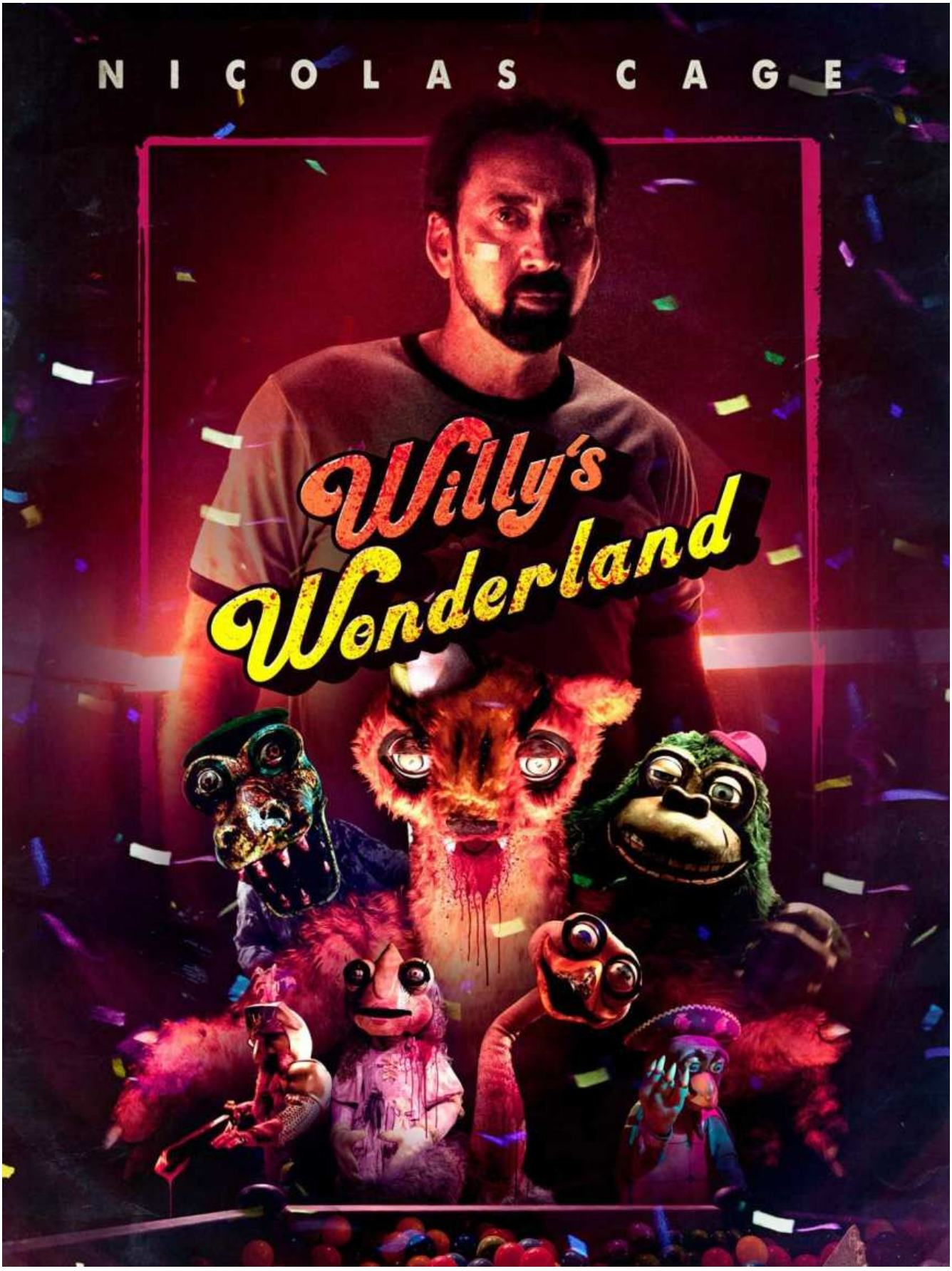

NICOLAS CAGE
Willy's Wonderland

Well, hi there, Jumper! Welcome to Willy's Wonderland, a magical place where fun and- wait, no, that's some other franchise.

In the town of Hayesville, Nevada, once upon a time there was Willy's Wonderland. Opened in 1996 by Jerry Robert Willis, it was a family entertainment center focused on singing animatronics, cheap kid-friendly food, and parties... especially in the Super Happy Fun Room. But it was all one big sadistic trap. Willis was a serial killer, who cultivated a diverse host of cannibalistic killers as his staff at Willy's. Families lured to the Super Happy Fun Room would be killed by Willis while he wore a Willy Weasel costume modified with sharp brutal claws.

Eventually, the cops came looking, but Willis and his crew died by their own hands instead, in a Satanic ritual. When the location was reopened by Tex Macadoo ten years later, it was soon learned that the animatronic robots were possessed by the former (and still murderous) staff, still led by Willis now living inside the Willy Weasel robot.

