



Mazinger Z

Version 1.0

Welcome to the world of Mazinger Z, jumper. The year is 1972 and the place is earth, but while the world seems entirely ordinary at first glance, that couldn't be any farther from the truth. Its strange and fantastical aspects will first be revealed when the young Kouji Kabuto, grandson of the genius scientist Juuzou Kabuto, loses his grandfather during an earthquake and learns about the true nature of his work: a super robot that surpasses all modern weaponry, granting its wielder the choice to become a god or devil and decide the fate of humanity. This revelation coincides with the first attack on Japan by the minions of Dr. Hell, a megalomaniac scientist whose discovery of the advanced technology of the ancient Mycenaeans allowed him to gather an army of robotic monsters with which he intends to conquer the world. What follows is a series of thrilling, bloody, and downright bizarre battles against Dr. Hell's forces as Kouji and his allies attempt to thwart the evil madman's ambitions. Though that is only the first part of only one tale, one of several conflicts the earth will be engulfed by during your stay.

By default, events that take place will match those of the original Mazinger manga timeline, that being Mazinger Z, Great Mazinger, and UFO Robot Grendizer. It's going to be ten years of gigantic super robots, ancient Greek kaiju, invaders from outer space, and perhaps even more unusual enemies depending on the choices you make, so take this **1000 CP** to prepare yourself for the chaos.

Time and Place:

You begin in 1972, on the day that Kouji pilots the Mazinger Z for the first time. You can start in any location of your own choosing as long as it makes sense for your chosen origin, though you're restricted to earth or its atmosphere, if you happen to have a spaceship.

Origins:

Gender and age may be freely decided. Any origin can also be taken as a drop-in option; it'll take some explaining, but it's not the strangest thing to have happened here.

Pilot: Maybe you're a member of the Kabuto family, one of the children of a similarly renowned family of scientists, or just some ordinary high school student before certain circumstances lead you to piloting a super robot. Regardless of what you may have been before you came into contact with the world of giant robots, it looks like it's your destiny to sit in the cockpit of one of these mechanical titans and put the hurt on whoever threatens what you hold dear. A dangerous destiny for sure, but aren't you glad to have the power to protect others in the first place? Just keep your head held high, don't let that smile leave your face, and show those bastards what you're made of!

Good Doctor: Have you always dreamed of building giant robots that punch evildoers in the face? If you answered yes, then look no further. The development of technological marvels for the sake of protecting mankind from evil is your life's work, and you've got the skills to put your money where your mouth is too. If your research isn't done in some basement away from the prying eyes of the public, you're probably a renowned professor in the field of robotics one breakthrough away (at least allegedly) from creating the most powerful weapon mankind has ever seen, but keep in mind that not everyone will appreciate the work you do to protect the planet, especially the people you're trying to protect it from.

Conqueror: You might be a man of science, but you don't believe in small-minded concepts like "love" or "justice". Much like the subtly-named Dr. Hell, your sole motivation is an unquenchable lust for power and everything it brings with it. The original cause of this desire is ultimately of no consequence — you could be anything from a colleague or rival of Dr. Hell to a survivor from the ancient Mycenaean Empire, or even one of the extraterrestrial subjects of the Vega looking to claim earth for yourself. What's important is that you have an ambition that humanity's greatest conquerors could only dream of, and you will stop at nothing to achieve it.

Perks:

Perks are discounted to their associated origins. Discounted 100 CP perks are free.

Pilot

Pro Racer (100): You won't make it far if you don't even know how to make your robot go forward. Luckily your ability to handle any vehicle is far above average, almost like you were born in a cockpit. You don't instinctively know the controls of whatever vehicle you might find yourself in, but you quickly get the hang of them with a very short explanation of what everything's supposed to do, piloting something like you've spent years of your life mastering it after a few days of practice.

This mastery over your vehicle also means you can pull off stunts like swerving a car through a highway to successfully evade a marauding killer robot and other feats that anyone short of a pro would have trouble performing. The time you need to spend scales with the actual difficulty of controlling the vehicle, but piloting even a giant robot will be a breeze after your first trial by fire.

Devil or God (100): On the fateful day when Kouji Kabuto lost his grandfather and came to know his destiny as the heir of a machine that could become a world-saving god or a world-destroying devil, he made a decision: that the Mazinger would become a protector of mankind, and that it would never be used for evil.

When you make up your mind and decide upon a similar ideal, you'll find that it becomes much easier to keep your promise. You'll always be aware of the ramifications of your actions and how they compare to the morality of your original decision, and if you find yourself faced with a moral dilemma you're never incapable of quickly determining the option that aligns with your ideals the closest.

Winning Smile (200): Be it your appearance, attitude, or relentless dedication to protecting the earth, there's just something about you that happens to be very popular with the general public. Every time you show up and beat the bad guy your reputation gets a massive boost, to the point where you can go from a complete unknown to having dedicated fan clubs across the country after just a few scraps with Dr. Hell's metal beasts. The effect scales with how impactful your actions were, so if you save the entire world in a climactic final battle you can expect the majority of the world's population to vote for you in the elections even if you're not a registered candidate, or if you're more about monetary gain you'd no doubt be able to live entirely off merchandising deals alone. While it's primarily effective on large groups of people as a whole, you'll also find people you interact with on an individual level getting attached to you more quickly when your deeds personally affect them, be it in a professional or personal sense, and when you've come to know each other you can be much more lax in actually maintaining a friendship or romantic relationship without things falling apart. The benefits of being a main character.

Super Ruse (200): With all of the bizarre methods that evildoers employ to get the better of you, it might be useful to adopt a similar strategy and come up with a few unexpected plots of your own. Should you put your mind to it, you'll find that you're very good at cooking up odd plans to blindsides your enemies, and if you happen to fall prey to one of them yourself then your quick thinking often allows you to turn the tables on your enemy.

You could, for example, get out of a dangerous hostage situation by handing your robot over to the enemy as a sign of surrender, only to reveal that the robot was actually another robot merely disguised as your own, and that you yourself had actually been hiding under the ground this entire time waiting for the right moment to save the hostages! As you can imagine, these plots probably wouldn't be very feasible in any sane situation, but this perk also makes your enemies more susceptible to actually falling for your ruses, and your allies more willing to go along with them.

Mazinger Dies Today (400): Isn't it strange that a teenager who's never been in a fight before could defeat giant killer robots time and time again? That's the same attitude anyone who faces you for the first time will have, to their great detriment.

