



Over 2000 years ago, the Mesopotamians chose a different brand of battle, a different type of combat between nations. Instead of taking part in wars that would no doubt incur heavy costs, both financially and in their people, they instead chose to wage war by selecting champions to represent them and to the winner went the right of law. Ever since then, the games like those have been held in order to settle conflicts, be it the fate of nations or simple feuds.

At some point in history, these games, known as the DeathWatch games, have been commercialized and held at regular intervals, still with the purpose of settling conflicts. At least, until the final official games in 2001.

The keyword there is official. Despite the fact that the games were needed no longer, the people's lust for blood was so great that they wanted more. And thus, the DeathWatch games continued.

Now it is 2019, and a terrorist group known as "The DeathWatchers" have set off the latest Deathwatch game through a terrorist attack, separating Jefferson Island from the rest of the world and infecting every single person with a lethal virus that would kill them in 24 hours. They promised a cure to the virus but only to those who killed another in the games.

This is a world of chaos and mayhem. This is a MadWorld.

+1000 CP

I do believe you'd fit right in.

Location

There's only one place in this world worth a damn. Jefferson Island. the current location of the latest DeathWatch Games. But. luckily for you. you get to decide where in Jefferson Island you'll be dropped off. Choose wisely. or don't. It'll be fun either way.

Varrigan City

- *"The games begin right here in Varrigan City Center, but this is only the beginning! Use our convenient rail system and shop, see downtown, or tour a factory! Each place has its own ways to kill--because variety is the spice of death!"*

Asian Town

- *"Asian Town is steeped in the cultures of the immigrants who founded it--and in their blood now that the games have begun! See the city from a double-decker bus, eat exotic foods, meet exotic people...and kill them!"*

Mad Castle

- *"In ages past, lords rode through the grounds of castles just like this one, hunting game. Now you can experience the thrill of the hunt surrounded by nature, except the hunters are all zombies, and you're the game! Bonne chance!"*

Area 66

- *"Yes, there is a hidden military base on the island, and we at DeathWatch Game Control are happy to reveal all! Be the first to use our never-before-seen weapons of mass mayhem. Believe us, you really don't want to be second!"*

