



Jump Doc By ArcaTheAnti-God

Warning: Spoilers for the events of Blinx and Blinx 2. If you haven't seen or played the game, I recommend doing so before looking ahead.

Welcome to the Time Factory, a place that exists outside of time itself. It doesn't seem to actually produce time, but it *is* responsible for making sure time goes to every world. The Time Factory seems to be run by humanoid cats with vacuum-like devices that suck up items and trap them in a time stasis, who call themselves Time Sweepers. The Time Sweepers find themselves at odds with the Tom Tom Gang, a group of humanoid pigs that seem to mess with space around them the same way the Time Sweepers use time, while avoiding the notice of Time Sweepers through the use of stealth tactics and reverse engineering anything they can get their hands on. The Tom Tom Gang make their living by stealing and selling anything they can get their hands on, which usually ends up with them getting in over their heads.

You're about to drop in before one of those times. The Tom Tom Gang have plans to steal time from the world known as B1Q64, taking all the time crystals they can find and selling that time to other worlds. Unfortunately, this results in a massive disturbance in time that turns everyone in that world into time crystals and leaves behind nothing but time monsters.

The only person in that world who's spared from that fate is the princess, Lena, since she was kidnapped by the Tom Tom Gang beforehand. Normally, the disturbance in

time for world B1Q64 would've been too much for the Time Sweepers, leading to them closing the gate to that world, but the Tom Tom Gang sent a message to the Time Sweepers that showed that they still have the princess with them. A single Time Sweeper, Blinx, sees the princess needing to be saved and throws himself into the gate before it closes.

Barring the use of toggles, you'll be showing up before the disturbance in time happens, but you won't have enough time to prevent it from happening. Feel free to help Blinx while you're here, or maybe you're part of the reason why it's happening. This is your story, after all.

You might need help if you want to make a difference in this world, so take these **+1000** CP (Crystal Points) to tip the odds in your favor. You can choose your age and gender freely, just try not to hold yourself back by making yourself too young or old, you have to survive 10 years here, after all.

Origins:

(Either origin can be taken as a drop-in, providing you with no previous history or memories, but giving you enough background records to prove you existed previously)

Time Sweepers (Free): A group that's in charge of making sure time is distributed wherever it's needed. They're normally entirely cat-people, but you can choose to be a human Time Sweeper if you want. As long as you can do your job, it shouldn't be an issue. Almost every Time Sweeper has left B1Q64 to its fate, and you'll be starting your time here in the Time Factory. If you head to the gate quickly, you can join Blinx to help save the world, he could use all the help he can get.

Tom Tom Gang (Free): A group of bandits that'll sell anything they can to make money, which is what started this whole mess. Once again, you can choose to be human or a Tom Tom, the gang doesn't exactly discriminate. They didn't predict the time monsters being created by their actions, so they've pretty much left B1Q64 as well. You'll be starting out on the Benito Battleship, you'll still be too late to prevent the time

disturbance but you'll be on the ship that can get you out of there before bad goes to worse.

General Perks:

(Perks are discounted to half price for those who took the respective origin, with 100 point perks being free)

Master of Music (Free): These games are classics, and the music for the games are catchy too. This perk will make sure you're able to listen to the music from the games whenever you want. You're given a mental soundtrack of every song from both games, letting you play the song in your head at any time. You can let others hear the song too, but it won't be able to function as a distraction, they'll hear it but they won't act as if the music is out of the ordinary.

Well-Designed Graphics (-100): This perk will affect you, as well as the world around you. It'll act as a visual filter that makes any world you go to have a similar appearance to the areas you find here. It also acts as an appearance booster for you, on a scale of 1 to 10, you'll be an 8 at the least. Lastly, your appearance is also given an SEP field, no one will notice how outlandish your appearance is in other worlds, so you can walk around as one of the feline Time Sweepers and no one will bat an eye unless you point it out.

Look Out Below (-200): A rough landing seems to be something that no one is aware of here, with most people falling from heights twice their own and landing on their stomach, just to pick themselves up and keep moving like nothing happened. You can do the same thing now, falling from heights that would kill anyone else and only being inconvenienced by the landing. There's no guarantee that your landing will be graceful, but there won't be any damage done, except to your pride. I guess cats don't *a/ways* land on their feet.

