

Dead or Alive Xtreme Beach Volleyball/Venus Vacation Gauntlet

Oh. Oh! Ooooooohhhhh…hey, there's no shame to be felt here, friend. Beaches, bikinis, babes, boobs, this Gauntlet has it all. With the background of the Dead or Alive series acting as our entry point, we're leaving behind all the martial arts, the clones, even all the ninja crap to instead watch beach volleyball matches and gravure photoshoots. It's so peaceful here you've lost access to everything and anything you've amassed over your Jumpchain leaving you with nothing but your Body Mod to serve you through these upcoming weeks. I mean, the only fights you'll find here are passive-aggressive arguments and rivalries that culminate in sports duels on the court. In exchange for gleefully staring at all these women you start with +0 Zack Dollars.

YOUR MISSION, WHICH YOU HAVE ALREADY CHOSEN BY TAKING THIS GAUNTLET…is to win a volleyball tournament.

Yes, you heard that right. For two weeks, the cast of the first two Dead or Alive Xtreme Beach Volleyball games will be partaking in multiple tournaments, five in fact, to gain special trophies. You are required to form a team of two by partnering with one of the women and winning at least three of the tournaments. Take part in all five if you wish, so long as you finish out your fortnight with a trio of shiny gold trophies to show for it. It won't be easy though, these girls are veterans of the sport. They're fast, they're strong, and you are going to be heavily scrutinized by all your peers for being the newcomer. Heaven forbid you're caught cheating. Overt displays of physical prowess because of your Body Mod, if not believable, will merely earn you warnings for misconduct. Too many and you're disqualified from any more matches and will have any prior trophies revoked which automatically ends the Gauntlet in failure.

For each win, the next tournament's matches scales in difficulty. The more victories, the more effort the vacationers put in next time to take you down.

On the plus side you'll have down time between each tournament to relax, train, have fun taking advantage of all the amenities available, and maybe make some moves on the lovely ladies sharing your location. Not much, a day or three at most will be placed between a day chockfull of matches, but all your peers will be hyperfocused on taking the gold and may outright ignore you if your requests don't involve volleyball in some manner.

Should you fail, you'll lose everything here and move on to the next jump. Win? The total amount of ZD you gained from Drawbacks becomes Choice Points, of which you can use to purchase any Item or Perk or even several Drawbacks that change their effects to take along with you.

Though…if you're absolutely certain, you may instead regain access to all your powers and items to turn this Gauntlet into an actual jump that alters the way the DOA Beach Volleyball/XVV world works. For ten years you'll have to remain on Zack Island as it turns into a full blown public resort after your two weeks of tournaments, upgrading to the Venus Islands archipelago with you as one of its employees. Don't worry, you'll have all your basic needs met as you stay at this luxurious island getaway, except now you'll have to work for your keep with a steady salary of Zack Dollars (Take it up with the Zack man himself to Fanwank negotiate your wages, jobs, logistics, etc). Or perhaps you become the highest authority for running everything besides the mysteriously absent Zack? You'll get to meet all kinds of people, hear all kinds of stories, and basically live out a decade as someone who will probably wind up with an everlasting farmer's tan from too much sun.

If you make this choice you gain +1000 ZD to do with what you will, losing access to the Gauntlet's Reward's section. Perks and Items bought this way automatically gain their additional post-Gauntlet status, if any.

On the plus PLUS side, any XVV characters who have canonical jobs on the island will become your coworkers/employees, so if you happen to have your eye on anyone you'll always have them close by.

Every year there will also be a high chance for anyone of the canon cast of the Dead or Alive series to stop by for a vacation, man or woman. Maybe they're looking for a job themselves. Or need an escape. Or an alibi. It's up to you.

Regardless…your first match is in four days from the moment you arrive. Hurry it up, make your choice, and hope the girl hasn't already been snatched up by someone else whom they're already familiar with.

Origin: You automatically start as a Drop In, whether you choose this as a Gauntlet or a Jump. For 100 ZD you may gain a backstory pertaining to this world. You may be acquainted with/friendly with up to three individuals who appear on the island, per your choice of **Return of the Babes** and/or **Flipping A Switch**. This will increase your chances of quickly gaining a volleyball partner and better synergy on the field.

*Check Drawbacks for a unique Origin.