Years later, Hayesville, Nevada is mostly off the grid, and Willy's has been closed for some time. But Tex and his friends are always looking for a little overnight help to get the place up and running. Hey, maybe you could use a job, Jumper.

ATM doesn't work around here, so you'll need cash. But all I have is this **+1000 CP**. Will that do? You'll be in this world for ten years, though when and how is something you'll need to decide later. For now, let's assume you're coming to Hayesville the day before the Janitor rides into town.

Age & Gender:

Willy's is a place for everyone! Mostly because Willis and his fellow 'Crazy 8s' want as high a body count as possible. You can change your age to anything that would fit your Origin, and have any gender you'd like.

Location:

Hayesville, Nevada. I'd say there's nowhere else like it, but that's pretty far from true. Hayesville is like most small towns in America barely clinging to life... except in this case it's a little more literal than most. The events years back that saw massacre after massacre, well... you don't come back from that so easily.



Origins:

Wanderer: Who you are, where you came from, and where you are going... all mysteries. But you're used to that. Showing up and getting It done. Maybe you don't even know what It is, but folks tend to recognize you're the one to do it. You're a living Outside-Context Problem, and you make defying logic and genre look good.

Local Teen: It's been there for your whole life. Hovering in the background, ever-present, a malignancy on your small town. Willy's has claimed the lives of so many people in this town, the odds that you and your family have been untouched isn't high. And even now, you know the only 'plan' folks have is keep the peace and the distance while giving those psycho machines enough reason not to come out hunting. Maybe it's up to the current generation to fix the sins of the past...

Conspirator: You know the truth behind Willy's Wonderland. Maybe you were even there years ago when the dark deal was struck. Now, you serve your role, sending off passersby to 'work' at the disused eatery as sacrifices. Whether you do this because you believe in protecting your people, or because you realize there's profit to be made in this enterprise, you support these dark deeds from as afar as you can. Whether that streak continues tonight or not is on you, but you'd damn well know what happens if the Crazy 8 aren't appeased...

Animatronic: Looks like Willy's Wonderland has gotten itself a new mascot! You're a big robotic song and dance machine, dressed up to look friendly and marketable... and could very easily murder a whole room full of people in short and brutal order. Within your metal frame pulses the soul of a ruthless and effective murderer, and anyone distracted by the colorful decor or your charming presence is going to end up a screaming bloody sack of slashed, bashed, and delicious meat.

Perks:

Won't help much if we send you in here without anything to let you fit in. All Perks are discounted 50% to their respective Origin, with the 100 CP Perk for each Origin free.

General:

Free: Pinball Wizard. You've got some stellar gaming skills there, my friend. Pick a category of arcade game, and you're a downright champion at it. What's more, playing said games can give you a bit of zen, helping you keep calm and unwind. Worth keeping in mind if you need a quick break.

100 CP: Jumper's Wonderland. Emoi, composer and music producer, has recognized how utterly awesome you are. As such, they've taken it upon themselves to compose theme songs for you for each Jump you're in and have been in. Aside from being an awesome addition to any Jumper's personal soundtrack Perks (which this fully synergizes with), these songs come in two forms; a shortened one that will play as you enter a Jump that will give you some clues as to what you might encounter or need to keep an eye out for, and a full version to play at the close of your Jump that better encapsulates everything you did and experienced. Physical/digital copies of your soundtracks optional, but entirely available.

Wanderer:

100 CP: Janitorial Duties. You've got the skills required to be a world-class janitor. With limited supplies and endless distractions, you could clean and prep an entire family entertainment center top to bottom overnight and have it ready to open single-handedly. Oh, also, you're an expert in hand-to-hand combat, especially with improvised weapons. These two things might go hand-in-hand, we're not sure.

200 CP: Quiet Understanding. You don't have to say a god-damn thing to get your point across. Through facial and body language, and folks connecting the dots thereof, you can convey your sentiments on damn near any topic if you so choose. This also gives you the ability to calmly control your reactions to things, muting (though not completely negating) things like confusion, fear... even pain if you're motivated enough.

400 CP: Here's My Offer. Fate picks you. It looks to you and says 'Yeah, that one can handle this', then drafts you for the next big thing going down. You'll find yourself drawn into the orbit of all kinds of... well, other folk might call them troubles, but it'll never be something completely beyond your capabilities. Might push them sometimes, but you'll sure as hell never get bored.

