

**BLOOD-CURDLING! HAIR-RAISING!
SPINE-CHILLING!**

HORRORS OF SPIDER ISLAND



*He craves the blood
of beautiful women!*

One bite from a giant spider turned him into
**THE WORLD'S
MOST HIDEOUS MONSTER**
with a diabolical lust to KILL!



The MONSTER is terror-crazed
by his deathly fear of fire!



*He strangles
his victims
with his
mammoth claws!*

Horrors of Spider Island Gauntlet 1.01 (1960 Film) By Horrorshowjack

(AKA Ein Toter hing im Netz ; It's Hot In Paradise; Hot In Paradise)

It began with a Los Angeles dance troupe setting out for a tour. First stop, Singapore! Which they get to by flying through New York City and Honolulu. Unfortunately, the plane burns and crashes into the Pacific Ocean.

Everyone dies except the dance troupe and their employer.

Adrift for four days, they finally find safety on an unknown island.

For a certain value of safety. But at least you'll be there with them, having also been on the plane. Up to you if you're a member of the troupe, replace their boss, or just part of the crew. Better take these:

+ 0 Choice Points.

Right. Looks like your points went down with the luggage. At least this qualifies for gauntlet rules. You can probably handle it. The good news is you'll probably only be on the island for a month or so.

Locations:

1. A life raft in the Pacific Ocean

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

Age and Sex options: Eighteen to fifty years old, and either sex.

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

Stick Around: (Free) Rather than leave the setting when you leave the island, you can opt to stay for ten years. You get your stuff back when you hit civilization, and it's otherwise a normal jump from that point although you don't get points unless merging with another jump.

Commentary: (100) You could swear you hear three people making sarcastic comments about what's going on, and they really think you're ripe for commentary. It's never helpful, is frequently distracting, and anyone who notices you listening to something may think the heat is getting to you.

Is That Jim Wynorski?: (100) The original German version was already a nudie horror film. Your jump will go full-blown sleaze, however. More nudity, sex, drugs, gore, and the monsters have other uses for your lot than just random strangulation.

I Watch Stag Films: (100) Since you never watch this sort of movie, you have no knowledge whatsoever of the setting. Including not being able to remember details of this jump doc.

Didn't Read The Script: You don't get access to any purchases here until after the jump ends.

Normal: Other than perks from this document, you're reduced to an average human who engages in regular exercise and has reasonable intelligence. Oddly this doesn't reduce physical attractiveness below peak human. Yes this can reduce you below body mod, but you'll get to keep it as an alt-form.

Zoomies: The fact that the Professor was prospecting for Uranium only affects the plot by setting up the monster. But not anymore. You'll be suffering from the symptoms of acute radiation poisoning from the day you hit the island.

Infested: The island is crawling with venomous spiders and you stand a high chance of being bitten by them. This will make you sick and can cause major problems depending on how many bite you.

Powder Puff: When it comes to unarmed combat, you have the strength of a little girl. But every blow will sound like you're Bruce Li. Also, your clothes get torn a lot for some reason.

Hey, No Tanlines: All your items, and clothing, went down with the plane. None of the available clothing will ever fit you, and any “clothes” you make will fall apart frequently. Try not to get hospitalization-worthy sun exposure. That’ll teach you to take the last jelly donut during costume fittings.

Scaling Rival: (300) One of the girls in the troupe hates your guts. They want to humiliate you, hurt you, and might not even be upset if you die as a result. They’ll frequently start shit, but won’t necessarily be obvious about it. They get to spend as many points on this document as you did but don’t have any drawbacks.

Hazardous: (400) There are eight of the super-spiders running around (or two more than the number of survivors if greater) and all are capable of infecting humans.

Special Edition: (600) Remember how the starting location was the liferaft and you’d automatically find the island on day four? Not so much. You’ll be starting when the flight leaves, won’t know about the crash until it happens, and have to survive. Then find the island yourself and hold on until help comes. Much of which is random chance.