As long as they're not highly cautious or masterminds in their own right, first-time enemies will often be arrogant and underestimate your capabilities, assuming your previous successes were only mere flukes or that those you defeated aren't even worth their time. This arrogance will leave them open to attack, and every blow you land will simply be met with surprise right up until the moment you trounce them. All bets are off if you actually prove yourself superior to them, but until then then won't see you as anything resembling a threat.

To the End (400): To tell you the truth, this world isn't always as bright and cheery as it looks. Villains pose a very real threat to the well-being of the heroes and innocent civilians, whose lives are sometimes tragically lost in the struggle to protect the earth from evil. Others might lose hope and simply give up when their personal failures lead to terrible things happening, but nothing is going to bring you down, at least for long. Fear and shock don't affect you at all, and trauma just doesn't seem to stick. You've fully convinced yourself that all is lost only when you allow it to be lost, and nothing can make you back down in the face of evil against your will.

Even if you had to relive your entire life thousands of times over and witness the tragic death of all of humanity and everyone you loved every single time in events seemingly set in stone, you would bear that torment without faltering for just a single shot at changing that set outcome and saving them all. While your unbreakable psyche offers you some resistance to things like horrifying illusions and other alterations to your perception, it isn't guaranteed to help against outright mind control — but if it can be defended against by a strong will? It won't stand a chance against you.

A REAL HERO (600): How do you do it? Every battle you take part in could shred your body apart, you could leave that cockpit like you're seconds away from death or even seconds *after* death, and yet when you show up the day after you're completely fine! No one can accuse you of not eating your greens when you were a kid, because you're a real tough bastard, through and through.

You're not any harder to hurt necessarily, it's just that any damage you do accumulate over the course of a fight affects you far less than it probably ought to, and any pain you do experience will be very slight. A punch to your robot's cockpit might rattle your skull hard enough to give you a concussion or knock you out cold, but you as long as the fight is still going on you won't be out long, probably experiencing only a few seconds of lost consciousness before you snap out of it and keep fighting. You could be flung from your robot and survive the 30 meter fall onto hard ground, walking off all those broken bones without breaking a sweat. A few days in the hospital and you'll be as good as new. When the need is there, you might have people doubting that you're even human, punching a (human-sized) robot hard enough to dent its steel frame and send it flying, or throwing your own severed arm hard enough to make it go straight through another person's body. As an aside, this also lets you SHOUT VERY LOUDLY without doing any damage to your vocal cords.

Mazin Go! (600): You've got grit, you've got hope, and you've got the controls of a gigantic robot at your fingertips, ready to smash anything in your way. While all three of those are very useful when fighting evil, they might not be enough when the odds are stacked against you, and sometimes you'll need just a little bit of luck to succeed. The world itself now looks a little more kindly upon your endeavors, and while it won't twist itself into knots to ensure your victory you can expect random chance to favour you more than the average person. A dice game in your free time is still as reliant on ordinary luck as ever, but when you're in a dangerous situation you might notice that you're luckier than most. Like enemy attacks seeming to miss you more when your robot's in bad shape, letting you retreat and get it repaired safely, or some freak accident causing a delay in the villain's plans so that you'll be just in time to save one of your friends from certain doom. It's not so frequent or obviously bizarre that you would easily notice the effects if you weren't aware of this ability, but any advantage is more than welcome when you're fighting for the future of humanity, no?

Memories of the Vanished World (800): There is clearly something very strange and very significant about you. Not just because of your nature as a jumper, but it does seem like it has something to do with other, as of yet unknown realities. Sometimes your mind will wander, receiving flashes of memories that include you but have never actually happened, and perhaps these events will never come to pass at all; they are, after all, a vision from another world entirely. Your existence is now closely tied to similar existences in every other timeline that would contain something like a "you", an endless amount of counterparts from past and future alike who share not only your name and appearance, but your goals and will as well. This connection ensures you will have help in your time of need when there would otherwise be none, often manifesting in the form of objects from

other realities overlapping with your own world's counterparts. If your robot is damaged, you might find it encased in an otherworldly light and the thin outline of another robot, letting you fight as if you were piloting an entirely intact machine as long as the effect persists. If an important barrier holding back the enemy forces is broken, that same barrier from another timeline could similarly overlap with the one from your own, serving as yet another obstacle for your foes. Get knocked out cold by the enemy, and another timeline's version of your dead grandpa might appear in the void of your unconscious mind to tell you the enemy's weak point, which he really shouldn't know.

These manifestations of your bond with other timelines appear more frequently the greater the stakes and the more dire your circumstances, making at least one or two guaranteed appearances like the aforementioned examples when you're facing a threat that could destroy humanity, though you can go further. Should you be fighting for the universe as a whole, and find yourself so beaten up and otherwise down on your luck that no feasible twist of fate could make the situation any better for you, you will experience the full power of this ability. While they can already be called miracles, they pale in comparison to the one-time miracle that occurs when the requirements for it are met, capable of breaching dimensional barriers to summon an entire army of robotic allies, or even substituting your body for that of one of your counterparts if you fall in battle.

Good Doctor

To Sell Toys (100): You're probably not too concerned with the commercial side of things, but you'd be lying if you claimed that the things you make aren't really damn marketable. No matter what it actually is, the designs you create for your inventions are all incredibly visually striking and iconic, to the point where a robot intended to be a weapon of mass destruction could spawn an entire brand around their unique, appealing look. This isn't restricted to appearance alone, since the names you come up with for your creations and their components like special attacks have a similarly strong market appeal. Better copyright it before someone takes it for themselves.

Live Another Day (100): Should you join the many other scientists on the side of justice in the upcoming struggle for earth, you'll find that you're an important target for the enemy. Even the greatest pilot will be helpless when there are no more people to maintain his robot and upgrade it when threats grow more powerful, after all. That's why you've become skilled in the art of laying low and making sure no one finds you. This skill of yours is so finely honed that you could be a world-famous figure and successfully go into hiding with very little preparation for the rest of your life, successfully dodging any attempts to find you. Because relying entirely on stealth isn't very manly, you're also better at installing things like automated defense systems in a discrete manner, giving yourself a bit more security while you're hiding from the death robots without compromising concealment.