Location: You always start at Zack Island/Venus Islands (depending on Document Choice) with a friendship already existing between yourself and Zack. Pursue that more if you want or keep it generic enough that he felt it was fine to invite you to a tropical island without any more context.

Drawbacks:

CENSORED (+50 ZD) It doesn't matter what your partner is wearing. It could be a piece of floss and a couple strategic buttons holding on for dear life with one bounce away from total failure…yet the mods got to the island first. No cleavage. No *ass* cleavage. Say *sayonara* to the Adonis Belt. Sideboob? Underboob? ANY boob? It's like someone took an eraser to the women's bodies and removed any physical signs of their sexual characteristics like the monsters they are. Sure, the curves remain as they stretch out their tops but now it's just like…boring. Not the greatest of sins to deal with but a tragic loss nonetheless.

Back to Basics (+100 ZD) - You lose access to your Body Mod, turning you into a regular human with above-average ability to stay on par with all these martial artists. You can still jump a little higher but you won't be zipping around the island in a single speedy step. Makes it easier to not get disqualified for overt "cheating".

Vacation Time (+100 ZD/+200 ZD/+300 ZD, only compatible with Jump Alternative) - Take this Drawback to spend another ten years here in the version of the world taken as a Jump. A second choice adds another 100 ZD for another ten years, while a third 100 ZD adds one last decade to your stay.

Hand Holding?! (+100 ZD) - Aw, you're adorable! You get so shy and embarrassed around all these women in skimpy outfits and they can't help but tease you about it…which they might find endearing enough to team up. You'll find it a bit more difficult speaking to any of the other participants without feeling your blood pump and ears burn, stumbling over words and finding yourself unable to look anyone in the eye. Only during volleyball matches are you able to control your discomfort but just so. The moment you step off that sandy field you turn into Midoriya the first time he talked to Uraraka until you calm down a bit, but it won't ever get any easier your entire time in the Gauntlet.

Post Gauntlet, you may purchase this with CP. You are now considered a specimen of adorableness. Even if you're a sex god personified, others will still view you as a blushing virgin to tease and cuddle. Do with that what you will.

THE BANANAS HAS GONE BAD! (+100 ZD) Any perishable items you may come across are quick to spoil. Presents for your peers are easily damaged or liable to break/go bad within a few hours of you gaining it. Use or gift them away quickly lest you want to walk around with rotten fruit in your pockets.

Puritanical (+200 ZD, Cannot be taken with Jiggle Physics) - I…I guess if you really want…but this drawback is basically the antithesis towards why you're here. An even worse version of ***Censored*.** It causes all the characters to wear full body frumpy bathing gowns from the 1800s whenever they head out for the sun and surf. Their hairstyles grow frugal and conservative instead of anything elaborate like Helena's braid alternative. From now until the end of the Gauntlet everyone absolutely hates showing off their bodies and they all look as flat as a board, even the girls with small body types like Marie Rose somehow look less feminine. It's not the worst thing in the world, they're all still relatively gorgeous, but

characters will go out of their way to ignore and sidestep and scold any attempts at spicing things up if you try to get them to literally let down their hair.

Flipping A Switch (+200 ZD) - Uh…maybe you got on the wrong flight, but everyone on this island is…a guy. Instead of the female cast of the series bouncing around for your viewing pleasure, the male cast has shown up instead. Zack's not happy but the plane isn't returning for two weeks so we're all stuck here. Better make the most of it. I mean, Ryu is a flippin' ninja. How many of those do you ever run into?

OR

This just so happens to be a fan reversal world where all the female characters have swapped genders. Say hello to Ririshi (*Kokoro) and Tim Armstrong. They're still physical knockouts but now you've got to deal with rippling muscles and banana hammocks instead of large chests and thongs. Good luck.

Post-Gauntlet, you may purchase this with CP. You gain the ability to turn up to five people to the opposite gender per Jump. This takes place before you enter the new world, and no one really notices or questions the change, believing it was always the normal state of things. They're stuck that way unless you take them along as a Companion and use another Jump's charge to change them back.