Perks: These cost 100 points unless otherwise stated. Anything you buy here can be purchased multiple times **provided it makes sense**. Just don’t beclown yourself. Doing so provides an additive bonus unless noted otherwise. Perks with the [MULTI] tag require you to pick a specialty from the perk’s topic and have the option of purchasing multiple specialties at the normal price. These are then treated as separate perks for acquiring the additive bonus and other features. You can roll a maximum of four deep which will put you at world class for the setting.

Career Options: Choose a career. You get 5 years of experience with that career and updating credentials that’ll allow you to practice it elsewhere in the future.

Polyglot: This is a West German film, shot in the Federal People’s Republic of Yugoslavia, and set in New York City and the Hawaiian Islands. You’re fluent in German, Sorbian, Romani, the four Serbo-Croatian dialects, Bavarian, Frisian, Yiddish, and English. Single Purchase.

Looker: You’re a solid 9/10 and being sweaty or stuck in horrifying or primitive situations actually increases your attractiveness. At least physically. Not much help if you’re an utter waste of space.

Nymph: You’re an excellent swimmer, comfortable in the water, and know how to have fun on the beach.

Revuer: When it comes to dancing you're able to learn at 10x the speed and it's twice as beneficial of a workout.

Danse: You're trained at ballet to the point your skills could get into a lower-end pro company, and have the physical fitness to reflect that. Although your toes are oddly not completely janky.

Hoofer: You are skilled at some form of dancing that would be useful for the troupe, and have a dancer's body. [MULTI]

Catfight: You tend to cause more clothing damage than expected while fighting, and are very good at causing it intentionally. If you're actually aiming for it, there's a high chance the fight would be censored for broadcast. You're also pretty good at making the damage look unintentional or extra erotic.

Fly Boy: You are a solid pilot for any flying vehicle of this era and can learn to fly new ones at five times the total speed.

Old Hand: You're able to stay calm under all but the most extreme of circumstances, and even there you're far more level-headed than normal.

Cat Herder: You're an expert at managing personal conflicts amongst your team and keeping them working together. Longer-term team members can even benefit from your perks that would make you easier to work with or manage, albeit at a reduced capacity (10% after the first month and +2% each additional month.) Team members who reach 100% of any perk will keep them permanently,

Party Jumper: There's just something about you that makes parties and social gatherings a lot less uptight. This isn't instantaneous and is relative to both the nature of the affair and the people involved. You aren't going to turn a state dinner into a wild party, but a bunch of frustrated dancers on an island may devolve into nudity and groping faster than you can cook a pizza. Of course, you do need to be actively socializing for this perk to have much effect.

Unpenter: The more sexually frustrated or pent-up somebody is, the more attractive you are and the wilder they'll get with you. Yes, this is true of most people, but for you, the effects get pretty egregious.

No Reason To Fear The Worst: (200)The plane just burst into flames and crashed into the Pacific Ocean a week ago. Once per jump you survive a vehicular incident, even if it should have been impossible, and will only suffer minor injuries at most. That's no guarantee that the place you wind up after will be particularly safe, but it won't be immediately lethal or even of above-average danger for the area.

Like a Spider: (200) Your grip strength is three times higher than it should be for your

strength.

Torch-Handed: (300) Provided you both outnumber the opponent and the opponent isn't noticeably stronger than the mob combined, the mob's intimidation and damage against their foe is tripled.

Watching Your Figure: (300) Your water and caloric requirements are halved, and you'll be healthy as long as they are met. If you do meet your vitamin and mineral requirements on a daily basis then your calorie requirements may be halved again for up to a month or you may double your recovery from physical exertion. Takes two weeks of meeting the requirements to switch between the two.

Rightway: (400) You're an awesome navigator. This includes using manual tools to fix your position, precise dead reckoning calculations, knowledge of the era's primitive electronic aids, complete memorization of the tables used in stellar navigation, and a general mathematical aptitude. I'll even throw in the mental equivalent of a functioning compass rose and rough dead reckoning equivalent to a budget, 60s-era gyrocompass.