600 CP: Deal. If someone gives you a job and clearly cleanly outlines what it will entail, two things will happen. First, you'll gain borderline supernatural capabilities to persevere in the pursuit of that job, even if the most absurd complications arise. Blows that could carve up a lesser man will barely need any seeing to, ambushes will be blunted, shock tactics stunted, and your physical attributes will rise to the occasion. It'll still be on you to follow the letter of the job at hand, submit yourself to the rules and regs asked of you, but so long as you do that, you might be amazed at what you're capable of achieving. Second, if you do the job asked of you in the allotted time- and it must be potentially possible for you to have done so all-else-equal -you'll at minimum receive exactly what was promised to you. No backstabs, no weaseling out of it on their part, not even if they were a hundred-percent sure you'd fail. Hell, even if it was a death trap they were a part of setting you up for, finish the job and the reward they promised will be waiting for you, no strings attached.

Local Teen:

100 CP: Small Town Education. Hayesville is a fairly isolated place, doubly so after the massacres and subsequent 'deal' made to protect young people like yourself from the murderous animatronics. As such, just making it to your teen years means you've had to pick up an array of skills. If you didn't before, you now have an American public school education, circa late-2010s/early-2020s, up through to being a Senior in High School. You also have a lot of less than wholesome skills; you're adept at lockpicking, carjacking, breaking & entering, and arson. Not a mastery just yet, but hey, you've got your whole life ahead of you.

200 CP: Will To Live. Normally, you'd need to go through terrors involving a puppet on a tricycle to gain this, but given your threats are a lot taller and more malevolent, we'll let it slide. You have an intense burning desire to see the next sunrise, and when pushed, you push right back. In a life or death situation, especially one where you're up against a more powerful or terrifying foe, your mind and body push to the limit. You can move faster, hit harder, and while you don't take less damage, you can ignore the small stuff pretty easily. Best of all, while what action you take after will be up to you, a sudden scary situation won't cause you to freeze up.

400 CP: Danger Sense. Either you encountered a radioactive spider on your way through town, or you're proof the Crazy 8s aren't the only supernatural thing around here. You have a low grade ESP, taking the form of a very specific tingling shudder when someone intends harm on yourself or those nearby you. The span of time you'll have to act on this may be short, however, as the window between this sense and harm could be as short as scant seconds. Still, this could come in handy if you find yourself on hostile grounds being hunted by things that know the layout and shadows better than you...

600 CP: Final Girl. Your friends might not be too happy you picked this, but you might be. If a threat holds no special malice towards you specifically, and it has other options, it will prioritize those over you. Out camping by the lake with your buddies and a madman with a mask and axe comes calling? You'll be the one making the rounds and finding their dead bodies before he chases you. Locked in a run-down family fun center with murderous robots? If you came with allies, they're getting picked off first. While this won't protect you as overtly if you intervene, attack first, or otherwise offend the threat, it does come with one more boon; the more of your friends the threat has hurt or killed, the lower its luck and defenses will be against you. So while this won't help you protect your loved ones, you damn sure can avenge them.

Conspirator:

100 CP: Adult Career. Conspiracy or no, you still need to pay the bills and feed the kids. With this, you can handle both. Pick any career that would be applicable in a small town like Hayesville; you now have ten years practical experience on the job, plus any required schooling the job requires on top of that. You can take this multiple times, but only the first is free to Conspirator; the rest are **50 CP** a pop.

200 CP: Play Your Part. You missed your calling, hoss. You're the kind of actor Broadway would adore and Vegas would despise, with a tasty splash of functional sociopathy for flavor. You can coolly and calmly lie and deceive, spinning yarns and filling gaps if folks try to poke holes in them. And even if you were knowingly sending innocent people to a grisly death, you wouldn't falter or show a single sign of remorse to give away the game.

400 CP: Expert Trapper. Can't feed the bears fish if you don't know how to bait a pole. This Perk grants you rather considerable skill when it comes to traps, both in their design and execution. For you, putting together a tire-popping strip of spikes or a hydraulic hinged jaw capable of crushing a skull is equally easy.

600 CP: Forgot Their Plot Armor. Some days, a scary silent SOB could blow in from nowhere, laying waste to everything in their path. Monsters who've had you cowed for years could fall before them like nobody's business... but you? Against you, they're oddly much more subdued. Maybe it's your shared humanity, or maybe you've just thrown them off their game, but folks with Plot Armor and its many variations tend to have it fail around you. They're less likely to overcome you, and more likely to fall in line, even if you're ordering them back into the lion's den. Make no mistake, this isn't an instant I Win button, and only works on a single target at a time. So while handling this intruder, best watch your six for those aforementioned monsters...

Animatronic:

100 CP: Wonderland Employee. If you're going to work at Willy's, you need to fit the part. You've got the skills required to operate a family fun center; how to maintain the games and animatronics, solid singing and decorating skills, and you're well versed in the kinds of recipes such a place tends towards, including pizzas and cakes. Only thing you're missing is custodial skills, but there's gotta be a janitor out there in need of work.