Mortal Combat (+250 ZD) - What happens when you take a bunch of characters from a fighting game and put them in a tropical setting? Well…they play volleyball. But if you were to take this Drawback then the fighting never stopped. Here all your volleyball matches are just as violent as any DOA tournament. When setting the ball expect the other team to rush your side of the court to knock you silly, while you and your partner attempt to play the game. All's fair though, as you're just as capable of dogpiling your opponents and putting Hitomi in a headlock while Leifang and Tina trade blows (Just remember the ball is still live and hope it lands on their side of the court). Watch out for spikes that are purposefully aimed to break your nose. Witness full out brawls between matches meant to weaken the other teams. Dead or Alive was a fighting game before it also became a gravure simulator– this just takes the Xtreme back to its roots. Injuries may linger. Thankfully these are a hardy folk who can take punishment but killing and crippling is not allowed unless you want to automatically fail.

Government Enforced Antipathy (+300 ZD) - You feel nothing. Watching all these buxom women jiggle with every step creates no desire deep in your loins. In fact, you're kind of disgusted by it all. Where's the shame? The revulsion? Everyone should cover up! You're ready and willing to preach the gospel about the sins taking place before you, lecturing anyone and everyone about how they're showing way too much skin and reeeeeally being annoying about it. You can't help it. It's like you were hypnotized or something, and every time you should be aroused instead you grow uncomfortably irritated and want to make everyone else feel that way too. Who even takes a vacation to a beautiful island getaway and gets pissy when people wear swimsuits on the beach? This guy (or gal)!

MY LEG?!? No, Something Else (+350 ZD) - Oh woe is you, Jumper, for you've gone and hurt yourself enough to seriously hamper your volleyball skill. For the sake of not making this impossible, anything involving your waist down is fine so you can still run around. Everything above that? Fair game. The injury persists for the entire Gauntlet, whether you're blind in one eye or an arm refuses to bend properly. Here's hoping you can make up for the temporary crippled state because others are going to see you as a liability.

Public Enemy (+400 ZD) - It doesn't matter your reputation. You could be as pure as the driven snow, but for some reason everybody else around here fully believes you're actually a Grade-A Pervert. Every interaction will have the other person believe you have some ulterior motive for speaking to them, your taking part in the tournaments is some grand scheme at drooling over the other participants and generally being a nuisance, and even an accidental brush against someone's shoulder might see an overdramatic response of you getting slapped. You've just made the Gauntlet much more difficult…but at the cost of a tournament or two you should still be able to convince one of the ladies you're in it to win it and will help them take first place…even if it disgusts them morally for stooping so low.

A Faded Photograph (+500 ZD) - By purchasing this Drawback you overwrite whatever Origin you may have started with. This turns you into a Drop In among Drop Ins with absolutely no prior fingerprint on this world. Nobody knows you. Nobody has heard of you. You're an absolute ghost. A specter. A phantom that simply appeared out of nowhere.

For Gauntlets: Expect the hardest difficulty in trying to win over companions for a game of volleyball, but no one will question who you are or how you wound up on a private island. Any Body Mod abilities you try to show off will be met with criticism or denial even if they watch you backflip thirty times with a single leap. If there was a bottom rung for capable partners, you've passed that and dropped all the way to the floor. Your renown will be lost in the bedrock and, god willing, someone might partner with you out of pity. It's time to hustle…you've got two weeks to make a miracle.

For Jumps: Even if you turn this into a regular Jump and possess a Perk/Item that spreads your name and reputation between realities, you will still be a complete unknown. You'll have to build yourself up, dodging questions or investigations into who you are while utilizing other Perks and Items to gain a "life" in this reality before the Venus Islands are willing to employ you. Work hard, very hard, and climb the corporate ladder as you move up from custodian to cabana boy to mail clerk, etc. It's less of a hassle than the Gauntlet version but still a kick to the ass.

Perks:

Beach Bod (Free) - Don't worry, no matter what you wear during this vacation it'll make you look good and allow you to move unhindered during times of exercise. Man or woman, you could be in a business suit and still have full range of motion running through the sand to spike a volleyball for the winning points. Your clothing will stretch and bend without tearing or slipping or hindering your movements, and will immediately return to normal without needing extensive tailoring to get it back up to par.

May I Take Your Bag? (Free, mandatory for Jump equivalent. Only available to those who choose Jump equivalent): You've got a job!...yay? If you're gonna be around for a decade then you'll have to work for it. Pick a staff position such as Front Desk or Custodian, practice your smile, and earn that room and board.