Motivating Force (200): The hopes of other people can be a great motivator. People with a lot to fight for will fight harder, drawing on that hope to bring themselves to greater heights. You probably won't be on the front lines yourself, but you can still awaken this will to persevere in others by acting as their moral support. They might be a born coward or simply inexperienced at battles where their life is on the line, and yet explaining the consequences of winning or losing and expressing the faith you have in their abilities can give them courage that'll let them cast their doubts aside. Should there be others doing the same, your encouragement will enhance their efforts too, and the doubts that were cast aside will be replaced with determination equal to that of the great heroes of this world.

Mechanical Heart (200): Not all scientific efforts are for the sake of battle alone. Artificial intelligence is something that several of the world's great minds have focused their efforts on at one time or another, with impressive results to show for it. Your knowledge is now equal to theirs in the area of thinking robots, fully grasping everything required to design and build robots with minds of their own. Rudimentary intelligence that lets a robot carry out basic tasks like menial labor or guarding important places is far too easy for you, instead creating machines that mimic human thoughts and emotions so accurately that they're nothing short of fully sapient in their own right. With effort, even a machine completely indistinguishable from a human on both a physical and a deeper, more fundamental level will be possible for you. Because humans will always find ways to turn anything they invent into a weapon, you'll also find that creating human-sized robots that integrate with their far larger counterparts to pilot them more effectively is easier than it would normally be.

Weaponized Analysis (400): As a scientist on the side of justice, you're all about peace. And peace is rarely anything but hard-won. As result, you'll constantly be looking for the next big advantage over the enemy, mostly in the form of new weapons to combat them with. While coming up with weapons that have no real basis in reality is perfectly fine, you've found that you're much more easily inspired by real-world examples. Sparks of inspiration just fly into your mind when you see anything that could feasibly be turned into a weapon for a giant robot, regardless of if it's mechanical in nature to begin with. Scaling up smaller weapons is the simplest example, but even seeing an enemy's psychic mind control powers at work could grant you the necessary spark for a mecha-sized gun that harnesses psychic energy to achieve the same effect on a greater scale. Of course you'll have to give such weapons or abilities some proper analysis before you can replicate them, but with a mind like yours there is nothing that cannot be weaponized.

Super Everything (400): Humans have been trying to improve the physical materials they work with all throughout their history, and though it seemed like the discovery of Japanium and its use in the creation of Alloy Z would act as an end point for that process, the invention of Super Alloy Z proved anyone who thought so wrong. With its unreal durability and ability to channel large amounts of energy, Super Alloy Z seemed unparalleled until Super Alloy New Z was created, enhancing Super Alloy Z's core properties and diminishing the few weaknesses left. Then came Super Alloy New Z α — and I'm sure you get the point.

You have the knowledge and skill required to create "super" versions of any alloy or other material you know how to make, greatly improving upon any desired characteristics. Super titanium will be more durable and resistant to corrosion, super rubber will be more elastic and insulating, and so on. Then, when the enhanced material has been finished, you can keep enhancing it in much the same way that Alloy Z has been enhanced. Every superior iteration will take more time, effort, and resources to create, but there's no true limit when it comes to how far you can enhance any given material.

Secret of Photons (600): Photonic Energy Theory was established by Juuzou Kabuto after the discovery of a new type of energy that was created as a result of nuclear fission from the elements within Japanium. By researching this strange new energy, its properties were determined and the process to create it was reverse-engineered to harness the power of a form of energy that surpassed that of nuclear fission without any pollution.

Like him, you have mastered the fields of experimental and theoretical physics to such a degree that your mind can unlock the secrets of any form of energy you wish to research, no matter how new, obscure, or simply mysterious they may be. As long as you know it exists, you can discover what it does and how its processes can be artificially influenced to harness it in a functional manner. These first simple steps are easily achieved, and with time you can for example use it as a power supply for a giant robot and unleash any destructive properties it possesses through various means, the most obvious being something like a large cannon. But the power of photonic energy was never limited to just that. With further research, the energy's even more groundbreaking functions were discovered, like constructing physical objects on a molecular level and using advanced dimensional principles to send information through time or to parallel universes. While not every form of energy is guaranteed to have such varied uses, any applications considered theoretically possible can be realized with enough time and effort.

Greatest Engineer of the Century (600): That says it all, don't you think so? You're no longer just one of the many robot scientists contributing your small part to the scientific community. While there are some who come close to your genius, like Germany's Heinrich Stroheim, only Japan's Juuzou Kabuto can be said to be your equal in matters of giant robot construction and all aspects pertaining to it. As an example of this vast intelligence and expertise, you're so good that could build a robot surpassing the creation of a genius scientist with an entire specialized facility and plentiful government resources at his disposal in your basement laboratory. It'll take a little more time and elbow grease than if you had the same resources to work with, but whatever you come up with will make that guy's robot look like a cheap toy. If it was you coming up with them, completely nonsensical designs and unrealistic features will not only work, but work so well that they completely outdo their saner, more realistic counterparts to the point of looking like they exist in a realm of their own. You're no longer building robots, you're building *super* robots.

Black Box System (800): There are some forces in the universe that you shouldn't try to meddle with, no matter your reasons. Whether you want to defend earth at all costs or just want to create the most powerful machine there will ever be, it's not worth the danger involved. Luckily they're so immensely hard to control that even a genius on the level of Juuzou Kabuto would never be able to finish his first prototype to do so within his lifetime. Fortunately for you and unfortunately for everyone else, you possess a fundamental understanding of such forces, allowing you to develop devices that break the rules of space and time akin to Mazinger Z's black box system far faster than Juuzou could, doing so within one lifetime.

Like Mazinger Z's system, the number of black boxes you can fit into any creation of yours is seven, and the same number of boxes must also be included to function. While the specific powers of these boxes aren't entirely set in stone, they do conform to a set pattern. The first five boxes will bestow very powerful but primarily simple abilities, like strengthening that amplifies the raw strength and speed of your creation, regeneration that allows the machine to almost instantly repair itself from large amounts of damage, or prediction that calculates the future to always be one step ahead of the enemy (within reason, as Mazinger Z's higher-dimensional prediction couldn't calculate events beyond a planetary range). The sixth black box contains a truly overwhelming ability, essentially letting the machine cheat its way to victory. Mazinger Z's sixth black box is the causality weapon, possessing the power to transplant outcomes from alternate realities into its own world to achieve whatever effect the pilot desires as long as the chance of success is higher than zero. The seventh black box acts as the core that ties all of the boxes together, and it will always be the power of the Demon God. When it is activated, the machine fully absorbs the pilot's mind and body into itself and gains full control of its own functions. Its might will multiply many times over as a result of using every box in tandem, at least capable of laying waste to the entire planet, and the new Demon God will use its terrifying might to destroy and absorb everything in its path, now beyond anyone's control. If you haven't caught on yet, this is a very bad thing, and the exact reason why tampering with the fundamental forces of space and time is considered a very bad idea. The more the other black boxes are used, the more the mind of the Demon God slumbering inside of the seventh box will awaken and try to influence the pilot's mind to activate it, so that it can rampage eternally. It's not an inevitable outcome, and a pilot with a powerful enough mind can safely use even the sixth box several times without awakening the Demon God, but whether you want to take such a risk in the first place is entirely your own decision to make.

