behavior during emergencies, but it really does seem to be how it goes when you're involved. Oh, you might have some bad apples who don't, but these are people who are obviously just not good people at the best of times, and you can expect the majority of people to work together, cooperate, and rise to their best behavior during an emergency at least when they've been interacting with you.

While I Still Breath (300 CP/600 CP): Despair and trauma won't break you. The sheer terror of the situation won't break you. Even when you've watched your friends and family get killed and turned into zombies, you won't break down. You have a very strong

will, and are very psychologically resilient. You're effectively immune to PTSD and the like, and can keep pushing ahead without giving up just because something is hard or difficult. You can still assess danger, and risk/reward, but you won't give up just because you broke and can't deal with reality giving you another kick when you're already down.

Items:

Of course some presents are more discrete physical objects. Items purchased here will never be permanently lost or destroyed.

If your arrival here is a Christmas Miracle you will use the green prices instead. With a Christmas Miracle you will also get all post-jump effects immediately.

Christmas Tree (1 Free, additional 25 CP each/100 CP): This is a Christmas tree of your very own. You'll receive a new one 12 days before Christmas (or the nearest equivalent) every year.

Christmas Sweater (50 CP/200 CP): This sweater is lame. It's a christmas themed sweater – battery powered lights that can light up optional – which just is really dorky. This sweater looks bad, and just plain uncool. No matter how perfect your body is, this sweater will look bad on you. Maybe you'll still look good despite it, but the sweater will definitely not fit you in a way that's particularly enticing or attractive.

Earbuds (50 CP/200 CP): This is a set of earbuds. They are very comfortable, and amazing at cancelling out other nearby sounds. In fact when wearing them it's extremely easy to just shut out the distractions of the outside world.

Post-jump if you have any 'OST' or 'Soundtrack' perks that allow you to play music, you, or others, can hear them through these earbuds even if these earbuds aren't plugged into anything. You can control which of these perks (and what songs from them) can be heard through these earbuds from afar, or let other individuals control this when listening through these earbuds.

Baseball Bat (100 CP/200 CP): This is a metal baseball bat. It's very well balanced as a bat, and makes a very good club. It also will always remain sturdy enough for you to use it as an effective weapon no matter how strong you become. If you ever leave this bat behind or lose it, you'll find it somewhere to pick up again within a few minutes.

Alternatively this bat can be a candy cane lawn ornament. It will, surprisingly enough, still be very well balanced as a club, and sturdy enough for you to use it as an effective weapon no matter how strong you become.

Car (100 CP/200 CP): This is a car. Well it's your car. It's all gassed up and in good condition. Zombies also pretty much ignore it and don't seem to notice you're in it when you're in it. Unfortunately, it's parked in the school parking lot where the new

headmaster Mr. Savage took your keys and locked them away, so you'll have to go get them.

Post-jump this won't be a problem and you won't have to go hunt down the keys again. It will also automatically repair, maintain, and refuel itself over time when not in use. Even if you're not taking this as part of A Christmas Miracle, you can get this post-jump version (including not having to go to the school to pick it up) but it'll cost you an additional **300 CP** to do so. If it's really worth that to you.

Bowling Alley (100 CP/400 CP): This is your very own bowling alley. You've got the keys to it. It's not too close to your house, so it'll still be a significant walk, but you can do what you want with it and it has a ball pit, and a mini-arcade so there's stuff to do here at least.

Post-jump it will insert into settings at an appropriate location, and will provide its own electricity and running water within reason.

Ball Pit (200 CP/400 CP): This is a small, inflatable kiddie pool full of plastic balls. Zombies do not seem to be able to perceive you through this kiddie pool (or the plastic balls within but only while they're within it) with any sense they possess. They can perceive parts of you that stick out from it, and if they look in from the top they could perceive you if you aren't covered by the balls, but if you flip it over and squat down low enough it touches the ground they are completely incapable of perceiving you. Maybe you could crawl about under it, or carry it and duck down under it when zombies approach.

Post-jump this will block the senses of other particularly unintelligent creatures such as simple automatons, and stupider animals.

Smartphone (200 CP/400 CP): This is a modern, or at least modern in 2017, smartphone. It does have a few interesting features. First, its storage for pictures and videos is absolutely extraordinary, making it able to store orders of magnitude more than it should. Second, it's got incredible battery life; it's not infinite but it lasts several times longer than it should. It does come with a charger too and a universal adaptor that will adapt to any plug or outlet designed to have machines plugged into them to charge in case you go to sci-fi worlds or just want to plug it into a laptop. Finally, it always has wi-fi and cell service. Now if there's no local internet or phone network this won't help much, but if there is you can always access it.