Return of the Babes (Free- Mandatory/50 ZD/100 ZD - Entire roster FREE when switching from Gauntlet to Jump) - It's not much of a party if you're on the island all by yourself. Luckily, there's a bunch of pretty women around here to make things livelier. It starts off with the OG roster from the first two Xtreme games. For 50 ZD you gain a few extra fan favorites who were added to the console version of Xtreme 3. For 100 ZD you gain the entire list of characters from the original games to Venus Vacation as well as any

future characters that may be released after this Gauntlet/Jump is finished, drastically increasing your partner pool. New characters will appear in whatever property your other DOA characters are staying at and seamlessly integrate as if they were always there.

Universal Translator (50 ZD/+200 ZD): The characters in DOA come from all across the world, yet for in game purposes they all speak the same language perfectly. Now you do too– it doesn't matter what country they originate from because you all still understand each other without issue. HOWEVER! This can instead be taken as a Drawback for +200 ZD where, unless your Body Mod has its own perfect language translator, you are now stuck with whatever languages and proficiencies you originally knew or naturally picked up along the way. So if you wind up partnering with Marie Rose and don't know a lick of Swedish…well that's the point of being a Drawback, isn't it?

Then again she may know English, Japanese, or French given who she tends to hang around but, ah, Fanwank how you want the language barrier to work out.

SKILLZ (50 ZD/100 ZD) - You know how to play volleyball. You know the rules, you know how to set up the ball, and you know how to spike. A necessity for this Gauntlet but not necessarily something you may need to purchase if you're confident enough to play without eldritch knowledge teaching you the ins and outs. **If chosen with the Drawback **Mortal Combat** then for an additional 50 ZD you may incorporate one fighting style from the DOA franchise to take as your own, with enough experience to make it in the ring with the rest of the combatants. Gotta be able to stand up to all the bullies during the beach fights, right?*

Post-Gauntlet/Jump for 100 ZD the **Skillz** Perk grants you both the fighting style used during this time as well as the original volleyball skill.

Cheesecake Factory (50 ZD/50 ZD)- Well, well! It looks like your hobby was revealed and now the whole island knows you're into photography. This perk turns you into a master photographer who always finds the right angles, lighting, and poses to ensure your pictures come out world-class. People will beg and bribe for your services, ensuring you're always in demand. For +50 ZD extra…well…you either turn your camera into a miniature drone with all the bells and whistles needed to make your next shot perfect OR you temporarily transform into a flying drone yourself to really have control over every aspect of your shot. Lightweight, silent, and hard to distinguish from the environment, it's not a stealth gadget by any means but it'll certainly be useful in setting up those natural, organic captures showcasing your target's beauty. Or breasts.

Strike A Pose (100ZD) - On an island full of knockouts, you won't be the odd one out. You're gorgeous, you're striking, you're the most handsome thing to ever walk this side of the Earth, and your 10/10 genes always draw the eye of others. Not only that but you know just how to position yourself to really get those heartbeats pumping. Show off those abs, flex that bicep, push out your butt to really show off the curve, and if you just so happen to fold your arms beneath your buxom chest to really pronounce them, well, it's not your fault when noses start bleeding.

I'm Totally Not Seducing You (100 ZD) - Massage. Nail filing. Finding the perfect temperature for scented bubble baths. You now have the skills to pamper others and increase their fondness of you. It's not quid pro quo, you just like making others happy. If something comes out of it, cool. The smile on the other person's face still makes you feel warm and fuzzy inside regardless if you're friends, lovers, or even a

client paying you for the spa treatment. Them becoming more amenable to a request certainly helps though.

Downy Pillows (100 ZD) - It doesn't matter how hard you work during the day, because at night you get a full night's rest that fully restores your mind and body for another day of abuse. You'll awaken with any minor injuries healed and a clear mind. Heavier injuries may take a few days. Cannot fix any purposefully injurious Drawbacks during this time. You may choose either to have pleasant dreams or none at all.

Post-Gauntlet you receive a trio of fluffy bed pillows that grant you the same perks when you rest your head on them to sleep.

Jiggle Physics (200 ZD, Cannot be taken with Puritanical) - Just like the DOA games, real life has suddenly warped to turn the human body into an amazing feat of science. Each breast now possesses an exaggerated or unnatural range of independent movement, continuously bouncing and swaying even when at rest. The slightest movement can set them off where they continue to move seconds longer after the rest of the body has stopped. Logic itself fails to contain this reality as clothing bends to the will of the Perk even if said clothing would normally be impossible to alter, like a metallic chest piece.

