



A young pig-tailed girl lays alone in a room. For reasons known only to her, she is unable or unwilling to leave. Little to her name but a small bookshelf, a bed, a desk, and a TV. A high balcony is her only view of the outside world below. Whatever her reasons may be, her waking world is so pathetically small, so she dreams of white deserts, of neon lights, of pink seas, of darkness, of blocks, of Mars, of Hell, of the nexus and twelve doors that take her to these impossibilities. The dream world is equally euphoric, and horrifying.

Her name is Madotsuke. She is given only one task, collect all the Effects.

Maybe you are a dreamer like her, or just a figment of her subconscious. Regardless, should the dreamer wake up, it will not count as death. Your existence will resume once they return to unconsciousness.

+1000DP (Diary Pages)

Identities

Pick one. Age & gender don't matter.

>Dreamer

The dreamer was not Madotsuki, but yourself, or maybe you both roam the same dream? The dream is unchanged, and only your room is accessible in the waking world.



>Chaser

Not every being in the dream is friendly. You're a creature that aggressively pursues the dreamer on sight. What happens when you catch them depends on you.



>Resident

You're certainly a strange being, but not a malicious one. You may be indifferent, if not amicable outright to the dreamer. You have no intention to antagonize them.



>Figment

You're something from outside the dream. Maybe a memory, or an ideal, or something more... real. You mirror both the familiarity and cruelty of the waking world.



Gifts

Take these for no cost.

>24 Effects

The soundtrack and ambient sound design of Yume Nikki, or whatever YN-inspired setting you inhabit will now follow you into future worlds. This may be toggled on and off at will.

>8-Bit Memory

This game and those inspired from it have a very particular pixelated style. At your own discretion, you may view this or any other world in that style. May change to different styles of pixel art when appropriate.



Dreamer Perks

50% off Dreamers, 100DP Perk free.

>9 A.M

You always have the state of mind to realize when you're in a dream, and be able to wake yourself by pinching your cheek. Does not apply when trapped in the dream by outside forces.(100DP)

>Endless Station

When searching an area, you may choose to "loop" back around to the opposite end of the area. Exiting the "top" will take you to the "bottom", going "left", will bring you to the "right".(200DP)

>Drip of Mars

Ordinarily, the ability to gain Effects would be limited to this jump. Now you will never lose the ability to gain new Effects. These can even be used in the waking world. What does and doesn't give Effects can seem random.(400DP)

>Madotsuki in Wonderland

Your mental state has a profound effect on the world around you. As your mind stabilizes, materials around you become structurally sound, and beings become organized. When your mind degrades, the world becomes more brittle and hectic. When your decay reaches its peak, your madness end in mass destruction, though this will still destroy your mind if you can't recover in time.(600DP)

Chaser Perks

50% off Chasers, 100DP Perk free.

>The Dark Ages

When you've identified someone as your enemy, you recognize them on sight. As long as you could still recognize their traits with a good look, not even them transforming will fool you.(100DP)

>Feed the Birds

You instill curiosity in your targets. If you haven't yet been identified as a danger, targets can't help but want to approach you. Targets almost always see you from your least threatening angle when meeting for the first time.(200DP)

>Escape Flight

When giving chase, your targets run at a constant speed. They may grow tired, but will not speed up, barring external assistance or vehicles. Even those will only give them a flat boost.(400DP)

>No Good, it's Impossible

Rather than relying on violence, when face-to-face with an enemy, you can warp them to the nearest inescapable location. "Inescapable" meaning it has no physical exits. Those trapped can still find other ways out, like breaking the walls. If no such enclosure exists, one will simply be created in a random location nearby.(600DP)

Resident Perks

50% off Residents, 100DP Perk free.

>Martian Resident

Barring those with a vendetta against you, people rarely jump to immediately attacking you unprovoked when you first meet, even if they would normally be inclined to do so.(100DP)

>White Pool

You have the convenient talent to bury other people's traumatic memories deep within them. You can only suppress them for a time. If they're too far gone, not even you can reach them.(200DP)

>On the Air, in the Air

You have the ability to isolate people physically in a nearby location. Doing this causes an acidic effect to slowly melt away all physical points of entry to the surroundings, like bridges and stairs. The more connections there are, the slower this is.(400DP)

>25th Effect

It appears you yourself can act as an effect. By having someone "equip" you, you will take on a form similar to the knife effect. Your unique feature is being able to cut through non-physical defenses or immutability. This doesn't help you against conventional physical toughness. You can still speak with the person equipping you, but you cannot control their actions.(600DP)

Figment Perks

50% off Figments, 100DP Perk free.