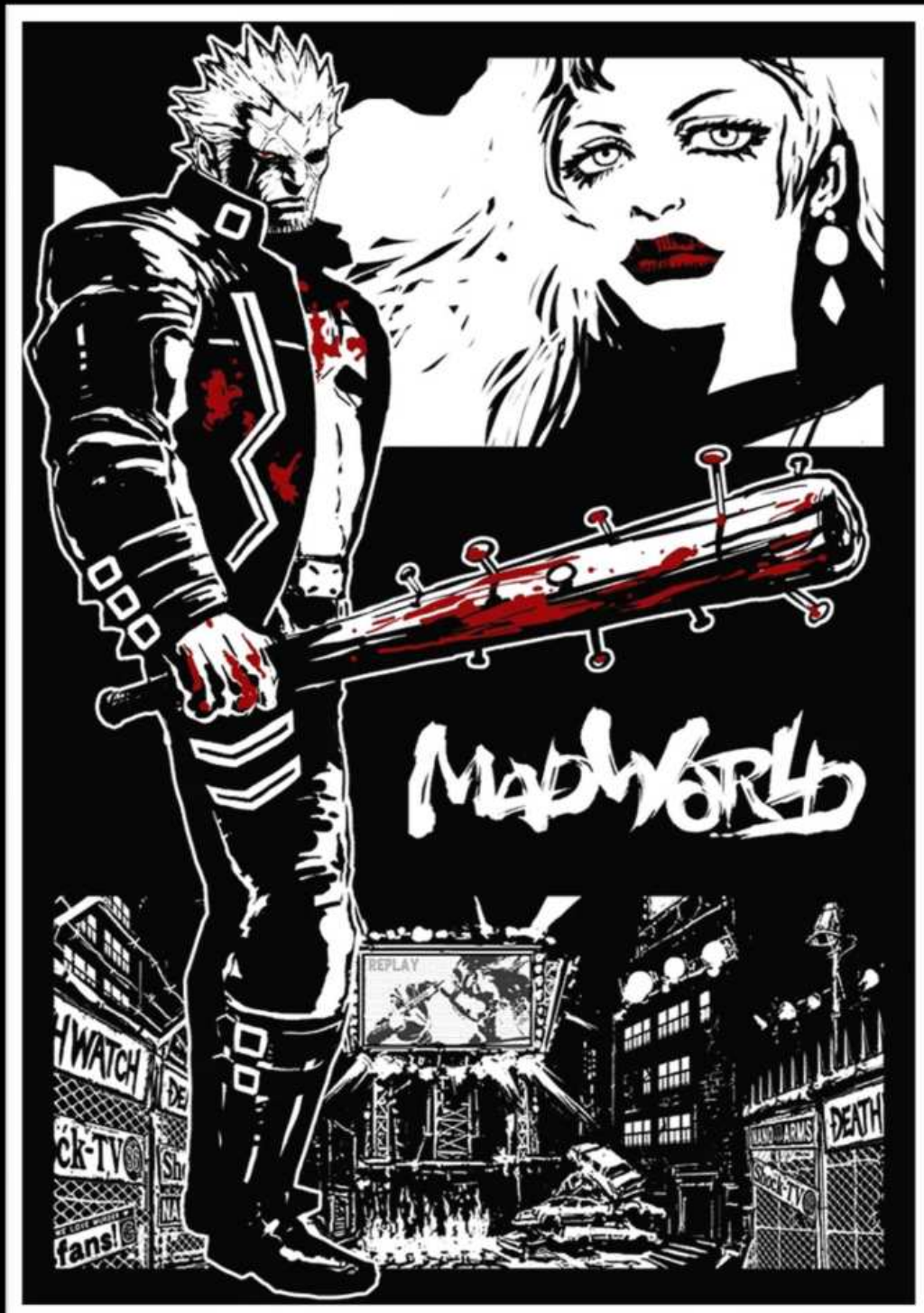
Casino Land

- *"The thrill of the casino and the bloody gore of the coliseum, two great tastes that taste great together! Come to the top of Casino Land Tower and toss the dice of death for yourself. Win or lose, you won't be disappointed!"*

Origin

Your history here doesn't matter my friend. All that matters is that you are one of the countless people taking part in DeathWatch. You may fight for glory, for money, for fun, or even just to survive. It doesn't truly matter. You are part of the games now and you best keep it entertaining.

As a bonus, if you wish to take it, upon your arrival here, you'll find that you have no problems viewing or taking part in violence of any kind, in this or any other world. Wouldn't want you getting squeamish now, would we?



Perks

One perk of each tier may be discounted. Discounted 100 CP perks are free.

Eyes of a Madman [FREE]

Madworld brings with it a certain visual style. Everything is black and white, only the exaggerated crimson blood retaining their color.

It's a sight to behold and now, you can bring that style with you wherever you go.

At any time, you can toggle this ability and see anything in the style of the *Madworld* game.

Body of a Madman [FREE]

Many of people here are remarkably strong and durable, far stronger and durable than the people of your old world. It is only fitting then that your body is made to fit in.

You're taller now, around seven feet, more durable and stronger too. You could have a sign pole jammed through your neck or have your limbs hacked off and you'd still be able to fight for a few minutes. You can even send people flying a few feet away with your punches.

DeathWatch Commentary [100 CP]

Despite the carnage and history behind it, DeathWatch is, in the end, still a sport. And every sport needs commentators.

For DeathWatch, those two commentators are Howard "Buckshot" Holmes, a deviant with an enormous sexual appetite, and Kreese Kreely, former DeathWatch contestant and champion.

These two will follow you across your journeys, hidden and unseen, commenting on any fight and location you end up in. You can decide whether or not other people will be able to hear their commentary.