200 CP: Crazy 8+1. Everyone who worked at Willy's Wonderland was a member of Willis's Crazy 8s, a group of escaped mental patients committed after at least one gruesome homicide that Willis recruited during his state-mandated commitment. Whether you were a part of that original group or not, you've got the skills as if you were. You're an excellent killer, able to cheerfully and effectively murder targets with just about any weapon you have to hand. Plus, you excel at coming up with and executing plans involving breaking into or out of locations by violent means.

400 CP: Hide In Plain Sight. What murderer? All I see is a big colorful robot that looks like a happy creature! You blend into any background, provided there's so much as a fig-leaf for why you'd be there. Animatronic at a children's play place? Yeah, that adds up. Security guard at the mall? Why wouldn't they have one? Even if someone spots a discrepancy- like, for instance, you moved somewhere else when they weren't looking even though you should be a stage-bound automaton -there'll usually be a pause and reflection from folks who don't yet know what you're capable of. Maybe they just misremembered where you were standing? This won't apply to folks who already know you're bad news, though; you'll need to come up with something else to trick them.

600 CP: Soul Transfer. Like any good Hollywood Satanist, you've learned a few tricks of the blackest arts. In particular, you seemed especially keen on the bits about souls. With this knowledge, you can transfer souls from one vessel (e.g., their original body) to another (e.g., animatronic robots). This isn't a simple matter, though; it requires the ritual sacrifice of the first vessel to complete, so it's a one-way trip. It also works best when the new vessel doesn't have a soul in it already, so be wary if you think you can use this like that Charles Lee Ray fellow. That said, if you take the time to make a really powerful vessel, you likely won't give a damn about losing your old one. Long live the New Flesh, Jumper.
Note: if you use this on yourself, the first time you do it in a Jump, it won't count as a death for Chain Failure. Any time after, it'll cost you a 1-Up, else you just die.

Items:

Come to do a job, you need the right tools for it. All Items are discounted 50 % to their respective Origin, with the 100 CP Item for each Origin free.

General:

Free: Mass Media. Hey, you might need a refresher when you arrive, so here's the whole nine yards. Willy's Wonderland the movie on DVD & digital, the comic book mini-series prequel, and the mobile game, located on an ordinary smartphone that also has the digital version of the film. No reception or phone plan, though. Maybe look into that later.

Free: Digital Watch. This is an ordinary digital watch, slightly more advanced than one from the 1990s/2000s but not that much. Good battery life, stopwatch and alarm features, the works. Great for making sure you don't miss taking your breaks.

100 CP: Jumper's Table. Not a reservation, not something to slam a wrestler through (we hope), but a pinball table. This well-designed custom pinball table is built based on you and your friends, featuring modes and artwork based on your exploits across the Chain up to this point. This will not only grant you the table, but also the blueprints and ROM in case you want to make more, and every three Jumps you'll get another table covering what else you've been up to.

Wanderer:

100 CP: Duct Tape & T-Shirts. This cardboard box seems stuffed to the brim with t-shirts and rolls of duct tape. Oddly, they're all the same t-shirt, just many copies of it, perfectly in your size whatever that is (even if it changes). Aside from the advantage of always having a clean shirt to wear and duct tape to tape things with, they also have minor beneficial effects. The duct tape can serve as a rather effective bandage, being sterile on the sticky side and holding wounds shut tightly to prevent bleeding out. The shirts serve as extremely minor ablative armor, in that a blow to you that would slash or stab you instead ruins the shirt first. Only works once per shirt, though, so you might actually need that bottomless supply if you keep getting into trouble.

200 CP: Sack Of Sodas. This burlap sack contains two six-packs of soda, defaulting to fruit punch but can come in any pair of flavors you prefer, when you carry it feels like it barely weighs more than single can. Each one stays cool and carbonated when opened, and aside from having enough caffeine to give you a jolt no matter what (plus a seemingly random assortment of vitamins and minerals, like the bastard offspring of an energy drink), any cans removed from the bag will be replenished next time you look inside. Lastly, if the sack is grabbed near the mouth and swung like a mace, it will do rather unexpectedly considerable crushing and bludgeoning damage without endangering the sweet beverages within.

400 CP: Janitor's Closet. This door will appear anywhere you settle up to work, including in your Warehouse. Inside, you'll find all the essentials for janitorial work; mop, bucket, faucet for water, brushes and wipes and rags, brooms and brushes, paint cans, plungers, and an excess of chemical and paper goods intended for cleaning and restocking respectively. Anything used here will be replenished and pristine next time you open the door. But what is most interesting is if you use these supplies for other purposes... everything here quickly, easily, and stunningly effectively can be used as an improvised weapon. Doing so will prove more useful in the right hands than conventional arms,

bypassing normal defenses and even minor supernatural protections as adeptly as enchanted weaponry.