Chronological Constant (-400): With the ability to manipulate time being so common here, you might need something like this. You're now immune to the hostile effects of time manipulation involving you. If someone were to stop time around you, you would likely be the only one to be able to move anyways. If someone were to try reversing time to make you fight enemies you already fought, they would probably end up reversing time for you until they end up undoing any damage they did to you throughout the fight before it stops working. It also works on more complicated forms of time manipulation, going back in time to try to prevent your birth would just lead to a separate branch of memories telling you what changed because of their actions.

Time Sweeper Perks:

Acro-cat-ic (-100): Being a Time Sweeper requires a surprising amount of athleticism. Take Blinx for example, he was capable of running across a rope to get across gaps as easily as he walks across normal ground, can do flip jumps to jump in any direction he needs to, and defy the laws of physics to jump off the air itself, letting him jump twice. You're capable of all of these same things and most likely more, try jumping off of a wall and into another wall, you might be able to wall jump all the way to the top.

Power Stronger than Time (-100): The entirety of the Time Sweepers decided that it would be better to close off B1Q64 than risk letting it affect the other worlds with a time disturbance. Blinx, on the other hand, didn't hesitate to go to B1Q64 and ended up single-handedly solving the time disturbance. You have the same bravery that Blinx has, without it affecting your survival instincts, and the willpower to see those decisions through to the end.

To My Hero (-200): Everybody loves a hero, and some people don't know that they can be heroes too. You have a bit of charm that appeals to those that you help, with the effect scaling with how far you've gone to help them. Fighting a small army of monsters and a time manipulating monster to save a princess and her home world would be enough to forever have a place in her heart, even if you and her never even spoke to

each other. Another effect of this perk is to inspire a desire to improve in those you help, if you were to save someone from some time monsters, they would probably end up wanting to become Time Sweepers.

Reactives (-200): Time itself seems to favor you. Whenever something around you threatens your life or whatever goals you have in mind (protecting someone and they're being put in danger), time stops briefly and attention is called to that threat. You're given a few seconds to figure out how to deal with that threat, given access to time controls and not needing time crystals to do it. This Reactive will only work once a day, and it's still up to you to decide what form of time control will work best, and it'll still be up to you to pull yourself out of the fire.

Time Scavenger (-400): Time crystals are gonna be a scarce resource in the future, and there are likely options for you to keep gaining time crystals later on, but this will make things much easier. Time monsters in this setting will drop a few more time crystals when they're beaten, but once you're in future settings, time crystals will be dropped by bestial and monstrous beings that you kill.

Team Player (-400): Not every problem you face in your chain can be solved by one person deciding to be a hero and being in the right place at the right time. Everyone needs help sometimes, and the Time Sweepers needed to work in teams to be able to deal with the Big Crystal incident, even working with the Tom Tom Gang to fix the damage. There's more to teamwork than putting a bunch of people in the same group and hoping for the best, and you know exactly what's needed to work with others. You're able to work with others almost seamlessly, almost as well as if you were controlling them yourself, but only in small groups of about 8 people (excluding yourself). This also gives you a bit of talent as a negotiator, being able to get others to ignore past grievances for the sake of dealing with a bigger threat. This will mostly work for short-term alliances, but it'll still help pave the way for something long-term.

Master of Time (-600): Normally, Time Sweepers have the ability to control time around them, but this ability is reliant on the presence of time crystals, which you probably won't have access to in future settings. Setting you apart from the rest of your coworkers, you can control time in the same way as you could with time crystals, but instead relying on your own internal energy to do so, whether it's stamina, mana, or chakra. You can activate multiple time controls at the same time, but the cost of activating each one stacks. (Like using Slow Motion and Fast Forward at the same time, slowing your enemies down while speeding up your own movements). The only exception to this are the Retry controls, which works differently with your nature. You have a Retry control stored for personal use, acting as a 1-Up and turning back time for a few seconds whenever you take lethal damage. This internal Retry only comes back once a jump, or every 10 years, whichever happens first.