And don't think we're being sexist here! Men get to experience the joy of Jiggle Physics as well. Watch the way their pants deform and swing in certain ways as they walk. Hang dong, bruh! This Perk can be mentally altered at will: affect whomever you want or nobody at all if you need to take a break from the silliness. Dial it back or crank it up, you get to choose how much energy you give everyone.

It can even affect YOU! So watch out, lest you poke out your own eye after a rather vigorous bout of jumping jacks.

Gratuitous Eye-olence (200 ZD) - It doesn't matter where you are, what the situation is, or how stoic and emotionless your peers seem to be: whenever you're in the area, a certain type of "luck" suddenly rears its ugly head to affect all those around you. Perverse situations become more common, clothing malfunctions become the norm, and heaven forbid your sudden clumsiness sees you falling into the cleavage of every woman you meet. Even a rock may blush and squeal when you accidentally grope its "backside". I'm kidding, of course, but maybe now you understand the depths of your new ecchi power. Plus, there's a 75% chance you WON'T get slapped for your unintentional efforts. Can be toggled on or off for humorous intent or something else– don't act like you're innocent here. This isn't To Love-ru.

The Ol' College (Volleyball) Try! (300 ZD) - You weren't raised a quitter! This perk allows you to, once a day, instantly rechallenge the other team you just faced on the off chance you lost. It nullifies the results of the prior match and freezes all other rounds until you finish this retry. If you lose again…that's on you. But if you win then the world will act as though this was the only result that mattered, and the match where you lost never took place. You're the only one aware of this nonsense.

Post-Gauntlet, acts as a reality 'do-over'on a major decision, granting you a vision of what could have happened otherwise. You get to choose which path to take which becomes the truth and only you're aware of the rewrite.

Items:

Camera (Free) A state-of-the-art DSLR photographic camera capable of capturing photographs. Can connect electronically to transfer and print photos digitally or, through unnamed science, produces a maximum of thirty Polaroids from a slot in the front. If taken along at the end of the Gauntlet/Jump, the device now has infinite memory and can produce any number of Polaroids at a time.

Swimsuit (Free) Maybe you already own one, or maybe you don't. Regardless you start off with a simple plain bikini, a plain one-piece, or knee-length swim trunks, in your choice of color.

Changing Room (100 ZD/50 ZD) You are granted access to any number of swimsuits both male and female inside a small wooden cubicle with a cloth door, of any design or type. A second internal curtain hides the closet where the clothing resides; simply reach through and remove a clothes hanger with your ideal suit in mind and it will be hanging there. For an additional 50 ZD you are granted access to any DOA characters' normal clothing but it will be conceptually classified as a swimsuit. Want to wear Honoka's green and white cow shirt, jean skirt, and thigh-high stockings? I mean, I've never seen a guy in something like that before but you do you. When characters in XVV can wear sexy santa suits and elaborate ballroom dresses in the same capacity as a bikini, then so can you. Becomes a Warehouse attachment if purchased post-Gauntlet.

Sunscreen (100 ZD) - A must when you're out in the sun all day. Slather on this special brand of non-greasy and quickly absorbed SPF 1000 waterproof lotion, and you'll be free to stay out for days on end without ever worrying about sunburn or potential skin cancers ruining your future. Not only does it turn you into a UV shield but it smells quite pleasant, like your favorite flowers and fruit, and allows you to tan as deeply or lightly as you want with just a thought. Want a caramel bronze tint? Shades of gyaru? As pale as the moon? Sexy tan lines that don't even match the outline of your suit? Have at it.

Room Service (150 ZD) - Can be purchased up to three times. Grants you an airtight food storage device that keeps meals at the perfect temperature indefinitely, though they are still capable of going rotten. After deciding on its contents, when activated it is filled with the favorite food of your dearest partner (or hopeful partner) which, when gifted, drastically raises their opinion of you. Deliver it yourself and you might earn an intimate face-to-face conversation or send through gift services for immediate delivery to their room, to let them know you're thinking of them in the hopes of strengthening your relationship.