600 CP: The Car. This modern sports car in the style of your choosing, though defaulting to a black 2020 Chevy Camaro 2SS, comes with all the fixings; satellite radio, excellent handling, enough speed to leave most comparable cars in the dust, and very comfortable seats. Fluids are, as is Jumper standard, always topped and fresh. But not maintenance; in fact, this car getting damaged is half the point. When the world needs you to be somewhere- when you're close to what you're after and don't know it, or when someone will be in dire need and only you can help them -the car will happen to suffer damage enough to force you right into the path of it all. Don't worry, circumstances will also tend to twist such that by the time your business is done, said damage will be all fixed, and your ride will be returned to you, so you can keep rolling on. Comes with a matching jacket and sunglasses that, aside from looking cool on you, will make it so no matter what the damage is that halts The Car, you won't take a hint of damage yourself from it. Heck, won't even muss your hair.

Local Teen:

100 CP: Backpack. This would be a handy addition to any student's life. Coming in the style and colors of your choice, this backpack contains a water bottle and large central pouch. The water bottle refills itself to max once a day with cool clean water, and the central area can fill with any mundane book of your choosing once per hour, though summoning a new one will cause the previous one to vanish. Useful for classes, or if you decide to up stakes and hit the road after a very life-altering evening.

200 CP: Alluring Attire. Sometimes, you just want to let your hair down, kick back, and strongly indicate to your love interest/fling/that one hot person at the party that you want to have some fun. This clothing, coming in any form you pick, naturally fits and flatters you, but more than that makes it much easier for you to get interested parties to drop what they're doing for some physical fun. They have to have some interest for this to kick in, though, but unless you've got one repellent personality this will help make sure you never leave a party alone. Be mindful where and when you use this, though; it's clothing, not body armor.

400 CP: Handy Tools. Hairpins. A bracelet. A watch on a carabiner, so it can fit on a belt loop or bag. A lighter in a metal case. All things that could be easily overlooked on any person, but all with ulterior purposes for you. The hairpins are nearly unbreakable lockpicks, letting you deftly undo mechanical locks with greater ease. The bracelet can decompress and expand, serving as up to 50 ft. of high-tension survival rope. The watch will always tell you the current time, contains a powerful flashlight with unlimited battery, and the carabiner is rated for upwards of 3 tons. And the lighter, while also never running out of fluid, can also light instantly and stay lit anywhere shy of underwater or outer space. If you're looking to cause some trouble, maybe plan your outfit around these.

600 CP: Plot Phone. Behold the rarest of all items... a phone that works even in a horror movie! This modern smartphone comes with permanent full-bar reception, an unlimited plan, and unlimited battery life. What is most important, however, is that when you call, people don't let it roll over. Once per Jump, you can use this phone to call anyone, and they have to take your call. Even if normally they wouldn't, even if normally they'd ignore you or block you, they'll answer and at least briefly listen. Smart use of this can change the story entirely. Whether that ends up a good thing or a bad one, well... guess that depends on who you call and what you say, doesn't it?

Conspirator:

100 CP: Hayesville Address. Welcome home, Jumper. For what it's worth. This provides you with an appropriate small-town home of your choice; either a 1-story stamped-out suburban home that probably was quite modern and fashionable in the 1990s, or a mobile home that was probably never either plus an owned stake in the local trailer park.

200 CP: Place Of Business. This small-town business of your choice comes owned and operated by you, complete with up to two Followers as staff for it. Nothing too major- most you could manage with this would be a fair sized car lot -but thanks to your part in these affairs it can extend to local policing, governance, or utilities. They'd be hard pressed to call for help if you either controlled the lines or were the help, after all.

400 CP: Mechanical Shop. Wait, how deep in are you with this conspiracy? This large shop might seem on the surface like your standard garage for maintenance and repairs of automobiles, but what it is really geared towards is the servicing and maintenance of robots. With this, you could not only repair them, you could make them, and make them as deadly as you have knowledge to achieve. Bins lining the walls overflow with parts, seemingly endless though you might need to hunt to find an especially odd one.

600 CP: Shotgun Of Authority. This is more a badge of station than an actual badge could be. When holding it, folks are much more inclined to default to your leadership and orders. That might have to do with it being a firearm, but even folks who could stand an even shot of wresting it from you or tanking the blow are prone to obey. This has no effect on those you've personally wronged or those who expressly want you dead, though. For that, you may want to use it like a normal shotgun.

Animatronic:

100 CP: Animatronic. Big, bold, cartoony and marketable. This hydraulic-powered robot standing between five to eight feet in height might look like a reject from a second-tier themepark, but it's a hell of a lot more mobile and agile than folks would assume. Capable of a full human range of movement while also being stronger and (at your option) better armed than them, it's a sight to behold and beware. While for Animatronics this will serve as your body for the Jump, anyone can purchase it, though for other Origins it'll just stand around, and possibly sing some children's songs. Post-Jump, any owner of it can Import it as their base body to start a new Jump inside of. You can purchase this multiple times, but only the first is free to Animatronics, with future ones being **50 CP** each.