Conqueror

Man of Integrity (100): Yes, you are wearing a brightly-colored spandex outfit or fairly politically insensitive military uniform. Yes, you twirl your mustache at every opportunity and have a very, very exaggerated evil laugh. Besides being very bombastic and good at ensuring that all eyes are on you, your appearance and demeanor make it very surprising to see you in a position of weakness, especially a self-inflicted one.

By putting yourself at risk when you've come to talk with your enemies, they'll believe that whatever you're telling them is the truth, at least from your point of view. Something like

waltzing into their house unarmed to declare that you want an honorable one on one duel to decide the outcome of an ongoing conflict will successfully fool most plucky teenage heroes into believing you won't bring a few of your friends to ambush them, though greater risk will also make your ability to convince others more effective.

Or Else (100): There is one major difference between those who will do anything to obtain their goal and those who are still clinging to their petty morality, that being the latter's idea of human life having some kind of intrinsic "worth". They can blabber on about how strong that makes them all they want, because the truth is that their precious moral codes are easily exploited.

Like many other morally bankrupt individuals in this world, you know how to use hostages in such a way that any so-called heroes you go up against will at least be very hesitant to do you any harm out of fear of harming your hostages as well. You also know all kinds of vile tricks to break their will to fight and get the most out of your lack of a conscience, though you should still make sure that your evil acts don't have the opposite effect and ignite a righteous fury, because that'll probably have some unfortunate consequences for you.

How the Hell? (200): Something that you'll probably be hearing a lot. Your ability to get into places you shouldn't be while remaining completely unseen and unheard in the process is peerless and just a little nonsensical, shocking anyone you decide to give an unannounced visit to with the way you can inexplicably sneak into just about any place you can think of. A locked house is decidedly lacking in ambition; why don't you try getting into the cockpit of a giant robot while it's being piloted? Because you can do that, just don't ask how. As long as the means to enter it are mundane, you can consider no place outside of your reach. Of course this effect does only apply to your person, so don't expect to be sneaking your giant robot into someone's house any time soon.

By My Will Alone (200): By focusing so much on the power of technology, it's easy to lose sight of the power slumbering within humanity's own minds. By rigorously training the potential of your brain instead of forsaking it to study cold metal, you have successfully mastered a potent psychic ability that functions through the propagation of special electromagnetic waves. Perhaps you can view faraway places by focusing your mind on them, or telepathically communicate with people you know. Should you desire a more harmful ability, there are also options like inflicting terrifying psychic illusions, implanting hypnotic commands into the minds of others or simply crushing their skull by your will alone. While offensive psychic powers offer a significant advantage over ordinary people in a fight, you must be standing near them to effectively do any harm, and those with willpower equaling or exceeding your own will resist your attempts to mess with their head.

Iron Brains (400): If killing the living is simply not enough for the sake of your ambition, then perhaps it's time to tread into the territory of God and bring the dead back to life. Through a great deal of highly unethical experimentation, you've discovered a way to reanimate the corpse of a recently deceased person by implanting a number of devices into their brain. These devices will reactivate all bodily functions and sustain the body as if it were alive, and without further modifications the resurrected individual's memories and personality will be entirely identical to the one they had in life. This does mean that they will also have the same free will they had in life, which is why there is another, far more insidious use for this technology. With the help of a more invasive procedure, you can hollow out the subject's personality and replace it with that of a loyal slave, stripping them of their free will in exchange for stunting their mental capabilities. The procedure is both quick and easy to perform, allowing for the creation of an entire army of lobotomized zombies in short order.

I Am Strong (400): All that your hand creates will be strong, but will your body be able to keep up? To ensure that your frail human form doesn't lag behind, you've undergone a long and eventually successful search for strength of body.

Firstly, extensive research on human biology has allowed you to modify yourself, making your body everlasting. Not only have you ceased to age, any wound that is inflicted on you will swiftly heal, to the point where the destruction of your limbs or even your entire body from the neck down will simply result in you regenerating all of it for as long as your brain remains intact.

Secondly, your new and improved body has allowed you to master a form of martial arts to a superhuman extent, equal in might to Dr. Hell's Machine Karate. Punching a hole through a man's torso or swinging him around with enough power to kill several of his fellows at once is child's play, and your reflexes have sharpened to the point where evading gunfire is a realistic prospect for you. Should you pilot a robot, however, your martial arts prowess will show its true potential, as you are capable of using your style even while piloting to combine the sheer size and strength of a giant robot with the grace and fluidity of a master of hand to hand combat. Yes, you are strong.

Comparable Ambitions (600): While they call you mad precisely because there are few in the world who dare to have dreams as great as your own, you're not entirely alone in your grand ambitions. Total conquest, utter destruction — whatever it might be, there are likely to be others who share your goals, and often they are also exactly the type of individual who cannot be reasoned with in the slightest. That's tragic, isn't it? Would it not be more advantageous to both sides to band together against their common enemy and enjoy the victory together?

You can change that unfortunate fact to some extent, because when you're striving towards a so-called evil ambition, anyone with a similar goal will be much more likely to accept allying with you to realize your shared goals together. This works best on those who aren't against allying with others to begin with, but the power of whatever it is that draws you together increases with the intensity of your ambition, meaning that a megalomaniac of unparalleled magnitude could convince even a malignant, all-consuming

Demon God to join them in sowing glorious terror across the multiverse. Perhaps this “friendship” thing isn’t so bad after all!

Mycenaean Mastermind (600): The foolish masses are all too eager to praise whatever idiot invents the next useless gadget and call them a genius for their paltry efforts, but their loose definition of the term betrays their ignorance of the fact that genius comes in many forms. Maybe you’re not as proficient at manifesting new technologies from your behind as Juuzou Kabuto, but in exchange you’re far better at working from existing examples.