Chronologist (-600): There are some pretty impressive pieces of technology to be found here, it's no surprise that the Tom Tom Gang wants to make use of whatever they can get. Most of the technology found here involves interacting with time, from the Sweepers that act as vacuums that freeze anything sucked into them in stasis and launch them as projectiles, to the Time Factory itself. You have the knowledge of the functions of Time Sweeper technology, letting you make their equipment on your own. With enough time and resources, you could eventually make your own version of the Time Factory, your own place outside of time.

Tom Tom Gang Perks:

Sneaky, Sneaky (-100): The Tom Toms, with all their pride, know that they can't beat the Time Sweepers in a direct confrontation, so they don't. You have a talent for getting from one place to another without being seen or heard, and this talent also applies to your other abilities, letting you find unique ways to use your powers to avoid notice.

I Saw Her In a Dream (-100): When Benito first dreamed of Mina, the daughter of the Time Goddesses, the other members of the Tom Tom Gang thought that Mina was just

a dream right up until she appeared in front of them at the end of the second game. This probably isn't the first time you'll be confronted with disbelief when saying something that's true. From now on, whenever you say something that's true, or at the very least something you *believe* is true, those around you will believe what you say as the truth, or that you genuinely believe what you're saying is true. It's not gonna do anything about people's reaction if you decide to tell them something that would completely change their view of the world, like telling them that you're a jumper or that their world is a video game you've played before.

Rebuild What's Broken (-200): One of the things that gives the Tom Toms a fighting chance against the Time Sweepers is their ability to make anything they get their hands on into something of their own. This ability to reverse-engineer items is what allowed the creation of the Pause Grenades, letting them freeze time like Time Sweepers do in a localized area. You share in the Tom Tom Gang's ability to learn how something works by taking it apart and putting it back together, this also extends to being able to fix broken equipment and figuring out how to improve related items.

Not So Secure (-200): It's one thing to be able to avoid notice, it's another thing to notice what you have to avoid. Whenever you're trying to sneak into or out of somewhere, the security you're trying to work around will work off of movie/game logic, like guards using flashlights at night or during rough weather that let you know what direction the guard is looking in, and lasers that trip the alarm system being visible to the naked eye. This also improves your luck when it comes to thievery, if you're trying to open a safe that needs a specific combination or code, it'll usually be written down somewhere for you to find. If you're dealing with something like an electronic lock, you'll instead be treated to a minigame to simplify breaking into it.

Underground Warfare (-400): At first glance, the Time Sweepers would appear to be the more prepared faction. Just looking at what tools they have at their disposal would imply that the Time Sweepers would've won against the Tom Toms by the time the events of the games begin. The truth is, the Tom Toms are pretty clever and

underhanded at the worst of times. If the **Sneaky, Sneaky** perk is the perk to help *you* sneak around, then this is the perk for large-scale equivalents. If your hidden base comes under attack by your long-time opposition, you would be the one leading your faction to a quick and easy escape that would leave your faction mostly unaffected by the direct attack. Just make sure you actually have something to use for your plan, it won't help you escape an island where your hidden base happens to be if you don't have anything to get you off the island in the first place.

Layers in Time (-400): Benito had a dream of himself and the Tom Tom Gang attacking the Time Factory, only to find out that his dream actually happened when he woke up, with the Tom Tom Gang actually being copies of his allies similar to Record clones. Now, you're capable of doing something similar. You're able to power up your allies with energy in a similar way, making them stronger and incredibly resilient. The only way someone's getting through that power is if they're stronger than the amount of energy you used on them. Unfortunately, this is incredibly energy intensive, and is easier to do while sleeping than while you're awake. You can also use an outside source of power to do this, like the Big Crystal, but the cost increases the more people you use this on.

Master of Space (-600): The Tom Toms are capable of manipulating space in the same way that Time Sweepers control time, being another way to stay ahead of their opposition. Normally, the abilities of the Tom Tom require help like the Time Sweepers with time crystals, but you can fuel your abilities with your own internal energy, opening portals with stamina or mana instead of specially made spray cans.