The Bishop of Blood and Carnage [100 CP]

There's more to being a DeathWatch competitor than just skill and strength. No, you have to consider the crowd as well and how to best entertain them.

Thankfully, you are quite skilled at that particular task. You know just what the crowd wants, how to rile them up and when to give them what do I want.

You could make a living as an entertainer of the highest degree, millions across the world on the edge of their seats just to watch you. Give them a good show, Jumper.

"Why do they call him little?" [200 CP]

Some people say size doesn't matter. With this perk however, you can prove them wrong.

Now, you stand a full thirty feet tall, towering over all but a few competitors in DeathWatch, and you have the strength to match, enough to hurl a train bed with a single hand with the same ease a man tosses a baseball.

Unlike your counterpart in this world, you won't have any of his shortcomings. You're just as fast and as agile as you were before and just as intelligent.

The Family Killers [200 CP]

Even in DeathWatch, there are alliances, team-ups with friends or even family members. In fact, there are even contenders made up of multiple and yet still counted as a single competitor.

Now, much like those contenders, you excel in working alongside others. It doesn't matter how you know them, you'll be working alongside them as if you worked together for years. The only problem you'll have with working together is if either you or them purposefully sabotage your teamwork.

The family that kills together, stays together.

"For the glory of our house!" [400 CP]

There are many strange abilities in this world. Some of these abilities are the product of technology while others are merely there, either the product of magic, psychic nature or by one's birth.

In this case, the power you will receive is one that is psychic in nature. You now have the ability to generate and control electricity, with enough precision to strengthen any weapons you may carry.

Not only that, you also possess telekinesis. With your mind alone, you can pick up a hundred ton truck and hurl it at your enemies with ease. Show your foes the power of Science!

"Me Smash!" [400 CP]

You may not have changed much in terms of appearance, but you have changed indeed. In addition to a comparatively small strength and durability boost, you have gained the power to generate electricity, enough to coat your body, further boosting your strength and speed.

But that isn't the most impressive part, not even close. The best part involves your interaction with electricity. You can, by using electricity from an outside source, heal yourself and, unlike your counterpart, too much electricity won't hurt you. It just won't heal you.



Power Struggle [500 CP/NO DISCOUNT]

In a battle, victory can be lost or won in a fraction of a second. There are times in a fight where the tide can turn in an instance.

Now, you have learned just how to take advantage of those precious moments. During combat, there will be times, around every few minutes, where you and your opponent can engage in a Power Struggle.

By winning the Power Struggle, you will inflict upon your opponent significantly increased damage than you would otherwise normally do, up to five times more damage in some cases. Of course, losing the Power Struggle means that the opponent gets to do the same to you.

To win, you simply have to be able to hit your cues on time. Your skills and reflexes will be tested but I'm sure you can handle that.



"Jack. Just Jack." [600 CP]

What makes a man a good fighter? Is it strength, speed, or durability? Or maybe it's something more?

Now, Jumper, you have that something more. As of now, there are only a handful of people in this world who could equal you. Your strength, speed and durability have been enhanced to an amazing degree.

You can uppercut people ten feet tall over five hundred feet into the air, slice through supersonic bullets, and take hits that send you flying hundreds of feet and still get back up to fight with a smile on your face.

You may be just a man but that doesn't mean you need special powers or anything like that. You can win just fine on your own.



"Do your best, child!" [600 CP]

Once upon a time, there was a little girl who once went to the Mad Castle in order to pray. And in that sanctuary, an evil bat spirit preyed upon her, corrupting her soul and turning her into a vampire.

Now, you too have become a vampire. As a vampire, you can fly and summon forth swarms of bats and control them in battle. You can also control blood to battle your foes. Your strength, speed, and durability have also been enhanced.

There are few who could match you in this world and for those people, you hold a trump card. By taking in one's blood, you can temporarily boost your physical attributes by a factor of two, more than enough to beat down on almost everyone in this MadWorld.