200 CP: Commercials. You're gonna need to get the word out about how wonderful your Wonderland really is. So, this one's for you! A fully produced custom-made trio of ads, each represented by a single token. Expend it, and you'll get yourself a brand new ad spot for whatever you'd like, in whatever format is most appropriate. While the quality of the ad itself may be... questionable, and certainly leaning into the 'Small town local business' aesthetic, each one will have a marked positive impact on the business, product, and/or service it's devoted to. Each Jump (or ten years, whichever comes first), you'll gain another trio of tokens to spend.

400 CP: Black Book. This doesn't have telephone numbers... at least, not the kind you might want to call. This is a book of Satanic magic, outlining the proper rites and rituals for a wide array of effects. Everything from subliminal commands to curses and blood rituals. Might take some time to parse it all, so we'll throw in Willis's notes on the matter too. Though how much the scribbles of a complete psychopath actually help is up for debate.

600 CP: Jumper's Wonderland. Jumper, behold! Your very own family fun center! And what a center it is; colorful signage and decor themed however you'd like, a fully stocked kitchen with endless supplies of the essentials to make a (small) menu fit for kids looking to celebrate and parents along for the ride, numerous themed rooms and activity centers, a full arcade with any twenty games you want to stock it with, a big main stage with excellent sound system, and of course your very own Super Happy Fun Room! A big party room just for the most special of guests and their families.

...which all belies the more sinister options herein. The Wonderland has numerous corridors and routes that would make it easy to quickly get from one area to another unseen. The lighting and subsequent shadows when only partially active excel at hiding even large figures. The Super Happy Fun Room can be instantly sealed or unsealed by your command and is completely sound-proofed as well as being designed from floor to ceiling to be very easy to clean, making it an ideal slaughtering ground. And the whole place resonates with dark eldritch energies, making unholy rites and rituals much stronger when performed here. Enjoy the hunt. It also comes with all utilities paid forever, so that's nifty! Post-Jump, you can Import it freely, or make it an attachment to your Warehouse.

Companions:

Not much of a party if you celebrate it alone, right? If you're looking to bring some old friends with you, or make some new ones, there's no better place than Willy's!

50/200 CP: Birthday Gang. Come on, Jumper, you and your friends don't want to miss the show! For **50 CP**, you can Import one Companion, and for **200 CP** you can Import up to eight. Each one gets an Origin and 600 CP to spend. They can take Drawbacks, but no Companions.

50 CP ea.: New Hires. Got your eyes on some local talent? For **50 CP** a pop, we'll make sure you have a run-in with someone here of your choosing, and on positive terms too. If you build a friendship, they may well decide to come along with for the Chain.

100 CP (Free with each purchase of Animatronic): Rogue Suit. Don't worry; this one is on your side. An animatronic other than those found at Willy's Wonderland (defaulting if you have any Animatronic Items purchased to them) has taken a liking to you, and is just as sentient and sapient as those. As lethal and psychotic? That's up to you, and them. Handy if you want to take the fight to Willy, are looking to spread more mayhem, or just want a friend with a robust knowledge of children's songs. They come complete with the 100, 200, & 400 CP Perks for Animatronics.

200 CP: Nicolas Cage. Wait, shouldn't this fall under New Hires? No. This is **THE** Nicolas Cage. The Ur-Nicolas Cage. A Nicolas Cage bearing all the talents, skills, and abilities of every. Single. Role. Nicolas Cage has ever had. As a result they are a bit... off, drifting from smoothly understated bordering on smarmy to wildly unhinged and chewing scenery like a binge-eating Godzilla. But hey, they like you! And they're always up for a new role or fifty, so this Jumpchain thing is right up their alley.
NOTE: This only grants him abilities from live action roles, so sadly even here, Nic Cage doesn't get to play Superman. Yet. Maybe take him to Earth-Prime, set him up with Kryptonian powers. Dude would be really thankful.

Drawbacks:

Eager to afford more presents? Then feel free to make things more interesting. You can take as many Drawbacks as you'd like, and gain the CP for each.

0: One And Done. Not interested in a long stay? Take this, and once the events of Willy's Wonderland unfold over the next 48 hours, you'll be on your way. Only caveat, if you take this, you need to stay in Hayesville for the full 48.

+100 CP: Small Town Tendencies. It's confirmed; you're from Nowheresville, USA. Your scope of references are exceedingly local. You'd likely compare any sports to what you've seen at the high school, any roads to whatever runs through town, and how cops and trouble worked for you growing up surely must be how it works everywhere, right? This mildly myopic naivety won't make you less likely to be on guard for threats or dangers, though; every small town has those places you don't go and those things you do not say out loud, after all.