Glitch Expert (-600): The time monsters in the world were created by accident, too many time crystals in the same place will usually result in creating these monsters. The Tom Toms helped to create these things by accident, but if they can be created by accident, it's likely that they can be made intentionally. You have this kind of relationship with other kinds of energy, being able to make a large amount of energy in a single area condense to create monsters. There are plenty of risks to this process, such as the fact that the monsters you create aren't under your control. While the monsters created by

this will have abilities connected to whatever energy created them, their capabilities are random, for the most part. After all, I'm not quite sure how time crystals create a monster that summons and shoots garbage at you. Any kind of unusual energy will work for this, but it'll take a lot of energy to make anything, with a massive amount being needed to create anything even close to the bosses of the games.

General Items:

(Same discount rules as perks. Items bought here are fiat-backed, quickly returning to your possession after being stolen or broken)

Fun and Games (Free): The games are considered classics, and it might be nice to be able to experience how things originally went down without having your life on the line. This item gives you both games in the series, and an Xbox to play them on. Have fun.

Gold Crystals (-100): These crystals resemble the time crystals in appearance, but some are bigger than others and all of them are made of gold. This purchase gives you 5,000 gold worth of crystals, which will be a good head start here. You'll get back anything you spent a month after doing so, and these crystals will be considered valid currency in future settings.

Time Sweeper Items:

Sweeper Wardrobe (-100): You have a closet full of the kinds of clothes that you would see worn by the Time Sweepers, in various colors and styles. These clothes will also be pretty helpful considering some of the environments you'll find yourself in, being cool and breathable in hot environments and being warm and insulating in frigid environments. The neck bell is optional.

TS-1000 LV.1 (-100): The basic sweeper that pretty much everyone starts out with. It can only hold about 5 objects, and it's not gonna hold anything bigger than you are, so don't expect it to suck up anything bigger than a trash can.

Time Crystalizer (-200): You might want to keep this a secret from... well, everyone. Normally, time crystals are a sign that time is glitching out, and Time Sweepers use their sweepers to pick them up before they become a problem. This device, resembling a soda machine in size and appearance, apparently creates time crystals that are completely safe. The source that says it's safe to use is apparently just 'trust me on this'. The Time Crystalizer generates enough time crystals of a certain type to basically give you a free time control once a day, with the exception of the Retry crystals, which will only generate enough for one Retry once a jump or every 10 years, whichever is sooner.

Targeting Goggles (-200): This may be surprising to hear, but it's pretty hard to aim a vacuum. Luckily, you have a pair of goggles that have a targeting system of sorts in them. Whatever ranged weapon you're holding while wearing these goggles lines up a target that'll show exactly where your weapon will hit if you were to fire. Despite the targeting system being in the goggles, the target itself lines up with the weapon, so it's not gonna show anything at all if you don't have a ranged weapon with you. If you took the **Sweeper Wardrobe** or the **Tom Tom Wardrobe** then this targeting system is also added to any goggles included.

Gate Rift (-400): You now have a personal gate for your use, acting as a portal that'll instantly take you to a location of your choice. As long as the area isn't warded or guarded, the gate will take you there in an instant, with the only range limit being that you have to appear in the same setting. The only downside with the gate is that it doesn't come with you when you travel, it'll open an identical exit gate wherever you decide to go that'll close behind you when you travel, so you better hope you have another way to get around so you aren't stranded once the exit gate closes.

Time Sweeper Shop (-400): The Time Sweepers didn't have everything handed to them, some things had to be earned. Now, you have access to a shop that sells helpful items and equipment that the Time Sweepers make use of. The shop will never sell

anything that's completely unique, but some of the more advanced equipment like the sweepers that shoot flaming or freezing projectiles can be found here, along with helpful items like Retry time crystals. Everything bought here is given fiat-backing and the shop will take anything that's considered currency, from the gold crystals that look like time crystals to the paper bills that you're probably familiar with.

The Time Factory (-600): It's not necessarily *the* Time Factory, but it's an identical copy for your personal use. Just like the original Time Factory, your copy exists outside of time, making it almost impossible to reach it unless you're dealing with time travelers or unless you bring them to the factory with you. In your Warehouse is a gate that'll bring you to the Time Factory. It doesn't bring any of the Time Sweepers with you, but the place has living quarters and everything it needs to be completely self-sufficient, minimizing any risks of intruders. Part of the Time Factory is that it has an area for different gates, and this version of the Time Factory updates to include gates for every world in future jumps. The temporal nature of the Time Factory means that any part of it that's damaged will fix itself if left alone.