Gun (300 CP/200 CP): They don't really seem to have these in Fair Haven. Now, though, you have a gun. It can be any fire-arm that might be commonly available for civilian home defense purposes in the USA with its relatively lax gun laws. And it comes with a case of spare ammo. Be careful, though, as zombies do seem to react to sound.

Post-jump it will automatically repair, maintain, and reload itself over time (its spare ammo also replenishing over time) when not in use.

Companions:

One I Want (100 CP/200 CP): This is your high school sweet heart. They might well be your soul mate as well. They're an ordinary secondary schooler at the cusp of becoming an adult. They have nothing special about them except that they love you, you love them, and your relationship clicks. You could be happy together… if the zombies don't get one or both of you.

School Chums (100+ CP/NA): This is a companion you have from another world. They're reduced to a normal human form, without any special powers, or any perks, powers, or abilities from other worlds, and don't even think about asking about Items. But they are one of your old friends imported into this world as a human to help you. This costs 100 or more CP, up to ½ the CP you gained from Drawbacks, and they will have 2 CP per 1 CP you paid to import them. You can import multiple companions, but each companion's CP is based on the CP you paid for them in specific and not for the entire group. This cannot be taken with A Christmas Miracle.

Canon Companion (NA/100+ CP): Choose any character from this film, including celebrities who were mentioned by name. Whether they lived, died, or became a zombie, you can bring them with you at the end of the jump with their life and humanity restored. You must have taken a Christmas Miracle to take this option.

Companion Import (NA/100+ CP): This is a companion from another world. They gain 400 CP to spend as they see fit, and you can transfer additional CP to them at 1 to 1 rate. You may also pay 200 CP to import 3 companions (each with 400 CP), 300 CP to import 5, or 400 CP to import up to 8. Transferring additional CP to them is tracked separately for each companion. You must have taken a Christmas Miracle to take this option.

Santa's Rewards:

So you made it out of Little Haven and survived till the New Year? Well to make up for being late, Santa has some special presents for you. If you arrived as a Christmas Miracle these aren't for you, survive the rest of your decade and go to the Outro, but if not well Santa has some things to give you.

First, your out of jump perks and powers are restored along with your warehouse key and items. You can choose to stay the remainder of the decade, maybe helping this world, though if you die it'll still count as dying in a jump so maybe you should go ahead to the Outro once you've picked up these presents. Still if you want you can hold off that final choice till the end of the decade.

Second, you receive the following special perk:

All the World's a Stage (Reward): You are now able to toggle the world between being a musical or not. When you have this active people will break out into strangely coordinated dance and song and orchestrated musical numbers. This won't make things any more or less dangerous, even if it's happening in the middle of a fight it will just be translating the fight into a musical number that is still the fight. Nobody will notice this as strange, it's just perfectly normal to break out into song and dance while doing things from time to time. When you have this toggled off everyone but your companions, followers, and maybe some transcendent beings will not remember these sudden musical numbers, just what would have happened if it wasn't a musical.

Third, if there are any living individuals who you have formed a group with, you may take them as companions.

Fourth, if you saved the entire main cast you will receive the following special perk:

Hollywood Ending (Reward): You did it. You gave everyone a happy ending. Well at least a happy ending for a zombie film. And you can do it again. When you strive to give everyone a happy ending, making it the best possible ending for everyone, you will find that luck seems to be on your side, as things just sort of fall into place and opportunities to help and make things *better* for everyone fall in your path. Even usually absolute roadblocks to a happy ending seem to develop little cracks which with enough cleverness,

luck, power, and effort can be overcome, though this perk alone won't do more than make it *possible* for you to find a happy ending for everyone despite these obstacles; you'll need to bring a great deal of cleverness, luck (outside of that this perk gives you), power, and effort still to do it. But fate, OP hax, or authorial intent won't stop you from bringing a happy ending for everyone.

And well technically you only have to be working for a happy ending for all major 'heroic' characters, or the protagonist's side in something where they aren't an outright villain-protagonist. You can let the villain or antagonists suffer and still receive the benefits of this perk.

And finally if you saved your family member, Nick's friends, or some of the main cast, you'll have earned 1 to 4 additional rewards chosen from the list below:

Bodymodded (Reward): Select 1 perk purchased here with a green price of 300 CP or less to add to your bodymod. At the cost of 2 rewards you can add any perk purchased here instead. You can choose this reward multiple times.

Christmas Presents (Reward): Gain 300 CP which you can immediately use to buy Perks and Items (not companions) at their green price. Alternatively you can give 1 Companion (including those not imported or gained here) this CP to immediately use to buy Perks and Items (not companions) at their green price. You can choose this reward multiple times.