Equipment

One item of each tier may be discounted. Discounted 100 CP items are free.

Chainsaw Arm [100 CP]

Weaponry can be very annoying sometimes. It can be knocked out of your hands or it could easily be the wrong tool for the job. Thankfully, you at least have a solution to the first problem.

One of your arms have been removed and in its place is a mechanical prosthetic. Said prosthetic is shaped just like your arm was originally and it has a special function.

The prosthetic has a weapon embedded within it, the weapon coming out of its compartment when you will it to. By default, this weapon is a chainsaw but you can import another weapon you posses to take it's place if you wish, either melee or ranged.

Onions & Pills [100 CP]

How do you feel about onions? What about pills?

Well, regardless of how you feel about them, it's quite clear that these two items are quite different than their ordinary variants.

The pill is capable of healing a person by a quarter of their health. The onion, on the other hand, can heal a person back to full health, regardless of their injuries.

You have five of each item and they'll replenish daily.

Motorcycle [200 CP]

Someone like you needs a way to travel across the city and just simple walking won't do at all. But that isn't a problem for you. Not anymore.

With this fancy motorcycle, you're sure to travel around in style. Designed according to your specifications, this bike is perfect for DeathWatch.

Durable enough to take bullets, explosives and more with nary a scratch, the motorcycle also possess a special quality. It is always faster than you and you can always find it just where you need it, appearing almost as if through thin air.

The Jude's Pistols [200 CP]

Jude the Dude is one of the many contenders of this year's DeathWatch. In battle, he uses cowboy boots with skates and a pair of special revolvers. You now have a copy of said revolvers with all their special properties left intact.

The revolvers fire off bullets faster and stronger than they normally would be but that isn't even close to being the weapon's best properties. No, that honor belongs to something else.

Put a single bullet into one of the cylinders and the revolver will have endless ammunition no matter what. The only limit left will be how fast you can pull the trigger.

Mayhem Dispenser [400 CP]

Sometimes the weapons you carry just won't cut it. There are times when you'll need something different when your current weapon fails it job.

Never fear, the Mayhem Dispenser is here! Created mainly for DeathWatch, this machine basically acts as a dispenser for the various weaponry available in DeathWatch.

But your version is special. Attached to your Warehouse, this nifty thing is more of a vending machine than a dispenser. Just press a button and voila! There's your brand spanking new weapon.

For information regarding the weapons, refer to the notes.

Sponsorship [400 CP]

Do you know what the grand prize is for winning a DeathWatch game? It's not just glory. The winner also receives \$100,000,000. That's more than enough for a person to live comfortable for the rest of their days.

So, to help you win DeathWatch and succeed in general, you have been provided with a sponsor of sorts. This sponsor of yours is more of a business really.

Specializing in a field of your choosing, your sponsor will generally be successful and net you a nice profit, even without maintenance and once every five years, your sponsor will allow you to access an event of your choosing or join any group you wish, no questions asked.

Martin [600 CP]

DeathWatch doesn't really care much for rules. As long as it's entertaining, anything is allowed. This explains why this particular item is up for grabs here.

Weighing around ten tons, Martin is a battle robot created in Area 66 and this is a copy of said robot. It is without a doubt, a truly impressive piece of technology.

Built like an oversized tank, complete with treads, and equipped with missile launchers, a buzzsaw, a clamp for a hand, thrusters and more, Martin is sure to be a challenge for any contender here. It can even pilot itself so it can fight alongside you.

Tornado Turbines [600 CP]

Von Twirlenkiller is one of the many contenders in DeathWatch and he is currently ranked 98th. He is a cyborg but it is not the key to his success. That would be his two turbines connected to his arms.

You now have copy of those turbines and they are powerful weapons indeed. In battle, the blades of the turbines are capable of cutting men and metal alike into chunks and when used properly, can create gusts of wind powerful enough to launch cars flying and create tornadoes.