>Diseased Girl

You can resist efforts to suppress your true nature. Even when your memories are lost, your personality always finds a way back, for better or worse.(100DP)

>Neon Flower

When you find yourself isolated from the outside world against your will, people have a way of finding you. Not specific people, mind you. No matter how hidden the path may be, someone will always find their way to your prison.(200DP)

>Disregard

When you physically assault someone, they briefly interpret you as a symbol of all their trauma. This weakens their ability to resist, and will take a toll on their mental health.(400DP)

>This Way Mr.Demon

You have the ability to set traps that, when triggered, pull the victim into another location. This can warp space to an extent, such as shrinking them to enter a tiny town, or pulling them over great distances. Traps take time to set up, but you can do so remotely, as long as you've been to both locations. You also need to set trigger conditions. Any changes made to the victim of the trap are undone once they leave.(600DP)

Characters

May be taken with you into future worlds.

>Lonely Dreamer

Madotsuki, or whoever the dreamer of this world may be, has grown attached to you. They may not always be nearby, but they will always enjoy when you happen to run into each other. (50DP)

>Aimless Chaser

A being that was once meant to chase, has somehow forgotten who their target was. Now they chase you, but can't seem to figure out what to do once they catch you. At least they're friendly. (50DP)

>Detached Resident

Tired of their impossible world, your nature as an outsider has caught this fellow's attention. They are always welcoming, and place a great deal of importance on your mental health. (50DP)

>Unstable Figment

Unable to cope with the ambiguity of their nature, this fragment has latched onto you as a pillar of support. They try to be sweet and kind, but a corrupt nature lies at their core. (50DP)

Effects

Discounts for any one Effect of each tier,
50DP Effects discounted to free.

Effects are tools or forms that allow you to navigate the dream. All effects may be stored within an inventory of sorts, and deployed at any time, but only one may be equipped at a time. Effects bought here, as opposed to being found in the dream, are usable in the waking world post-jump.



>Fat

This Effect changes your body to be a bit on the chubby side. At least you're huggable.(50DP)



>Blonde Hair

This Effect changes your hair to a long blond style. You may or may not have more fun.(50DP)



>Long Hair

This Effect extends the length of your hair. Plenty of people are into that.(50DP)



>Towel

This Effect wraps you into an adorable towel burrito. You may now sneeze at will.(50DP)



>Severed Head

This Effect transforms you into a severed head. Decreases your speed and height, but lets you see close to the ground.(50DP)



>Buyo Buyo

This Effect lets you jiggle, as if your body was made of jello. Sounds fun.(50DP)



>Frog

This Effect gives you a frog's head. You can swim at the same speed you can walk.(100DP)



>Flute

This Effect gives you a flute, as well as the ability to play it quite beautifully.(100DP)



>Neon

This Effect changes you into a neon sign. You can change your own color to change the tint of your surroundings.(100DP)



>Poop Hair

This Effect gives you hair that resembles poop. You may drop flies to mark locations.(100DP)



>Nopperabou

This Effect removes your face, and lets you spin your head around. Very likely to scare some people.(100DP)



>Hat and Scarf

This Effect gives a cozy scarf and hat. When snowing, you can change into a snowman.(100DP)



>Midget

This Effect makes you tiny. You can spawn up to 7 clones, that you can destroy at will.(200DP)



>Yuki-Onna

This Effect changes you into a Yuki-Onna. This causes snow to fall around you.(200DP)



>Umbrella

This Effect gives an umbrella. Opening it causes rain to fall around you.(200DP)



>Demon

The Effect turns you into an Oni-style demon. In the rain, you may cause lightning.(200DP)



>Lamp

This Effect turns you into a lamp from the neck-up, letting you light up dark areas.(200DP)



>Bicycle

This Effect gives you a bike. Increase your movement speed, and has a nifty bell.(200DP)



>Cat

This Effect gives you cat ears and a tail. Meowing attracts beings to you, and can summon UFOs in certain places.(400DP)



>Knife

This Effect makes you brandish a knife. Letting you kill and scare away some beings.(400DP)



>Triangle Kerchief

This Effect gives a headband. You may turn undetectable by sight, but not by touch.(400DP)



>Witch

This Effect gives you a witch outfit. By riding a broom, you can hover and even fly. (400DP)



>Stoplight

This Effect changes you into a stoplight. You can freeze other beings by turning red.(400DP)



>Medamaude

This Effect changes your head into an eye'd hand. Clenching warps you to your starting point in a given world.(400DP)



Narrative

Dreamer

Your task is simple, escape the dream.
Likely involving collecting all Effects.