Many Drops to Drink: (400) Seawater counts as potable water for you.

Items: These cost 100 CP unless noted otherwise. While they may be purchased more than once, only a single instance will be present until the gauntlet is cleared.

"Revolver": Looking suspiciously more like an FN1910/22 than any revolver ever manufactured, this semi-automatic pistol holds eight rounds of .380 ACP and comes with an additional box of twenty-five rounds. There is otherwise nothing out of the ordinary for this item.

Post-jump, removing the empty magazine will cause it to refill with the last ammunition it was fully loaded with upon reinsertion. The gun will accept any rimless or semi-rimmed, non-magnum round between .25 ACP and 9mm Makarov and has an expanded capacity. Ten rounds of .380 ACP or 9mm Makarov, fifteen rounds of .32 ACP, and twenty-five rounds of .25 ACP as a guideline. Oddly, both 7mm Nambu and 8mm Nambu will also work fine despite being oversized.

Jerry Can: A five-gallon can of potable water that refills weekly.

MCI: No, not the old telecom. It stands for Meal, Combat, Individual. Issued by the US Army from just after the Korean War until 1980. somehow you'll be able to find three these canned meals every two days while on the island. Each is good for about half a day's calories. Unfortunately, you'll find the same randomly selected one for an entire week at a time. Anything not eaten is not replaced.

Post-jump the selection is still random, however it changes after every third meal. Additionally, the list of possible choices expands with each jump to include similar military rations. You can summon three per two hours.

Change of Outfit: Unless they were fortunate enough to find anything that fit on the island, everyone was stuck with one outfit for the entire month. You're guaranteed to find an entire, complete outfit that fits perfectly on the island. It's normal civilian clothes, although it never seems to stay dirty.

Scout Knife: You get a 1940s-50s 4-bladed, Official Scout knife. Available in any pocket, but if lost, broken, etc. will show up the next day. Inspired by Girl Scouts USA and Boy Scouts of America knives of the period, but any scouting organization that used the same type of knives in the period is acceptable. Doesn't even have to be from one you're eligible for. Although you may get some odd looks if you look like you play center for the Detroit Lions but are rocking a Brownie knife.

Life Raft: (200) It's a life raft for an airplane. This one is far more stable than the default. Seats up to twenty, and provisions stretch farther. Post-jump you'll find one when you abandon a ship, plane, or other vehicle and wind up in the water up to once a year. It's extra stable, less appetizing to marine predators, and easier for search and rescue to find. For an extra 300 CP, this will work when you wind up in outer space or a hazardous atmosphere due to abandoning a vehicle after the jump and be about as comfortable as being on a life raft in the Pacific ocean.

Mob Supplies: Once per day you can summon a torch or pitchfork for everyone present. Up to 100 people. The torches light themselves and are hard to extinguish. Makes you twice as scary against monsters and you can add one to the multiplier for every five

additional people you equip.

NOTE

Using either Supplement or Crossover mode requires taking the “Stick Around” toggle, unless the other jump is taken as a gauntlet. For non-gauntlets you won’t get the additional stuff until after leaving the island. Gauntlets will give you stuff at the same time, but you must clear both to pass. Additionally, in the latter case the difficulty will correct itself if needed.

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 may take individual drawbacks, or get 1/2 your points from this document to purchase stuff.

Gauntlet Reward: You may add 100 points worth of perks or items from this gauntlet to your body mod. For every two survivors of the dance troupe this increases by 100 points. If you manage to save everyone from the troupe, including the director, you also get Spider Island itself as a warehouse attachment should you desire. There won’t be any were-spiders however.

Notes:

Change Log:

5/31/24 Version 1.0 for Monthly Jump Challenge: Mayday.

6/5/24 Version 1.01 Added prices for items (oops), updated Life Raft item, added a reward, and rewrote supplement/crossover usage.

Ending Options:

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