Much like how Dr. Hell was able to reverse-engineer the highly advanced ancient technology of the Mycenaeans, you will find that you can do the same to just about any piece of technology you can get your hands on. This hands-on genius of yours is so impressive that you can not only decipher and eventually produce technology that would otherwise be far above your capability to come up with on your own, but also improve upon it in ways that would leave its original creator shocked. This aptitude for altering existing technology partially translates to creating original inventions for the purpose of altering the creations of others, be it in the form of a high frequency sonar cannon that weakens the armor of enemy robots or a laser weapon that siphons power from energy barriers.

Back from Hell (800): Dr. Hell is not a man that’s easy to keep dead. Even when destroyed so thoroughly that there should be nothing left of him, some unusual set of circumstances will occur to give him yet another try at conquering the earth for himself. It seems you’ve inherited some of his spirit in that regard, as your enemies will find it exceptionally hard to get rid of you for good.

While this strange quality of yours isn’t entirely foolproof, requiring both intense emotion and purpose (such as a determined hatred towards whoever you view as your true arch-enemy) and the actual possibility of returning from death within the means of whatever dimension you find yourself in, the fulfillment of these requirements ensure that you’ll come back to life as soon as possible and that your initial death won’t count as a true death for the purposes of your chain. Should you die in a world where there is some group of individuals at work who revive the dead for their own evil purposes, you will be among the first to be resurrected, should your body still in the right state for it. If your body was entirely obliterated, but years later a strange dimensional anomaly affects the earth with a side effect of transporting people and objects from parallel universes to yours, you’ll return to consciousness in the body of one of your parallel universe counterparts that had conveniently been transported. The reason can be incredibly contrived, but must still realistically adhere to the local metaphysics. While there is no hard limit on the amount of times you can return to once more terrorize the earth, you cannot return from death in the same manner more than once for as long as you remain in the same world, and dying without the possibility to return before the end of the jump still counts as a true death.

Items:

Items are discounted to their associated origins. Discounted 100 CP items are free. You can import any similar items you already own to gain the properties of the ones you purchase.

Pilot

Mazin Motorbike (100): A damn good, damn expensive motorcycle, with an appearance entirely to your own liking and a seemingly endless amount of fuel in the tank. Getting one of these for free is probably good enough on its own, but practicing your riding with this bike actually helps you hone your piloting skills as well, regardless of how different piloting whatever it is you want to pilot is from riding a motorcycle. It may not be as exciting sitting in a giant robot, but it's a lot safer and far less conspicuous.

Piloting Suit & Photon Gun (200): You don't want to be caught outside of your robot by the enemy in the first place, but it won't hurt to have something for that just in case, right? This retro-looking piloting suit is not only effective as a shock absorber when you're in the cockpit, but also acts as functional armor against most weapons one person could feasibly carry. You're still going to get knocked on your ass if someone decides to show up with a rocket launcher, but anything less won't result in more than a bruise. Because standing there and taking it without shooting back's no fun, you also get a pistol powered by photonic energy that's small and easy to handle while packing a much bigger punch than larger conventional weapons.

Signature Weapon (400): A weapon of your choice, forged from Super Alloy Z and large enough to fit into the hands of any giant robot you possess. Besides the obvious advantages of being able to shoot an enemy with a gun the size of a small building, the weapon also has a specialized function to enhance its effectiveness in combat. For example, if you were to choose a weapon in the shape of a sword, then the blade might be made from a material that allows it to absorb an enemy's energy attack and fire it back at them. Even if whatever your machine has for hands wouldn't usually allow it to wield anything resembling a human weapon, the grip will change to accommodate, and if you want to share the weapon with one of your allies it will do the same for them.

Mazinger J (600): Whether you've inherited the latest work of a member of the Kabuto family, became the designated pilot of a government-funded operation, or you just found a giant robot after it fell off the back of a very big truck, you're now in possession of the last word in single-pilot mass destruction. This metal monster is either a variant of the original Multidimensional Automaton Zillion Infinity Neural Generative Exterminate Reverter Z (Mazinger Z for brevity's sake) or an independent creation that takes heavy inspiration from its design, a humanoid robot between 18 and 30 meters tall but surprisingly light for

its size due to being composed of Super Alloy Z. Its advanced material makes it incredibly durable, with tank shells simply bouncing off of its armor and conventional bombs proving little more than an annoyance, and the great strength that comes with this durability allows it to swing around and throw vehicles and even other robots like toys. Of course fisticuffs isn't the only way it can engage enemies, having been equipped with a variety of imaginative but incredibly powerful abilities in the same vein as the original Mazinger's Rocket Punch, Rust Hurricane and Breast Fire capable of destroying a Mechanical Beast in moments. Like its original counterpart, it's piloted through a detachable hovercraft that slots into the robot in whatever manner fits your preferred design best, and its Photonic Energy Engine will ensure that it can remain active essentially forever as long as it isn't damaged. It comes with its own Jet Scrander to enable flight.

For an additional discounted **200 CP**, you can instead obtain a robot comparable to the **Great Mazinger** built by Kenzo Kabuto to fight the resurgent Mycenaean Empire, which boasts a body composed of the fourfold more durable Super Alloy New Z, an upgraded Photonic Energy Engine and built-in flight capabilities. Its combat performance is all-around superior to the original Mazinger, defeating foes that would tear through its older counterpart with shocking ease, though even such a powerful machine is still capable of being overwhelmed if outnumbered or caught by surprise.

Good Doctor

Plentiful Patents (100): While your career path has lead you to constructing super robots to fight for the fate of the human race, that doesn't mean there's no profit to be made in the process. You own a large amount of patents for minor inventions you developed in your free time and auxiliary research conducted for the sake of your true goal, the nature of which aren't exactly earth-shaking but nonetheless ensure that you have enough of a steady source of income to not have to worry about your finances as you work on more important things.

Japanium Mine (200): It is believed that the Japanium found in Mt. Fuji was formed when a meteor collided with the earth and the minerals within mixed with the elements in the mountain to create an entirely new element. You happen to own a plot of land where a similar meteor landed and a comparable process occurred, leaving you with a very large supply of this unique and valuable element. Being more durable than steel and serving as a power source due to its constant emission of photonic energy are advantages on their own, but its most important quality is serving as the main element used in the creation of Alloy Z and its more advanced successors. Luckily, all of the other elements are present in the impact crater as well. Because you can't exactly dig this kind of stuff out by hand, the site also comes with a large mining facility staffed by followers who will extract the materials and ship them wherever needed.