Von Twirlenkiller once used these two turbines in a long battle and sunk New Orleans with it. Be careful.

Companions

Import [FREE/50 CP]

- This place wouldn't be the most fun it could be if you were all alone. But now you won't have to be alone. By default, you'll be able to bring along with you one other companion for free into this MadWorld. Said companion will also receive 600 CP to spend on whatever they wish. Should you wish to bring along other companions or create some, you may pay 50 CP in order to do so. These same companions will also receive 600 CP to spend.

Canon Companions [FREE/100 CP]

- Is there someone in this world that you've taken a fancy to? Or have you formed a special connection with a certain someone? No matter the reason, you now have the chance to take the certain special someone alongside you. Whether it be the protagonist of *MadWorld* himself, a certain seductive vampire lady, or another person entirely, you now have the opportunity to bring them with you on your journeys. And if you can't convince them, just pay 100 CP to bring them along!

My Lovely Assistant [200 CP]

- If you want to be truly successful in DeathWatch, it isn't enough for you to simply be a good or even an amazing fighter. You must be willing and capable of entertaining the roaring crowds of millions across the world. Luckily for you, someone has decided to join you and help you out in this tremendous task. Dressed in a very provocative outfit and her every movement filled with charisma and sexuality, this woman has become your very own personal assistant. Skilled in all manners of business and in entertainment, she is a very capable secretary, manager and coach all at once. With her help, you're sure to reach high heights in an entertainment career. In battle, she can hold her own with her personal weapon. She may not be the strongest or the fastest, but she is certainly one of the better fighters here.

Death Blade [200 CP]

- Over the years, there have been many notable individuals that have been involved in DeathWatch for one reason or another. One such individual is a being known only as Death Blade, an entity that has haunted Mad Castle for quite a while now. Dressed in the image of the Grim Reaper itself, Death Blade is a formidable fighter with a unique weapon and unique abilities. With a scythe in hand, he is capable of delivering instant death to many foes and with his ability to teleport, very few foes will be able to escape his sights. Not only that, Death Blade even has a special ability to resurrect himself, capable of coming back to life even in the midst of battle. There might be ways to stop this but no one's found it yet. With him by your side, there are very few people who'd be able to stand up to you.

Drawbacks

You may take as many drawbacks as you wish.

"Is this guy really a baron?" [+100 CP]

Wait a minute, are you sure this is really worth it? All right then, if that's what you want.

Upon your arrival here, your outfit shall be permanently changed to an offensive stereotype of your choice. You could be wearing blackface or dressed in tribal gear, it doesn't matter what the stereotype is. You will always look like it for your time here.

Kill to Live [+200 CP]

Ordinarily, you would have arrived in this world safe and sound, free from the lethal virus that the organizers of this year's installment of DeathWatch unleashed upon Jefferson Island. Now, that is no longer the case. Upon your arrival, you will be infected with a virus that will kill you after a week has passed.

There is no need to worry however. There is a cure but it will only be given to you if you take part in DeathWatch in full. Kill your foes and entertain the crowd. You don't need to win, just take part and enjoy DeathWatch. Only then will you find the cure in your Warehouse. Have fun, Jumper.

KoJumper - Evil Clone 1.0 [+300 CP]

Cloning seems to be far more advanced here than it was back home. That probably explains why there's a clone of you running around on Jefferson Island.

The clone has all of your perks from this Jump alone and it is very determined to see you dead and take your place. To help him in that no doubt dangerous task, he has acquired tremendous amounts of equipment, all for the sole purpose of killing you.

This is one dangerous foe you're taking on. I hope you're prepared for it.

KoJumper - Evil Clone 2.0 [+600 CP]

Now this is far more problematic. It seems that someone managed to grab a hold of your DNA before this Jump and with that DNA, they made a special clone of you.

Possessing every perk you have from your previous Jumps, this clone is a formidable fighter indeed and will do everything in its power to see you dead at its feet.