TS-X7 Supreme Sweeper (-600): You normally have to 100% the game to get your hands on this sweeper. It can pick up about 15 items up to small buildings in size, and it includes elemental effects for whatever is shot out of it, doing frost and fire damage at the same time, but you can mentally switch off either form of damage freely. It can also vacuum up water and flames to shoot as projectiles, while having faster vacuuming speed than any other sweeper.

Tom Tom Gang Items:

Tom Tom Wardrobe (-100): Similar to the wardrobe item for the Time Sweepers, but this one is for the clothes worn by the Tom Tom Gang. In addition to the same environmental effects of the Time Sweeper wardrobe, the Tom Tom Gang clothing will help with camo, making it a little easier to go unnoticed.

Silent Weapons (-100): The Tom Toms are usually equipped with weapons that focus on their stealthy aspects, weapons like these. You're given a slingshot that can easily knock out unaware opponents at a distance, along with a wooden bat that can be used for the same thing, but you'll have to be closer to use it. Unfortunately, there are some enemies that just can't be knocked out, like the time monsters or mechanical enemies.

Pause Grenades (-200): Reverse-engineered using technology stolen from the Time Sweepers, these grenades are capable of freezing time in a localized area in a similar way to the Pause time control. Throwing one of these grenades will freeze time in a room-sized area, leaving you the only thing still capable of moving, but on top of its smaller AOE than the Pause time control, its effect doesn't last as long as the time control variant.

Tom Tom Bomb Bombs (-200): A very commonly used weapon by both sides in this. These bombs are about half the size of an average Time Sweeper and are designed with the pig face of the Tom Tom Gang on them. The blast radius is enough to clear out a room if it were set off in there, and has a strong enough blast to be used for demolition. The bombs were originally designed with a wick to be lit, but these ones have electronic timers that can be set for more precise timing. If these are shot out of a sweeper, you can decide if they have a delay or act like impact grenades.

Air Hog (-400): One of the main sources of transportation for the Tom Toms outside of their space controls. These flying vehicles resemble small motorcycles without wheels with a pig design on the front, being strong enough to carry three fully-grown men on it at once. It's also highly compatible with spatial manipulation, letting anyone who can open portals easily open portals big enough for the bike to fit through. The bike also has internal storage that's altered by spatial manipulation, acting like a trunk for the bike that shrinks down anything it collects to be able to store much more than the size of the bike would suggest. Should this bike be destroyed, you'll find an identical copy in your Warehouse a week later.

Tom Tom Shop (-400): The Tom Tom Gang has their own shop for the equipment they use, which makes sense since they use a lot of it. Whether you're trying to get your hands on a hammer to knock someone out with, or one of the guns that the Tom Tom Gang uses for... other solutions, you'll find it here as long as it's not something that's one of a kind. Just like the shop for the Time Sweepers, everything bought here is fiat-backed and they'll take any kind of currency as long as it's actual currency.

Benito Battleship (-600): This is just a copy of the original battleship, which is a flying pig-shaped ship that acts as a mobile HQ. It doesn't exist outside of time like the Time Factory, but it's protected by its mobility. Like the **Air Hog**, it's highly compatible with spatial manipulation, having the same relationship with traveling through portals. Space controls have made the inside bigger than the outside would suggest, so if it were set up a certain way it could be made entirely self-sufficient. If you took this with the **Air Hog** item, you'll find a small hanger area with multiple copies of the bike in there. Should the battleship be destroyed, it'll take two weeks for another one to appear.

Satellite Laser (-600): Not entirely sure how the Tom Toms managed to set this up, it probably has something to do with their space controls. Nevertheless, you have a copy of their laser weapon, which is aimed by using a laser targeting system that you can carry around with you. Keep a few things in mind while you're using this, while it does massive amounts of damage to anything in its rather large radius, it doesn't give any protection to you or your allies from friendly fire, so make sure the only people in its radius are your enemies before you target something. Speaking of firing the thing, you can only do so once a day, with the weapon needing to recharge afterwards. The satellite is fiat-backed to work in pretty much any area you're in, even if you're on another planet, as long as you're outdoors.