TFO (400): Rather than a UFO, this space vessel was created through human research on extraterrestrial crafts and as such has been dubbed a Terrestrial Flying Object. A 7.5 meter long one-man flying saucer much like the one invented by Kouji Kabuto, this spaceship shares many similarities with the Mazinger due to its Super Alloy Z exterior and Photonic Energy Engine. Its impressive armor and the missiles it fires are more than enough to make short work of any other aircraft humans can field and even defeat Mechanical Beasts with a skilled enough pilot in the cockpit, but its weaponry is lacking compared to the forces employed by later foes and it won't match up to something like the alien warships used by the Vega. Rather, its main advantage is in its extreme maneuverability, capable of speeds up to mach 5 in the atmosphere and swift changes in direction as one would expect of a flying saucer. Yours has been upgraded with a photon energy-powered faster than light engine akin to the one installed in the Vega Empire's UFOs, meaning it can easily travel to other stars as well.

Photo-Atomic Research Institute (600): Moving up in the world, aren't we? You've founded a research institute for the purposes of advancing the study of experimental alternative energy sources and their uses in robotics, and your work in these fields has attracted the attention of the government. Even though their involvement is almost nonexistent, they've nonetheless chosen to pump an immense amount of money into your operation, and as a result the institute has a vast amount of resources at its disposal. Countless physicists, designers, engineers, and other employees are working tirelessly towards any goal you set, and though efforts were initially limited to civilian applications you could just as easily shift the focus of your research to the development of combat robots and weapons made for them — provided you have a sound justification, though that won't be an issue with Dr. Hell on the loose. Besides the energy and robotics departments, it also comes with all of the facilities required to refine Japanium and other elements for the sake of creating Alloy Z and its derivatives. Because of the important nature of your work, the institute's premises have been equipped with a large array of defenses, including a forcefield composed of photonic energy and automated missile systems that will intercept any incoming threats. They'll make short work of any ordinary attackers, but you'll need something more if you intend to hold off a force of mechanical beasts.

Conqueror

Evil Spandex (100): For some reason the morally unscrupulous individuals of this world have a penchant for wearing very unique and recognizable clothing, and now you can join their ranks with an ostentatious outfit of your own. Whether your preference leans towards colorful spandex, fantastic military uniforms or full sets of ancient armor, your clothing is sure to make you cut an imposing figure. Even very elaborate get-ups won't get in the way during a fight or while piloting your creations, and they emphasize your black-hearted majesty in a way that amplifies feelings of awe and submission in your villainous lessers.

Jumper Corps (200): Like the Iron Masks of the Ashura Corps under the command of its eponymous Baron, you have an army of underlings composed of a hundred ordinary human corpses whose brains have been implanted with Dr. Hell's revivification technology to ensure complete loyalty. Though the surgical procedure destroyed their original memories and lowered their capability for independent thought, this impairment has no consequences for their combat ability and they serve as excellent lackeys for any task you demand of them. Their bodies are at the peak of human ability, and they've been extensively trained in the use of melee weapons and firearms, which they will put to use without hesitation or concern for their own worthless lives (unless caution is demanded of them). Their appearance is left up to you, though their heads will need to be covered with something to conceal the machinery.

Alternatively, or as a second purchase of equal cost (also discounted), you can forego quality for quantity and obtain a trio of combat androids similar to the Gamia Qs, possessing physical power wholly superior to any human in addition to heightened reflexes, an expertise in hand to hand combat and razor-sharp hair that allows them to cut through flesh, steel, and even Super Alloy Z if thin enough. Like the previous option, they have a single-minded loyalty to their commander, and are implanted radios for issuing orders remotely. In contrast to the Iron Masks their fully human appearance means they can easily be mistaken for ordinary humans and are therefore useful for covert assassination missions, but their demeanor is considerably more robotic. Should any of your minions be wiped out by one of those so-called heroes, they will be replaced after a month has passed.

Fortress of Evil (400): No future overlord of earth can succeed in their task without a base of operations, and because of that you've managed to procure a suitable location of your own. This gigantic mobile headquarters can take any form of choice, from an underwater installation disguised by an entire artificial island floating on the surface of the sea to a flying castle hidden in the clouds or a fortress deep beneath the earth that digs through rock with a titanic drill to get from place to place. As is only natural when unwanted visitors can be expected, the base has various thematically appropriate defense systems such as an underground base creating large whirlpools around it or launching the mock island towards a target like a massive projectile. It comes with a hangar for storage and repair and a launch pad, important facilities for the other assets obtained with this item: a dozen Mechanical Beasts once created by the ancient Mycenaeans, stored away in some hidden colony separate from the army found on Bardos Island by Dr. Hell.

These brightly-colored giant robots are not to be underestimated, considering they once served as weapons of war for a civilization more advanced than any in the modern day. Upon their discovery they were reprogrammed to answer to you alone, meaning you control a small army of technological marvels individually capable of overwhelming the conventional forces of modern day Japan; perhaps a length concerted effort by a nation's army could bring one of them down, but with all twelve of them active simultaneously they'll have capitulated to your demands long before it comes to that. Their designs and abilities are yours to decide, with some of the ones found by Dr. Hell possessing weaponry ranging from high-power missiles and napalm flamethrowers to blasts of energy or concentrated electricity, while others had more unique powers like emitting radio waves

that direct hordes of human-sized puppets or firing bolts that cause localized changes in gravity. They would only buy time against the Mazinger Z on their own, though it wouldn't be impossible to claim victory if all of them were working together and placed in a situation where their individual talents shine most.

For an additional discounted **200 CP**, your army of Mechanical Beasts doubles in size.

Scepter of Bardos (600): An absolute ruler needs a symbol of their power, and you've found a fine symbol indeed. In your possession is a sinister device in the shape of a scepter, much like the one used by Dr. Hell as a part of his grand plan for world domination, and its function is simple — just as an emperor commands its subjects with total authority, you can command machines and bend them to their will. Tuning into your thoughts, the scepter is able to remotely influence the mechanisms of whatever technology you target and override its functions to bend it to your will. With this, you could turn an inert collection of Mechanical Beasts into a loyal army with only a single transmitted thought and forego the need for extensive reprogramming entirely, but its influence isn't limited to robots alone. Any kind of technology with an electronic control system short of true and free-willed artificial intelligence can be subverted and commanded to carry out any orders it is physically capable of, meaning it only requires a single thought to fix a faulty printer or turn a swarm of guided nuclear missiles aimed at your location back to their sender. In this regard its only limitations are an inability to control sufficiently independent and intelligent artificial minds and those machines whose systems are controlled by more advanced forms of energy than those used by the ancient Mycenaeans (who mastered atomic energy long before any other civilization), such as the photonic energy of the Mazinger. Anything short of these, however, are nothing more than your future subjects.