+100 CP: Uncool. Sorry to say, Jumper, but you're... just not cool. Your actions, your words, your style, it will never present you in a cool hip fashion. Any attempt to do so will backfire in humiliating fashion. Not as much an issue for folks who don't care about such things, but you're likely in for a somewhat humbling decade.

+200 CP: You Talk Too Much. You never shut up! Well, not never, but for some folks it'll feel like that. You might suffer from what some call 'pressure of speech', and tend to fill empty air with as much conversation as possible. Even if it's one-sided. This won't apply when you're alone or in serious danger, but get so much as one person around you in peace time and you're off to the races.

+300 CP: Teenage Wasteland. Hey, remember your teenage years, Jumper? The awkwardness, the hormones clouding your judgment, the unearned sense of superiority and invulnerability that youth brings? If you never experienced it before, good news! Now you will. Constantly. All ten years here will feel like the bastard offspring of every teen behavior trope. This might have a dire impact on your odds of survival, but on the plus side, you're not likely to be boring to be around.

+300 CP: All-Loving Hero. Oh, geez. You're naive. Way WAY too naive. The kind of naive that would stand out in a Care Bears story, much less a place like this. You're exceedingly quick to believe in the good in others, especially if they claim to want to be good and/or change for the better. Given the quality of folks around here, you'd best hope you've got good friends who can keep these tendencies tempered for you.

+300 CP: "It'd just about kill me to lose that girl". There is someone you care about, deeply. Deeper than your own life, deeper than the lives of anyone else. And soon, very soon, they're going to be in danger. Could be they'll get caught up in the upcoming madness at Willy's, could be something else altogether. Whatever it is, they likely won't be able to handle it themselves; if you don't act, you could lose them forever.

+400 CP: Heroic Mute. You don't talk. Ever. Might be you physically can't, might be you're just too cool for words. Grunts are about the only thing coming out of your mouth, at best. Hope you've got one expressive face, Jumper.

+400 CP: Stuck In A Moment. Things are the way they are. If they weren't, where would we be?

You are very prone to trying to keep things status quo; changing how you and those around you do things almost feels like sacrilege. You'll make up any number of excuses for why things shouldn't change or differ, even if the situation is dire or horrible. And even if forced to deviate from the norm, you'll do the bare minimum required and then set things back to square one ASAP.

+400 CP: Untamed Violence. You'd either fit right in with the Crazy 8s, or you'd be their worst nightmare. Maybe both. You are prone to acts of extreme intense violence, bordering on uncontrollable. You might be able to keep it barely beneath the surface in most instances, but the second you can get away with it or in any manner justify it? You'd horrify the horrors with the depth of your vicious depravity.

+400 CP: Toughness of Tito. Which is to say, basically none. All Perks and abilities you have, in this Jump or from any others, that would enhance your durability and resilience to pain fails utterly to do so. Even if you're an animatronic, you're now as vulnerable to being struck in the crotch as anyone.

+500 CP: It's Your Birthday! Willy's Wonderland is waiting for you, Jumper. Willy and his friends know about you. All about you. And unlike with a certain silent protagonist, they're planning on being very proactive about dealing with you. If you don't come to them by night's end, they're going to go hunting for you, and killing anyone and everyone they find between you and them. And just to seal the deal, each one is now a physical match for you if you're naturally stronger or tougher than them.

+600 CP: Friendly Horror. (Incompatible with One And Done) Willy's Wonderland exists in a world where serial killers can place their souls into animatronics to continue killing. Is it any wonder that there is even more darkness abound? In addition to Willy's, there's some pizza franchise about a singing bear that's experiencing a resurgence, that old toy company that used to produce super-advanced AI is allegedly trying to reopen their main factory, and didn't you just hear that classic cartoon studio with the funny little demon and angel characters is going to start giving tours? There's tons of new threats around every corner, and what looks friendly and inviting could turn out to be a real terror behind the scenes... and you'll get roped into their orbit over, and over, and over again while you're here. Hey, at least that fun puppet show is evidently hiring puppeteers; they said they need more bodies, at least...

Scenario:

Hayesville is just one tiny corner of this crazy world. Perhaps you'd like to try your hand at seeing more of it? The following Scenario is optional, and failure (unless it otherwise wold, such as dying in the pursuit of it) will not cause a Chain Failure.

There Was Never Just One. (Incompatible with One And Done)

The Crazy 8s may have begun Willy's, but Jerry Robert Willis is nothing if not prolific. He didn't just want a little hole in the wall in a podunk town, he wanted a national franchise. And scarily, he got it.