Of course this only works if they accept. For whatever reason have you shown to be untrustworthy or continuously act in a manner they disagree with then it simply won't work and will be returned to you still sealed. Send it out of the blue on the very first day and they'll probably think you're a creep for already knowing a fact about them without ever having spoken to each other before. You'll have to put in the hard work first before you're trusted enough to give gifts…but when it works, it *works*.

Side note: their favorite color might help grease the wheels if you gift wrap the box. You can check the wiki for a character's favs along with other potential companionship factors like hobbies and birthstones.

Upon completion of the Gauntlet/Jump and you've purchased this Item, you then receive the number of storage boxes to take along that you paid for. Good for ensuring your dinner remains warm while you rush off to take care of that minor invasion of bug monsters at your doorstep.

Velvety Smooth Branded Gum (200 ZD) - A small plastic container with ten minty cubes of gum that never loses its flavor or makes your jaw worn and tired from chewing all day. The real gem of this Item,

however, is that while at least a single piece is in your mouth it alters your voice in a way that makes it incredibly pleasant on the ears of all who hear it. Restores missing pieces every week.

Zack Statue (300 ZD) - A gold-plated, full-sized figure of the esteemed owner Zack that stands outside your room and is…a bit creepy, but you're able to deal with it. By showing your support of Zack and his dream of having an island filled with women, you've gained access to his luck. First he bought a private island after winning big in Vegas. It exploded. He managed to raise it from the ocean floor after stealing wealth from an Egyptian tomb. It was hit by a bunch of meteors and then exploded again. What I'm trying to say…is your luck can now vary from Xtreme highs to Xtreme lows. You have some control over this madness but you'll suffer for it after. Win an important volleyball match by boosting your luck, but after that you may have a falling out with your partner or suffer an injury that hampers you from then on. Or perhaps you suffer from a horrible sunburn across your entire back but so do both of your opponents in the next round while your partner is fine and dandy to take the win.

Baths (350 ZD) - A nice, private indoor mixed bathing area with the designs of an onsen. Wooden floors, a wooden in-ground pool filled with soothing hot water to relax in after you scrub yourself down and rinse. Large enough to hold quite a few people, up to sixteen with room to spare. The waters are medicinal and capable of melting away all the aches and pains you might accrue with constant physical activity. Comes with all the amenities like towels, herbs, soaps, shampoo, buckets and floating trays, yukata and slippers that adjust for all sizes, with everything that's used being replaced or refilled by the next day. You can even change the water content to be more or less steamy, sulfurous, mineralized, or acidic.

Post-Gauntlet it becomes a Warehouse attachment you can leave freestanding or merge it with one of your other properties. Replace the basic amenities with your own and they will overwrite whatever the bath normally spawns. The water's power ratchets up a notch, capable of removing all manners of maladies from the physical, mental, and even spiritual with minor pains vanishing first followed by the more dangerous and/or damaging illnesses. Plus you never need to clean as it does so automatically. And of course…it's certainly a good way to end the night if you convince someone to join you.

<u>Scenarios</u>:

Owner-san:

You have a burning need to win. Even as it grows harder and harder to squeak out a victory, it matters just as much to you as it does the rest of the girls on the island. Win all five of the volleyball tournaments and fill your mantleplace with that shining, shining gold!

Reward: Beach Vacation

Congratulations on your new properties! By managing to win all five tournaments Zack has ceded ownership of both Zack Island and the nearby Venus Islands to you, which have now merged together as a slightly larger archipelago connected by a bridge, with Zack Island becoming the most expensively "private" of resort locations for your VIPs. This becomes a part of your Warehouse and can be taken to any future jumps, appearing in the new world as though it always existed. With its casinos, shops, and relaxing locations both natural and man-made it even draws in quite a sum of cash that can be converted

into whatever currency you require. Play any of the available mini-games or enjoy another round of volleyball, waited on by a fully functional generic staff who remain at their posts at all times without issue. Gamble in the casino. Control the local weather so it's always a bright and sunny day if you wish. Companions, Followers, and Pets/Familiars may remain here during Jumps with an unlimited tab or can even take a job to earn their own money. With so many swimsuits and gifts to choose from, your visitors will always have a wonderful time, and each new Jump adds more products to the gift shop that cycle daily.

You may also take your partner as a free Companion if you wish.

The Princess and The Outcast:

Kasumi is a rogue ninja. Ayane is tasked with dragging her back to their hidden village or outright killing her. It's a bit of a complicated relationship with how they interact with one another but thanks to the magic of volleyball any negativity is put on the backburner, even if Ayane's disposition is now annoyed with her half-sister instead of potential violence.