Companions:

Import / Custom (100): With this option you may import two existing companions or create two new ones from scratch. Imported and custom companions gain an origin and 600 CP to spend on perks and items.

Canon Character (100): You've no doubt made some friends in your quest to defend the earth, or conversely found trustworthy underlings to help you conquer other worlds. With every purchase of this you may bring one character from this world along on your chain, but actually convincing them is still up to you.

Drawbacks:

Continuity toggle (+0): Considering there are over 20 adaptations and spinoffs of the original Mazinger Z manga, it wouldn't be a surprise that you'd want to visit another version of the story. This toggle lets you start in any Mazinger media or crossover material, including specific timelines in installments that feature the subject like Shin Mazinger ZERO. You can use it to mix and match elements from different installments to create an amalgam, but the purchases you make in this document won't be affected by any changes you make.

A Go Nagai Manga (+100): It can't be denied that life has its ups and downs, but all of a sudden the universe will shift from comedy to tragedy and right back to comedy with such sharp turns that it almost feels as if it's intentionally trying to give you emotional whiplash. One moment you and your allies could be grieving a staggering loss of life as a result of a failed hostage rescue, and the next all of them will be engaged in some silly molestation-adjacent slapstick routine. Not only can it be extremely jarring, but a particularly long period of silly saturday morning cartoon antics may very well may lead you to underestimate the depraved lengths this world's villains will go to for the sake of victory.

Monster Grandpa (+100): In your past you were a bystander during a laboratory accident, and while you survived your face was disfigured in the process. It doesn't interfere with your functioning in day to day life, but has some real consequences when acting with other people. Even if they have nothing against you they'll generally consider you untrustworthy based on your appearance alone, and small children will universally scream in terror when they see you. It's not impossible to earn other people's trust, but it'll take time.

Together Forever (+100): Once upon a time a man and woman fell in love, but their relationship was forbidden and they were buried alive as punishment. Many years later their bodies were found by an ill-intentioned scientist, and their bodies were cut in half only to be sewn together and given new life through experimental technology. Like Baron Ashura, your left half is male and your right half is female, and though you hold no loyalty for your creator it's not hard to imagine the complications inherent in living with a body stitched together from two separate halves.

Robophile (+100): Maybe you were an artificial intelligence in your past life, because you have a very deep and intense interest in the machines piloted in this world that goes beyond the usual admiration of the common Mazinger superfan. Not only are you convinced that even those super robots completely devoid of independent action can think and feel just like normal humans can, but that they're the ultimate and most satisfactory romantic partner (among other things). Worse yet, you'll take any opportunity you can to share your views without a hint of shame, to the detriment of everyone around you. You weirdo.

Mazin Don't Go (+200): Plenty of battles between giant robots are won through the sheer will and determination the victorious pilot possesses, pushing forward and defying the odds with the power of friendship, love, and other such things that heroes regard highly. You are decidedly lacking in these qualities, with a demeanor more befitting of cowardly villain. You're perfectly fine with fighting when the odds are in your favour, but you will gradually become more nervous and prone to slipping up as unexpected variables enter what would otherwise be a simple beatdown. You can still pull out a dirty trick or two to even the odds, but if you run out of options and it looks like you're about to lose you'll immediately turn tail. As a result of this you are incapable of pushing yourself or your machine to the limit like some of the locals will when things get dire, and are generally less impressive in whatever you do because of your habitual fear of taking risks.

Mazin Go Away (+200): Attacking your enemies without the risk of retaliation is a major advantage. You can send out as many destructive robots or show up heroically to save the day as many times as you want without having to bother defending your own turf, but that's not a possibility anymore. Even if your identity is completely unknown and there should be no way for your enemies to find you, they'll keep wandering into your house or headquarters through the front door and start wrecking things. This won't be a constant occurrence, but you can expect frequent visits from any group you get in the way of. Don't even try moving, because the only way to prevent them from finding you again is to put a permanent end to them.

Episodic Development (+200): So, in your fight against the ambitious villains or the defenders of mankind you've managed to obtain some major advantage that would no doubt warrant an inclusion in every single plan you make from now on, from a new special attack to a unique metal that can easily be integrated into new machines, but in your genius you've decided that you'll simply... not do that. Either you simply forget about it so it never comes up again, or you lose all faith in its capabilities if it doesn't win you a battle even a single time. This does mean your strategies will be extremely valid since you can't reuse your other plots, but you'll never be able to win by compounding the advantages of all your previous work.

Boss Borot 2 – The Boroting (+400): Everyone gets to pilot such cool robots... Fuck them! Regardless of your origin, fate has dictated that you must pilot a super robot to achieve your goals. You're also guaranteed to have to do this fairly frequently for one reason or another, and while this should be business as usual for pilots there's just one issue here: you don't get to choose your own robot. Instead you get to be the "proud" pilot of the Jump Jumpbot, a ridiculous-looking (even by local standards) hunk of junk that's not good for anything but taking a single hit and then falling apart while the real heroes get things done. As you would expect, this makes you completely incapable of fighting and the butt of every joke as far as robot combat goes. Your robot comically falls apart, you're laughed at, and you crawl back to base. You won't die during these escapades and it doesn't mean your allies can't mop up the enemies for you, but you always have to "show them how it's done" beforehand, and it never goes well. If you really want it, you can keep

the Jump Jumbot after your ten years are up. Maybe it can win a single fight after whatever dark curse was placed upon it is lifted.

Jumper's Dream (+400): Like Dr. Hell, your ambition is one previously unseen in this world, surpassing that of Alexander, Genghis Khan, Napoleon, and Hitler. Where they failed to conquer the earth, you will stop at nothing to realize a world where you are hailed as the sole ruler of humankind. Of course your great mind is coupled with an equally great arrogance, meaning your efforts may not develop as desired. Your complete confidence in your own genius leads you to generally overlook flaws in any plans you make, and your reliance on utterly loyal underlings means you will surround yourself with witless sycophants who are even less qualified to find issues with your orders than you. Any allies who don't fall into this category will most likely just be alienated and withdraw their support.