Companions:

Import/Recruit/Create (-50/-300): Each time you take this option costs 50 points, or you can get a full 8 companions by paying a bulk price of 300. You can import a

companion you have, take a character with you that isn't listed below, or create an OC companion fitting your background. Each companion you get this way gets 800 points to spend on anything except more companions, and they can take drawbacks for more points as long as those drawbacks only affect them.

Blinx (-100): The Time Sweeper that ended up saving a world from losing time entirely. He tends to rush into dangerous situations without a second thought, and doing whatever he can to do the right thing. Blinx has proven himself a capable Time Sweeper, starting this jump with the effects of **Acro-cat-ic**, **Power Stronger than Time**, **To My Hero**, **Reactives**, **Time Scavenger**, and **Team Player**. He also starts the jump with the **TS-1000 LV.1** and the **Targeting Goggles**. If you take him as a companion, he'll gain the **Master of Time** and **Chronologist** perks once the jump is over, along with the **TS-X7 Supreme Sweeper** to replace his **TS-1000 LV.1**.

Benito (-100): The leader of the Tom Tom Gang, and the one who tends to cause these time-related issues to happen. As greedy as expected of the leader of the Tom Tom Gang, but he genuinely cares for those he's in charge of. At the start of the jump, he has the perks **Sneaky**, **Sneaky**, **I Saw Her In a Dream**, **Rebuild What's Broken**, **Not So Secure**, **Underground Warfare**, and **Layers in Time**, along with the items **Silent Weapons** and **Pause Grenades**. Once the jump is over, he gains the perks **Master of Space** and **Glitch Expert**, and the **Satellite Laser** item.

Drawbacks:

No Time for This (+0): The plot for both games doesn't take too long to finish, and you might be in a hurry to continue your journey. This option is a toggle that lets you leave the jump as soon as the events of Masters of Time and Space is finished.

Masters of Time and Space (+0): This toggle acts as a bit of a late start, Blinx saved the princess and world B1Q64 is in no danger from time monsters anymore. This means

that you can choose to start right before the events of Masters of Time and Space if you want.

Who's Blinx? (+0): Maybe you want to work alone, maybe you just want to be the hero. No matter what your reasons, this toggle lets you replace Blinx as the main character. How exactly this works is up to you, maybe you retconned Blinx entirely, or maybe you got to the gate before him and it closed before he could jump in after you. Taking this toggle doesn't lock you out of taking Blinx as a companion, you just won't be able to take Blinx's place entirely, being unable to retcon him.

Time Language? (+100): Pretty much everyone speaks the same language here, and you would normally understand it, but not with this drawback. There's nothing stopping you from learning the language the hard way, but you might not have much time to do so under these conditions. This drawback would be worth more points than this, but everyone starts speaking english in the second game anyways.

OCD (+100): The medals in the game were just collectables, they didn't have any significance outside of stuff like concept art and a special sweeper unlocked near the end of the game, which you can just buy here. With this drawback, collecting all of the medals in an area is needed before the exit gate will show up. Once you finish the jump and you have all of the medals, you can decide to keep them in a shrunken form as a kind of memorabilia. At that point, they'll be more like pins to stick to whatever you're wearing.

Running Out of Time (+200): Normally, there wouldn't actually be a time limit, getting from one area to another. As long as the time monsters didn't take you down, you'd be fine. Now, you have the same time limit that the first game had. Each level and mission will have a time limit of 10 minutes now, so try not to dawdle. This time limit is unaffected by time manipulation, with the only exception being the rewind caused by Retry and Record.

Stacked Odds (+200): Looks like the time crystals needed to create time monsters isn't as high as we originally thought, because each area you go to is gonna have a higher number of time monsters than normal. It's not a drastic increase, and it's not gonna affect boss battles very much, you'll be dealing with the boss and 2 or 3 regular time monsters at that point.

Perk Lockout (+300): Looks like your interdimensional nature doesn't mix well with all of these time travel shenanigans. All of the perks you gained outside of this jump, excluding your Bodymod, are taken away from you until the jump is over.