This is where you come in.

During your time here you are tasked with mending the bridges between Ayane and Kasumi since the events of DOA3 are up in the air, and therefore Ayane's rising fortunes within the clan are still unknown. It won't be easy, especially since it's a tense topic beyond their volleyball mindset, but it won't be impossible either. Both women are focused on their goals in the mainline series and that same focus is transferred to the island. If you've taken the **Return of the Babes** Perk then perhaps Momiji could be your "in" since she allegedly knows both girls (Kasumi more than Ayane) due to the relationship between the Hayabusa Clan and Mugen Tenshin Clan. You'll also likely have to rely on meta-knowledge of the series to bring up their pasts…so watch out if you mess up and act too rashly. There's misunderstandings on both sides…don't add to the pile if you can help it.

Reward: Team Ninja

At the end of a successful jump you'll gain Ayane and Kasumi as your Companions for free, with the duo taking up a single slot during Companion Imports. Both girls are experienced kunoichi and trained in a variety of abilities like short-range teleportation (shunshin), incredible aim with ranged weapons, and swordsmanship. It might be awkward for a while as the half-siblings repair their bond but they'll only grow stronger in the end…and know for damn certain they have you to thank for the trouble. They'll even be willing to start training you in the way of the ninja and their attentiveness to your growth will ensure you hang onto every word and demonstration they give you.

…*wink*.

A French Connection (Only Compatible with **A Faded Photograph** Jump Alternative):

You're here, and the difficulty has already spiked, so why not put all the effort you're about to go through to be worth something? Reach the top of vacation business and become the new head of the Venus

Islands. It's a long road ahead but show your bosses your hard work, business ethics, and go-getter attitude to spread the love of this beautiful archipelago and all it has to offer.

Reward: DOATEC Head

No, not the whole conglomerate. Sorry. But your incredible business sense and drive to reach the top has found the ears of Helena Douglas, and it's piqued her curiosity. You now possess a direct phone number to the head of the company herself no matter which Jump you're in along with running your own personal branch of DOATEC that attaches to your Warehouse. It's somewhat on the small side, twenty floors in total, with up to ten basement levels. The top floor is your own massive penthouse suite, the two floors underneath yours act as apartments for VIPs, important clients, investors, and the like. The bottom floor is entirely made up for reception and security, while the rest of the floors in between house the cubicles, offices, break rooms, etc. for up to five hundred employees and/or Followers and Companions who may reside or work here while you're off on another Jump. While DOATEC is currently a business focused on the entertainment industry it's not as if its militaristic past was completely covered up. While your public front pushes the boundaries of fun and excitement, all that hidden money the accountants know to ignore has to be going somewhere. The ten basements can be fitted with any other laboratories/testing grounds/workshops/etc you already possess to centralize all your holdings into one localized spot. Create new weapons, engineer powerful warriors cloned from locals, or simply use the space for your own experiments.

The building is Fiat-backed against external intrusion from rival companies or other sabotage. You can choose which floors are off-limits for different categories of visitors; i.e. regular employees cannot go into the basements or step onto any floor higher than the 12th while Companions can move anywhere they like. Want to let an investor only go to one of the apartment levels along with level 6? Go ahead. Their visitor's badge automatically updates with where they are allowed to go. If they somehow lose their badge or try to go anywhere restricted then either the path refuses to open or security gets involved to fix the issue, whether that means the visitor innocently got turned around and needed a guide…or was looking for some data to abscond with.

If you wish you can import it into any future Jumps where it seamlessly settles into the nearest populated city. BUT it can only fit in worlds where a high-rise building won't be out of place.

Going For the Gold (Only available with Jump Alternative. Requires **Skillz** and **The Ol' College (Volleyball) Try!** Perks):

Somehow, through one reason or another, you are now in charge of the Venus Vacation Professional Volleyball Team…which was only just officially created five minutes ago. It's now up to you to recruit the females of DOA, train them up, and help them win a gold medal in volleyball for the upcoming Olympics. Yes, the Venus Islands are now considered their own country and no, you don't have to delve any deeper. You have two chances at victory given that you'll be here for ten years. Zack is totally onboard with the idea, and he and his girlfriend Niki are willing to join you in getting everything set up. WIth you as the coach, Niki in charge of uniforms and presentation, and Zack doing what he does best as a hype man and manager, here's hoping your team of twelve players (and one extra alternative) can beat the odds and show the world they're here, they're ready to play, and it's time to win.