Chaser

Your task is to pursue the dreamer
whenever possible. You must break the
dreamer's will to escape the dream.

Resident

Your task is to be a guiding light for the
dreamer. You must help them move past
whatever personal issues keep them locked
up in this dream.

Figment

Your task is to break the dreamer, to
corrupt them and dig at their trauma until
they are driven to despair or insanity
with no hope of recovery.

Nightmares

>The Girl Who Lost Her Loneliness

You may choose to spend your jump in one of the many Yume Nikki fan games. All options that reference content from Yume Nikki will be altered to match the new setting. (+ODP)

>The Girl Who Lost Her Questions

Dreams are oft open to interpretation, as is this one. You may decide what the "true" meaning of the dream is. Maybe it's a metaphor for trauma, or some kind of epidemic plaguing the waking world, or no meaning at all. (+ODP)

>The Girl Who Lost Her Fantasy

If you'd prefer, you may inhabit a dream slightly different from the one in the game, or even built from your own subconscious. (+ODP)



>The Girl Who Lost Her Reality

You've come to the grim conclusion that your chain to this point has all been a dream. Expect a lack of motivation and feelings of entrapment. (+100DP)

>The Girl Who Lost Her Thoughts

You have some kind of amnesia. It will start with just your past, but as your mental state worsens, you'll forget common and important things, like what a door is, or what a dream is. (+100DP)

>The Girl Who Lost Her Humanity

Deep down, you're a wicked child, who finds such innocent joy in destruction. This is suppressed for now, but may come out under pressure. (+100DP)



>The Girl Who Lost Her Way

The dream world is not as stable as it once was. The world is always shifting. Following one path rarely takes you to the same place twice. Getting anywhere is a matter of trial and error.(+200DP)

>The Girl Who Lost Her Identity

Somebody is hiding out there in the dream world, guiding you from the shadows, just waiting to sabotage your efforts at every turn.(+200DP)

>The Girl Who Lost Her Inhibitions

Madotsuki's violent tendencies started spiraling out of control, aimed at you and anyone that gets in her way. As her mental state degrades, so does the dream world as a whole.(+200DP)



>The Girl Who Lost Her Desperation

The only means to escape this jump is by suicide. You lose all knowledge of this fact. You will be unable to die in any way other than suicide.(+300DP)

>The Girl Who Lost Her Chance

There is some corrupting force pursuing you. Letting it take you over in body and mind will end your chain.(+300DP)

>The Girls Who Lost Their Dreams

This was more than a single dream, it's a composite of the minds of countless dreamers. Their traumas and memories forming one massive mosaic of unknown dangers.(+300DP)



>The Girl Who Lost Her Purpose

The dream's hold on you is far stronger than expected. Your items and abilities you brought in from outside are sealed away. You must brave the dream using only what you purchased here. There are only a handful of ways to kill a being within the dream, so the danger you're in hasn't risen that much. (+400DP)



Endings

Go Outside
(Go Home)

Eternal Dream
(Stay Here)

Back to Sleep
(Move On)



Dream Diary

Jump by Gene

The waking of the dreamer will not count as death for those within the dream.

I used the Yume Nikki manga for many of the options in this jump. Supposedly, Kikiyama has given his okay on its existence, if not its canonicity.

Taking *The Girl Who Lost Her Loneliness* and *The Girls Who Lost Their Dreams* will let you spend this jump in a disjointed composite of Yume Nikki fan games.



Secret Endings

Completing the Narrative associated with your Identity will allow you to revisit this dream in your sleep post-jump.

Should you do so with the Nightmare The Girl Who Lost Her Purpose, you will be able to create similar dream worlds for others, built from their own subconscious. You can connect multiple minds to a single dream world for a kind of composite dream. Whether this is for fun, punishment, or rehabilitation all depends on you. You can even enter these dream worlds yourself by sleeping near them. You cannot control dream worlds per se, but entities born in these worlds will be cooperative with you.