Item Lockout (+300): You traveled through the gate easily enough, but your items seem to have been left behind. Until the jump is over, you're locked out of using any items you gained outside of this jump, unless they're part of your Bodymod, and you're locked out of your Warehouse.

Companion Lockout (+300): You might be able to get help from time to time, but it won't be from your companions. Your companions won't be able to join you during this jump. You'll still be able to buy companion options, like importing them or buying a companion like Blinx, but they won't be joining you until the next jump.

Living on a Razor's Edge (+400): In the first game, Blinx was practically made out of glass. Just touching one of the time monsters was dangerous, and he would need to use a Retry immediately after doing so. Now, you're under that same limitation as Blinx was, taking any damage at all will kill you and force you to use a 1-Up or a Retry, or else that one bit of damage will end your chain.

Invincibility Frames (+400): Maybe it's the weird relationship with time that most beings here have, but everything you fight has an annoying way of avoiding damage. You'll be able to see when this happens by the blinking white flashes that enemies do, but your enemies will have repeating moments where any attacks against them are ineffective. These moments are usually just after you attacked them already, or when

they're attacking you, but when it happens you'll have to wait for the visual cue to stop before they can take damage again. Any projectiles used against them will probably shatter against them harmlessly, while any other kinds of attacks will phase through them as if they weren't there. Just keep in mind that just because you can't hit them, doesn't mean they can't hit you.

High-Priority Target (+600): During the events of the first game, the Time Sweepers and the Tom Toms are more focused on escaping B1Q64, and during the events of the second game, they're both more focused on the Big Crystal incident than each other. Despite the two groups being at odds with each other, they don't spend a lot of time actually focusing on fighting each other. With your introduction to the world, that changed a little. The opposing faction of whatever origin you picked has someone who has it out for you for unknown reasons. If you're part of the Tom Tom Gang, you might be dealing with Blinx, if you're a Time Sweeper then you'll probably be dealing with Benito or one of his right-hand men. Whoever you end up facing, they're gonna be dangerous since they'll have access to their faction's entire perk tree. They'll try to make their way out of dangerous confrontations with you if it looks like they're losing, that way they can be a thorn in your side more than once. (See **Notes** for more)

Time and Time Again (+600): The time monsters are supposed to be walking glitches in time, but apparently time itself is glitched when it comes to you, or rather, when it comes to the bosses you face. Every area ends in a boss battle, and they seem to be heavily involved in time when it comes to you. Every time you reach an area's boss battle, you're sent back in time to face the boss from previous areas again. Facing the game's first boss will be no different than before, but fighting the second boss will require facing the first boss again. Facing the third boss will require facing the second and first bosses once more, etc, etc. Your only saving grace with this drawback is that every boss battle is considered a separate fight, so if you take **Running Out of Time** you'll have 10 minutes for each boss.

Ending

Hopefully, you've survived the 10 years here. If not, you'll be sent back home in shame.

If you did, you can choose to **Go Home**, **Stay Here**, or **Move On**. No matter what happens, the effects of drawbacks are lifted.

Notes:

Thank you **Canas-Dark** for suggesting the ideas for **Reactives**, **Layers in Time**, **Time Sweeper Shop**, and **Tom Tom Shop**.

Even with **Master of Time**, collecting time crystals will let you store a use of time control for later, letting you use that crystal's form of time control at no cost to yourself.

The effects of **Time and Time Again** don't stack with the final boss mechanics of the first game. The final boss would send you back in time throughout the fight to make you fight boss monsters you've already beaten. Being sent back in time by the final boss isn't gonna make you fight every boss leading up to the boss you were being sent back to fight, but the effects of the drawback means you'll probably end up fighting every boss in the game except the final boss twice during the final battle.

The enemy you get from **High-Priority Target** isn't considered a boss enemy, as dangerous as they may be, so you won't have to worry about repeated boss fights from **Time and Time Again** every time you fight them.

Change-Log:

Version 0.7: Created the Doc.

Version 1.0: Added the perks **Reactives**, **Layers in Time**, the items **Targeting Goggles**, **Time Sweeper Shop**, **Tom Tom Shop**, the drawback **Invincibility Frames**, and finished the details for the **Blinx** and **Benito** companions.