Reward: The Armstrong Bloodline

She's a professional wrestler, a beloved singer, a supermodel, and recently she took up acting in movies. You've gone and made Tina Armstrong a winning athlete. She loves to pursue new passions and reach for the stars. Now she gets to add gold medal Olympian to her resumé. That's the kind of thing that really tugs at the southern gal's heartstrings…so now she's decided that every experience she has in life will now involve you. Tina will join you as a Companion upon completion of the Jump regardless if she was even a part of your volleyball team or never appeared on your island for some reason. She's got you in her sights and nothing will stop her from winning you over, just like you did to her.

Plus, you also receive Tina's home ranch as a Warehouse add-on/property that can be inserted into future jumps. A sprawling amount of land big enough for horses or other farm animals to live comfortably or grow acres of produce, while the three story mansion has all the advanced amenities a filthy rich superstar would have inside her house. Free utilities are also a part of the package and whatever resources she possesses she'll be willing to share if you ask nicely. Hell, you could even be in her next movie if you play your cards right.

On a lesser note…you also have to deal with Bass. He's a hard man whose stubbornness Tina inherited, and he absolutely refuses to see her as a grown woman even while they throw elbows in professional tag team matches. The fact his daughter wants to date a boy? Be something more?! Oh hell nah! In fact this whole ranch is actually his but Tina moved back in on a whim one day after missing 'home' and basically took it over (she tends to do that sort of thing) so he'll be along for the ride. He'll be a regular at the ranch lest he 'head off' the property for his own thing, vanishing for a time. Or perhaps you upgrade him to a Follower or another Companion? It's your choice.

Tina's heart is yours but you have to deal with the overprotective father. Then again…it's always worth it whenever she smiles with a look that's only ever meant for you.

<u>Companions</u>:

Import (100 ZD) - You may import up to two of your Companions to act as interchangeable teammates you may use to win your matches. Unlike any of the Gauntlet characters, your Companion(s) already trusts you wholeheartedly and will possess the relatively same amount of skill in volleyball to not embarrass you. Or embarrass you more, if you're trash at the game.

Canon (100 Cp, only available if the Gauntlet is finished successfully) - You are now able to take two of the girls along with you as Followers, so long as they can be convinced to come along. Can purchase this up to three times. See below for more relevant info.

The Whole Shebang (500 CP, only available if the Gauntlet is finished successfully) - Face it, this is probably why you're here. This allows you to take the entire current (and future) roster of DOA women along with you after a successful conclusion of the Gauntlet if they agree to join you. Their compulsions for volleyball will vanish and they'll think clearly for the first time in two whole weeks. They'll remember how you acted, how you treated them, and if they would've enjoyed the banter that went otherwise ignored. However they will only be considered Followers unless you import them into a future jump as a Companion.

Hell, take all the men too if you want. You've earned it for beating a Gauntlet. (It will be a far more successful endeavor if you originally purchased the **Flipping A Switch** Perk)

Rewards:

Clearing the Gauntlet earns you, besides whatever Scenarios, Perks, or Items you finish/purchase, a complete collection of every mainline DOA game and its offshoot Xtreme series (including Prism and a PC edition of XVV that consistently updates), all their DLC, and with the requisite systems to run them. Just be aware how awkward it'll be if any DOA Companions find you playing a bouncy video game with them in it.

You may also take one single character along with you from the character roster. If this is taken alongside the **Canon** purchase for Companions then you are able to choose three different characters. Completely irrelevant if you choose **The Whole Shebang** purchase but you'll be gaining a new Companion no matter what.

If you complete a Scenario that grants you a companion they are unavailable for this reward. Characters chosen for **Canon** are unavailable for this reward. No clones of Honoka will be following you back to the Warehouse…but *imagine*.

Jump End:

Return Home - You know how it works

Stay Here - Keep working for or alongside Zack but you're free to leave the island and explore the rest of the world as one of its inhabitants. This is your life now. Good thing you probably know some people who can forge an identity for you, if you don't have the Perks or Items available that already let you fit right in.

Next Jump - Onward and upward