Hell's Wrath (+400): Kouji Kabuto and the Mazinger have had much to endure from the forces of evil, and many times the attention of these malicious factions have been focused squarely on him and his allies due to the threat he poses to their plans. Your entrance into this world has not gone unnoticed by the ones scheming for world domination, and they intend to treat you just like they will the pilot of the Mazinger, regardless of your own intentions. To make matters worse, this won't result in them dividing their forces between the two of you and weakening themselves in the process, since they will somehow obtain an entirely separate army of new but equally dangerous robots to send against you while Kouji fights his own battles. For the original manga, this means that Dr. Hell, the Great General of Darkness, and the Vega invaders will have their forces doubled and half of them directed towards ensuring your complete destruction.

Zany Achilles' Heel (+400): In this world both the heroes and the villains are no stranger to concocting unusual plans that range from the somewhat plausible to the truly bizarre, not always successful but still supported by the logic of the world in a way that they don't fall apart the moment they're put into action. This drawback ensures that still happens, but it's specifically very unfair towards you. Your enemies will constantly hassle you with bizarre schemes, and regardless of your intelligence and common sense you will consistently fall for whatever they've cooked up this week. None of your mistakes will directly lead to your death, but you'll usually end up in disadvantageous situations as a result. Additionally, using the world's own logic against itself will always backfire spectacularly and benefit no one but your enemies, so you'll be forced to stick with more conventional approaches.

Dark Reunion (+600): Your arrival in this jump is accompanied by an unprecedented instability in dimensional space-time, one that causes several elements of your previous jumps to manifest in this world through a form of forced quantum overlapping. More specifically, all of your enemies from previous jumps have now appeared, and all of them very clearly the ways in which you have opposed them, ended their lives, or fled from them to worlds beyond their own. Not only that, but after a short period of adjusting to the shock

of their situation they will manage to find like-minded individuals among the locals and one another and band together for the purpose of defeating you. Their newfound allies are guaranteed to empower them in some way and vice versa. Not all of these impromptu factions will be aligned with one another, and some will most likely turn upon themselves when you've been dealt with, but they'll remain on the same side for as long as you still live. If this is your first jump, alternate-continuity versions of the local villains will instead appear and band together in a similar way. If taken with **Hell's Wrath**, all of the new arrivals' forces will be doubled as well.

Mycenaean Mastermind (+600, incompatible with Hell on Earth): Good news — you have been reborn! There was a tiny mistake with moving over to the current jump and your body was annihilated down to the last atom, but your consciousness was captured just in time to prevent an accidental return to your home universe. You now live on as something of an incorporeal spirit, a gigantic and fiery apparition of malicious darkness unbound by the limits of simple flesh and blood. The inevitable bad news, however, is that the form you've taken is completely invisible and incapable of physical interaction with the world, leaving you completely powerless. Any psychic or similarly mystical abilities you may possess are also nonfunctional, save for an inherent telepathy that allows you to communicate with humans. The other complication is that you haven't appeared in the modern day, but in the twilight of the bronze age, shortly after the cataclysm that shattered the Mycenaean civilization and buried their technological marvels for millennia. Your goal, that is the requirement for this drawback if you don't want to be sent back home, is to build a special kind of robot powered by photonic energy that can house your bodiless consciousness before a thousand years have passed, and because you lack the means to do so yourself you'll have to "influence" the ancient humans of this time to do it for you. Being a terrifying and mysterious voice in their head can work marvels for getting humans to do what you want, especially in these simple times, but even with the possibility of unearthing Mycenae's technology the process of rebuilding such an advanced civilization, and then going a step beyond to surpass their capabilities while starting from ordinary bronze age technology, will doubtlessly be extremely challenging. If you accomplish this momentous task, you can keep both the machine you have created and gain your incorporeal state as an alt-form.

Hell on Earth (+600, incompatible with Mycenaean Mastermind): Unlike the previous drawback, this one won't send you to the past. Rather, you will be transported to the future, a far future full of darkness unlike any that humanity has ever experienced. During the time that this jump should have covered, some terrible turn of events lead to Kouji Kabuto's defeat at the hands of Dr. Hell, who wielded all of the abilities and resources of his alternate-continuity counterparts. Claiming the secrets of the Mazinger's creation for himself, he easily defeated humanity's armies and crowned himself the sole ruler of not only earth, but the entirety of the universe. Even the Great Mazinger and Grendizer joining forces were unable to defeat the titanic Mechanical Beast Gordon Hell leading endless legions of Mazingers created with Dr. Hell's newfound mastery of Super Alloy Z and photonic energy, and neither the resurgent Mycenaeans nor the invading fleet of the Vega Empire succeeded in wresting the earth from him, instead becoming no more than the

mad emperor's new subjects. With Vega faster than light technology at his disposal, Dr. Hell has spent the past thousand years spreading his malign influence across the stars. Scores of alien species have been enslaved, their populations brainwashed and every technology they invented weaponized to feed Dr. Hell's insatiable war machine. The conflicts escalated to an ever-greater scale over the course of the empire's growth, the massive shift in the balance of galactic politics attracting the attention of countless ancient extraterrestrial empires and other entities beyond modern human imagining. With every passing day trillions die, hundreds of star systems are reduced to ash, and monstrous planet-sized Mazingers engage in eternal fist-fights with alien horrors for the glory of their master, who has ascended to a form of despicable psychic godhood. This is the world that you will be forced to survive for the next decade, for saving it will prove nearly impossible.

Now that your stay here is over, you can reflect on your actions and decide what you want to do next:

Go Home: Maybe you're satisfied by your current achievements or everything you've gone through has left a sour taste in your mouth, but you don't feel like continuing this adventure anymore. You decide to end your chain and return to your first world with all you've gained so far on your chain.

Stay Here: This isn't too bad of a world to stay in, right? You end your chain and decide to remain in this world.

Move On: This world is only one of many, and there are plenty more places to protect or conquer. You're not ready to end your journey yet. You continue your chain and move on to your next jump.

Notes:

The stuff in this jump is mostly based on the original manga run and the Shin Mazinger ZERO manga, so if you're wondering where you can find more information about something either of those are a good bet.

This is not an epilogue. Infinity and ZERO soon™.