Nevertheless, you still hold a few advantages. Your clone has neither your equipment nor your experience. The clone also doesn't possess perks from this Jump. Despite that, this is sure to be a battle that will push you to your limits.

"Take a Bloodbath Challenge" [+100 CP]

Normally, in order to progress through DeathWatch, you do not actually need to participate in any Bloodbath Challenges. They're just there so you can have something different and fun to do while you're plowing through mooks and other contenders.

That's not the case for you anymore.

Every two days, you will have to take part in some sort of Bloodbath Challenge, even outside of the DeathWatch games. And you have to earn a certain amount of points or more. If not, you're repeating the challenge until you do so.

Good luck and hopefully you don't get bored.

Boss Rush [+200 CP]

There are many noteworthy individuals who have been involved in DeathWatch. Some of them were actual contenders while others were merely content to remain in their place, just enjoying the games.

Now, those people have found a new goal. Every sub-boss found in-game are now tasked with killing you. Even killing them won't stop them. By the end of the week, they'll be back and ready to kill you all over again.

Only at the end of this Jump will you be free from their attempts to kill you. Good luck.

It's a MadWorld [+300 CP]

Do you believe that the people would be satisfied with only one DeathWatch game with you in it? Apparently not. The crowd can't get enough of you.

Every year, you must now participate in the DeathWatch games. Each of the games will be unique in their own right and will be just as deadly and dangerous as the last.

Hopefully, the crowd will love you just as much as they did the first time.

It's a MadJump [+600 CP]

How many worlds have you been to Jumper? How long has your journey been? How much do you truly remember?

I suppose this is as good a way as any to test your memory then.

After your first year here, you will be involved in a massive DeathWatch game on an island resembling the worlds you've gone to, filled with people, creatures, and items from those worlds.

Your goal is simple. Win this DeathWatch Game and prove that you are the Champion indeed. Until victory is yours, you will not be able to leave this world.

Ending

Congratulations, Jumper. You've lived in this world for ten long years and you came out of it in one piece. Well, metaphorically at least. You're still alive after all. No matter. All your injuries will be healed and you will be restored to full health. You don't have to worry about any drawbacks either.

Now, it is time for you to make one final decision. You'll have some time to think it over, don't worry. Regardless of your choice, you'll receive the soundtrack for *Madworld* as a complimentary bonus.



Head on Home

I suppose your time here has managed to convince you to go back home. Very well then. You will go back home with everything you've obtained on your journey. Do me a favor when you get home though. Raise some hell.



Stay Here

This world might be a crapsack realm for the living and maybe even the dead but you can't deny that it appealed to you. Perhaps it was the violence or something else. Nevertheless, this is your home now and you're ready to see it through.



Keep Going

If this world convinced you of anything, it's that there's more things to do, more places to explore, and more people to meet. It's been fun here and you're gonna have some more fun in the next world. Ride on cowboy.

Notes

1. You don't actually need to kill people in DeathWatch. Many of the contenders have fought in previous DeathWatch games and while the injuries received were devastating, they still lived to fight another day. This probably speaks wonders about their healing capabilities since Kreese, one former champion, received many injuries that would outright require years long if not a lifetime's worth of physical therapy and treatment in real life and yet he could still fight in DeathWatch only a few years later.
2. Regarding Mayhem Dispenser:
 - a. For this Jump alone, the only weapons the Mayhem Dispenser will provide are the weapons it dispenses in-game.
 - b. After this Jump however, the Mayhem Dispenser will begin dispensing weapons of the various worlds you go to, so long as they are something that can be reasonably acquired by a common soldier in those worlds.
3. Regarding It's a MadJump:
 - a. The characters, creatures, and equipment found in the game will merely be copies. You don't have to worry about them being the original. You could have them be the original if you want though.
 - b. The island's size will be based on how many worlds or Jumps you've been to before and how long you spent there. A single ten-year Jump will add around ten miles square area to the island. A Jump lasting a hundred years on the other hand, will add around fifty miles to the island's square area.