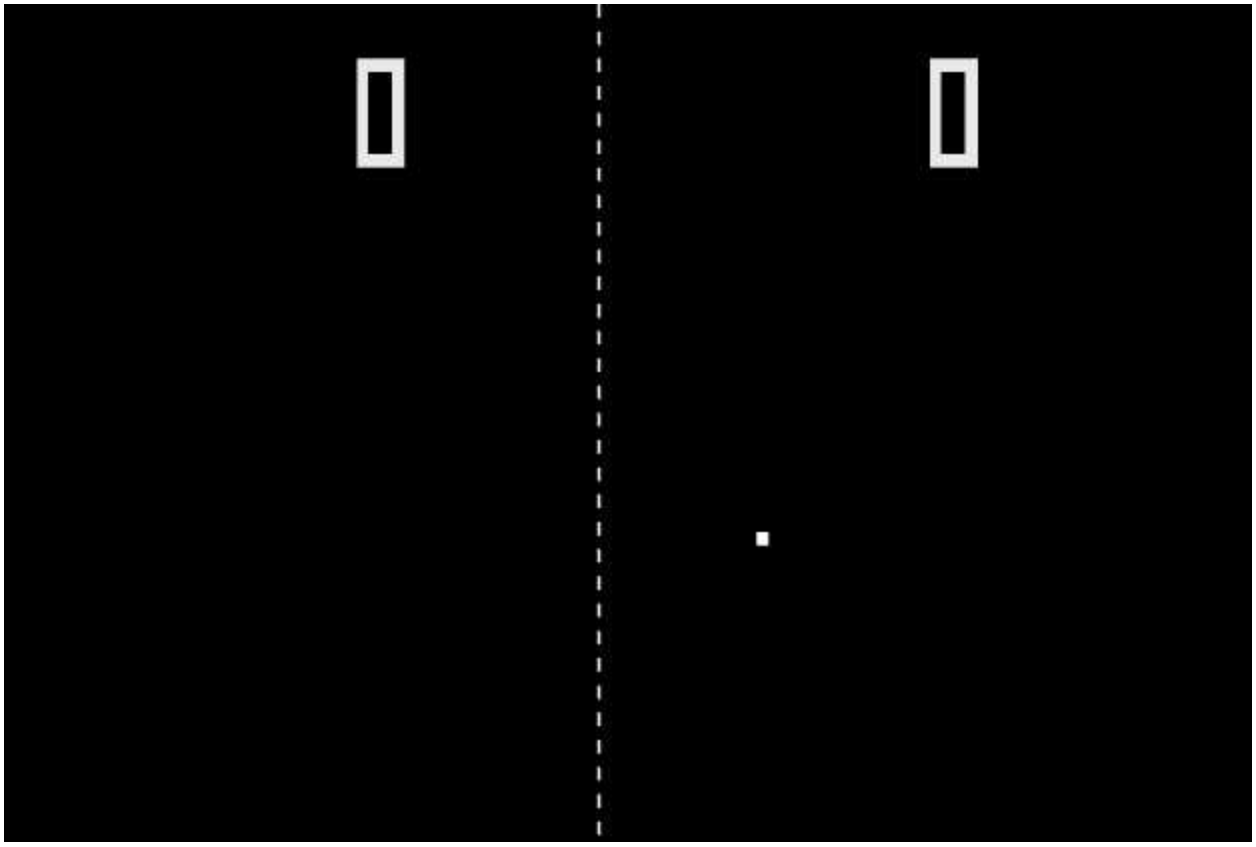


Pong (1972) 1.0 By Burkess

Welcome to Pong (1972). The year is 1972. There's a massive Pong tournament happening soon.

You'll need these.

1000 Pong Points.

Locations:

1. The location of the Pong tournament.
2. Anywhere else on Earth.

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

Age and Sex options: Pick whatever you want.

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

Unknowing Innovator: Pong was the first commercially successful video game, and it was originally conceived as a training exercise for game development. In this same way, the things you create have a chance of being massively successful and changing the landscape of the industry they're released in. You just won't have any idea which of your creations will be huge winners, just that some of them will be.

Bounce Vision: Can track objects and things in motion and see images of where they're headed, seconds before they get there. Things that are standing still will instead show you all of their potential actions, sorted by what's most likely, mathematically.

Play By Play Announcer: You have an eye for extreme attention to detail and can pick apart anything you see. Anything you've previously learned, even if you've forgotten it, will come to your mind instantly when it's relevant to the situation. You can adequately explain complicated subjects to people, even if they have no prior experience with the material. And most importantly, impart upon them why they should care.

Color Commentator: You have the wit to make anything you're talking about seem interesting. Can bounce jokes off other people and set them up for their own lines. You're able to slip into a natural chemistry when speaking with people that makes even the most monotone person able to have their jokes land.

Tournament Organizer: Ability to organize large scale events and promote them, getting lots of people involved. You're skilled in all the logistics of putting together an enormous tournament, and making such a thing profitable, so you can keep doing it.

Pong Coach: As a coach, you can go at someone else's pace and push them hard, while never asking for more than they're able to give. You spot hidden potential in your trainees and automatically tailor your approach to suit their goals and needs. Anyone who works with you will experience growth in some fashion in each session.