Starting this Scenario grants you the Super Happy Fun Map, which marks out in colorful detail the locations of each Willy's Wonderland location across the nation, at least numbering a dozen. Each one a unique charming family fun center. Each one full of interesting animatronics and activities. And each one a hunting ground for depraved psychotic killers, trained in the Satanic arts by Willis himself.

You've got quite the task ahead of you; you need to travel to each Willy's Wonderland location, and put an end to the threat they present. It won't be easy, not only due to their spread, but because each has their own unique quirks and methods you'll have to contend with. Some may have members of the town under their thumb, as in Hayesville, while others might be actively grooming and recruiting new members to provide themselves a veritable unholy army. Some especially enterprising ones might even be looking into using whole factories to mass-produce animatronics, and if those aren't stopped, there could be much more dire days ahead.

Successfully eliminate every threat, checking them off the Super Happy Fun Map as you go, and you'll complete this Scenario.

Reward: You are the bane of malevolent madmen hiding behind placid facades everywhere. You gain two boons from this; first, the **Super Happy Fun Map** itself. It becomes an updating Item that, in each Jump, you can choose to have show you your choice of threats across the world you're in. Could be anything from 'members of an evil secret society' to 'dragon lairs' to 'evil haunted animatronics'. Once locked to one thing, it can't be reset to show something else until every single one of those marks is wiped out, or until you head to a new Jump. Second, the Perk **'Serial Killer Killer'**; any time you go up against murderer(s) of innocents, your strength, stamina, and durability increases with each kill they've committed. They killed one person? A small but noticeable boost. Killed a whole family? A more substantial enhancement. Triple digit kill count? They'd damn well need heavy ordinance to survive you. This won't do anything for your other attributes- no mental boost, no speed increase, no luck boon, etc. -because this is geared solely towards straight-forward face-smashing violent retribution.

End:

Thanks for visiting Willy's Wonderland, Jumper! Hope you had a fantabulous time! But now, it's closing time, and there's not much of a nightlife in Hayesville. Time to make a decision.

Go Home: This might've just been one toe over the line, dealing with murderous animatronics with Satanic serial killer souls. Or maybe the desolation of post-massacre Hayesville has made you long for your own town. Whatever the case, you return to your home world of origin. Your Chain is over.

Stay Here: This is one weird world, and you've only just gotten a glimpse of it. There's no telling what else there is to see or do, so why not take the time to look? You remain in this world; your Chain is over.

Continue: Arrived, raised hell, left. Hayesville was just a stop on your trip, after all, even if it might have been an eventful one. Continue on to your next Jump, and don't forget to have fun!



Notes:

Willy's Wonderland was directed by Kevin Lewis, produced by Landmark Studio Group, Baffin Media LTD, Saturn Films, JD Entertainment, and Landafar Entertainment. It was distributed by Screen Media Films. All rights reserved to their respective holders. Please support the official releases.

A fun little romp into a world where Nicolas Cage gleefully murders murderous animatronics. How could I not love this? It's not high art, but it's dumb fun, and felt worth giving a Jump to.

In addition to the film, there's a fairly robust prequel comic available that I recommend if you liked the movie. There's also a mobile game. I recommend that if you like brainless mobile beat-em-ups, though I did have a lot of crashes playing it, so... maybe stick to the film and comics. And the soundtrack, holy shit, that soundtrack is awesome. Go listen to it.

I made way too many references in this Jump. If you got even six of them without looking them up, take an extra **+100 CP** on the house. You already suffered the Drawback of enduring them.

If you take Here's My Offer and The Car, the two will synergize to pull your hand towards where you need to be, getting you there with minimal difficulty. Literally all you need to do to find the plot now is go for a drive.

Those taking Animatronic as their Origin do not need to take Animatronic as their body if they already have a robotic alt-form. If you'd prefer Animatronic to serve as an alt-form only and not as a separate body post-Jump, you can do so. If you use Rogue Suit for your Animatronic body as an Animatronic Origin, post-Jump it will have a personality based on, well, you from this Jump.

Just to clarify, Alluring Attire is not mind control. You can't make someone who doesn't like you, actively hates you, or otherwise wouldn't be enticed by you (e.g., incompatible sexual orientation) be down to bone. This is intended more to attract folks who already might find you appealing or otherwise have an interest. At a stretch it might apply in an example like this one: Want to seduce the guard at a jail? This could help, assuming they find you attractive, even though it'd be stupid of them to endanger their job and lower their defenses to go for it.

Unspent Commericals tokens stack, so if you want to save up and ad-blitz a particular world, have at it.

If you take “It'd just about kill me to lose that girl”, you can make an in-universe (entirely human) individual it applies to. If they live through the whole Jump, you can take them as a Companion for free.

Feel free to repost this Jump anywhere you wish, but please do not edit without permission.

Version 1.0: Created Jump

Created by Astrangeplaytomake