Don't Touch That Dial (Reward): You have a way of catching news broadcasts that would give you information that's important to you. This won't ensure you don't turn them off, but if the news broadcasts about the start of a zombie apocalypse you will catch it if you're listening to the radio. Even if you aren't, you just seem to have a way of finding the news if you're not actively avoiding it. Turn on TV and you'll do so when the news is saying something actually important. Someone will misdeliver a newspaper to you, or at least you'll catch a glimpse of the headline of an article that would matter to you. This won't force you to listen to the full thing, or read the article, and you do have to be in a place where the news could reach; if you're living in a cave in Antarctica you won't be getting news from Scotland. But you are strangely fortunate in catching the news when it'd actually impact you… just don't touch that dial.

Give Them a Show (Reward): Once per jump when **All the World is a Stage** is active you can cause a song to begin to play. This song will only last a few minutes, but it's as if it's choreographed to make you succeed. You will perform at your very best, everything you do going particularly well, as your opponents seem to bungle and bumble about with things going wrong. This isn't insurmountable, some things can be impossible for you even with this, some enemies can be beyond your abilities, and a few minutes might not be long enough to do what you seek to do, but if you could possibly win during this song you will.

Heir of Savini (Reward): You must have purchased the Theater Kid perk to take this reward. You are no mere theater kid. You are a master of cinematic make up and special effects especially practical ones and even more so zombies. You could become a major name in the industry and really are one of the best, possibly the very best, special effects and make-up specialist Hollywood has ever known.

No Flu For You (Reward): You are immune to the flu and all variations of the flu. If it's influenza it can't infect you. This includes supernatural flus, or the local zombie virus which appeared to be a flu. You are immune to the flu in all its forms.

Still In There Somewhere (Reward): You always will be. No matter how deep or thorough the mind control or corruption is, some part of you will continue to exist. The influence might be slight, just the least recognition of someone you loved, but even if you were killed and your corpse reanimated as the mindless undead without your soul or theoretically anything but your flesh some spark of you would remain. It might not be enough to do much, but maybe the spark can be put to some purpose.

If you purchased a **One I Want** companion they will receive this reward as well.

Walking Unaware (Reward): You must have purchased the Not Letting Anybody Bring You Down perk to take this reward. Somehow things you're completely unaware of just seem to fail to kill or seriously harm you. Sometimes this is just that they stumble and fail, miss you by inches, or the like, usually in ways that will make them apparent to you. Other times, like for the world being blown up, you'll just get a heads up to give you some chance to prepare or at least do something first. You won't die without a chance to respond to the danger in *some* way at least, though do be careful if you should reasonably be aware of the danger – such as you know there's a zombie outbreak – even if you're not aware of the specific threat – such as you don't know there's a zombie in that alley beside you – that's still enough to void it and let the zombie take a bite out of you if you stupidly put your hand in its face.

Who You Failed to Save (Reward): You may take anyone from this world as a companion. Alternatively you may take up to 3 people who appeared in the film, not merely mentioned like certain celebrities, or as part of the lives of the people of Little Haven (such as Steph's parents or girlfriend), who you did not save with you as companions.

Zombie Slayer (Reward): You must have purchased both the Smashing Pumpkins and Soldier at War perks to take this reward. You seem to possess a conceptual advantage against zombies. Everything you do to destroy them works better than it should, and anything they do to try to harm you just seems to fail. It might be possible for one to bite you if you just stood there and did nothing intentionally giving it the chance, but it'd probably take several minutes of it failing to gnaw through your clothes first. Against zombies you just sort of *win*. This only applies to zombies, though, not vampires, ghosts, or the like.

Outro:

So did you survive the gauntlet? Well if you didn't, that's alright. Gauntlets are that way. If you failed to survive with a Christmas Miracle… well I'm sorry to hear that. Still whether you succeeded, lived a decade, or died and failed it's time to make a final choice.

Oh wait. Before that, if you died and became a zombie, you'll be cured of that little issue. And yeah all those drawbacks are gone now, so they won't be affecting your mind any longer.

Now the choice…

Home for the Holidays: You will return to your original world the same moment you left it. Your chain is over, but you will keep what you gained from it. If you died with a Christmas Miracle then you've got to take this. That's the price of going in with full power.

What a Time to Be Alive: You're going to say here? Alrighty. Your chain is over and you'll be staying in this world with everything you gained on your chain. That's your choice. Maybe you can hike across the outback and see the world… after you help rebuild it a bit.

Break Away: Time to move on to another world, or other worlds. Go to your next jump and continue your chain. Good luck, and good jumping.

Notes:

For sake of clarity: there are no Origins; your location is Fair Haven; your age and gender are in the range for someone in secondary school; the cast are in their last year, you can be younger if you want.

Changelog:

Version 1.0.0: Posted.

Version 1.0.1: Reduced the number of survivors needed for 1 and 2 rewards from 5 and 7 to 4 and 6. Added changelog.