Sports Skill: Choose a sport. You get 10 years of experience and memories of playing that sport every day. Your body also adapts to better suit the sport you chose.

Career option: Choose a career. You gain 10 years of experience in that career and updating credentials, where applicable, so you can continue to practice in future settings.

Max Burst: You can overexert self to move faster and enable explosive actions. It allows you to push your body far beyond what it's usually capable of, for a short amount of time. This has a cool down period that must elapse before this can be done again safely. Forcibly activating it again while it's not cooled down can cause damage to your body.

Effortless Grace: Grants knowledge of how to make any movements more efficient. Along with that, you also use less energy when performing any action.

No Tells: You're always aware of how your own behavior can be perceived by others. This enables you to erase your tells, so you don't telegraph your movements.

Studied The Tapes: You gradually learn an opponent when you go against them, and can quickly grasp their strategies and learn to predict them. You'll discover the routines and tactics they use and can turn the tables when they repeat the same moves.

Cool Under Fire: Grants a deep well of patience. You'll also remain calm even in dicey situations. You don't have any desire to rush or over commit, and are more open to activating defensively to wait for the perfect moment.

Draw Out Their Best: You make other people better when they compete against you. Their talent and potential shines and is gradually drawn out, making them noticeably improve, you go head-to-head. If they lose to you while trying their best, they'll shatter their previous limits and come up with new ways to surpass themselves.

Learn By Failure: Whenever you fail at something, you learn ways you could have done better and gain a plan for what you should do the next time you're in a similar situation. Losing multiple games of Pong against someone very skilled would quickly make you a formidable player, if you were able to apply what you learned.

Pong Warrior: You've learned the art of using a pong paddle as a weapon. Your fighting style involves using the reflective powers of the paddle to knock objects into people at high speeds. Or to slap them and send them into obstacles. All of these tactics are second nature to you.

High Intensity: Each purchase gives you another energy reserve. In video game terms, this would be like having two stamina bars. If you have an energy receive that isn't stamina, you're able to alter an energy reserve to use that power source instead of stamina.

Deep Breathing: Causes you to constantly recover stamina overtime. When you're no longer tired, you'll gradually begin to self-heal.

Play Hard, Sleep Hard: You recover energy and stamina 5 times faster while resting, and double your rate of healing. Any form of rest and relaxation is significantly more effective.

Settle This With Pong: You can challenge people to settle disputes with games and other forms of competition. You become extra persuasive the more they like the game you're suggesting, and the more skilled they are at it. They'll also be far more likely to honor the

agreement if they believe the game was fair. You or the other person can optionally choose a champion(s) to compete in their stead.

Items:

The Pong Paddle: A large white shield like paddle that moves with your thoughts. It has a quality of reflecting things that strike them back the way they came. You'll always have enough paddles and pong balls to share with friends.

Pong Arena: It's a completely black space you can summon at will. There's a white strip down the middle that denotes which team's area is which. It's able to change itself to suit other games you know how to play, and creates the tools and things you'd need to play them.

Score Board: You can program the board for any sort of criteria, and upon that condition being reached, it'll tick up. It's always 100% accurate and impartial in scoring any games. It has a variety of sound effects it can play, and serves as a music player.

Refreshments And Concession: A tricked out concession stand that sells food which makes people energized and less tired. It can make you a steady income when you allow it to sell food to the public. The food within it respawns, and it's manned by a diligent worker.

Atari: You own Atari as it was in 1972. They've just released Pong and changed the medium of video games forever.

Pong Trophy: Touching the trophy makes someone a proficient pong player if they weren't already. Holding it up will have many people in the setting you're in develop an interest in Pong, and they'll create their own paddles to play it with.

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

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

Companion Options: These cost 100 points unless otherwise stated.

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

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

Training Partner: An ally who loves to do activities with you. They're always as skilled and talented at any activity as you are, but have a different mindset and way of approaching things than you do.

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

Leave When The Story Finishes: Free! You can leave when the Pong tournament ends. Unless a drawback prevents you from doing that.

Continuity Toggle: Free! You can decide what other properties created by Atari are canon to this universe, if any.

Longer Stay: You'll spend 10 more years here.

Warehouse Lockout: You can't use or access your warehouse.

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

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

Power Lockout 2: You don't get access to any purchases here until after the jump ends.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.

Ruin The Tournament: Your job is to prevent the Pong tournament from happening and to ruin everyone's fun. Successfully foiling the tournament and making them need to reschedule is enough.

Rhymes, Puns, And Dad Jokes: You now can only speak and communicate exclusively in rhymes. The one exception is when an opportunity to tell a dad joke or a pun comes up. You can speak normally to do that.

Dossiers: If someone becomes your enemy, they'll soon after receive a detailed dossier on you with information about your general tactics, personality, and capabilities.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many Pong points as you spent. They don't like you and want to defeat you.

Extreme Competition: The other competitors in the tournament will eat, sleep, and breathe Pong. They've made Pong an obsession and shaped their bodies into the perfect vessels to help them win.

Monochrome: You're only able to see the world in black and white.

You Get Sued: Shortly after entering the jump, you'll be involved in a lengthy legal case that will involve court costs of up to 1.5 million dollars. You're likely to win this case if you fight it.

This Isn't Pong; It's Table Tennis: This jump is no longer about playing pong. Everyone here plays table tennis.

Ending Options:

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