



Sorry to Bother You Jumpchain v1.1, written by Tak and revised with feedback from Myrm

Written and directed by Boots Riley, *Sorry to Bother You* is an American film that follows Cassius “Cash” Green as he takes a telemarketing job at RegalView to pay his rent and finds himself between his want for personal financial gain and the wider need for collective action. As per tradition, you’ll be spending 10 years here. You have **1000cp (Choice Points)**.

Starting Location

You can start out anywhere on Earth. If you choose to start in Oakland, California, you could easily become entangled in the film’s narrative. Even if you start elsewhere, including anywhere not in the United States of America, you will have a difficult time escaping from the film’s themes: capitalism, the commodification of revolution, telemarketing, organized labor, new forms of worker exploitation expressed through transhumanism, and false consciousness.

Age and Gender

You may freely decide your age and gender with no point costs.

Origins

Any origin can be a drop-in. Choose one.

Worker (0): You are one of many workers just trying to make it work. You probably don't have much capital, and you are vulnerable to exploitation, but your situation is not hopeless. You might not necessarily have a job, at least not starting out, but you are working class.

Power Caller (0): You are among the few who has demonstrated a great competence in your job and a willingness to put ethics to the side for the purposes of excelling. By default, you are a Power Caller, a telemarketer selling cheap labor and weapons to the movers of the world (corporations, dictators), but the origin can also apply to anyone with high-paying but ethically disastrous occupations.

You also do not need to start in that position. You could take the Power Caller origin but start out with the sort of job you'd expect from a Worker, and then work up from there.

CEO (300): You're at the top. Great wealth and great power is yours, as well as a large corporation. You gain your economic and social power through the exploitation of workers in a capitalist system.

Perks

Perks associated with your origin have their cp costs halved. If they cost 100cp and you have their origin, the perk is free instead.

Undiscounted

Who Love Me and Who I Love Back (200): Sometimes relationships don't work out. Sometimes there are bumpy periods. Sometimes people screw up, and look elsewhere, even when they know they love each other. Well, with this perk, it can't get too ugly: when the situation could spiral out of control? It won't. If some bad information, or the mistakes made when split, might threaten to spill out and mess things up further, they will instead neatly fly under the rug. Your relationships are still natural and realistic, but now there's a better chance that the relationship will practically work out. Because sometimes, relationships *do* work out.

Worker

Stick to the Script (100): Perhaps it's telemarketing, or working at a factory, or delivering goods. Regardless of what your job is, you're pretty good at it! Not good enough to warrant a promotion by its own power, sure, but enough to get by without risk of getting fired (not for your poor performance, anyway).

Artistic Pursuits (200): No matter how strange or abstract your art may seem, you will always be able to find an audience large or rich enough, and interested enough, to financially sustain your art as an occupation. This could apply to dramatic art, visual art, music, or pretty much anything else that could be genuinely called 'art'. You won't be able to get rich this way, but it will be enough to get by.

Union Organizer (200): Like Squeeze, you are especially proficient in helping people come together for their own good through collective action. Usually, though not exclusively, you can manage this through helping to bring about organized labor (forming unions, negotiating for wages). As an extension of your perk, your bosses will not be able to fire you for organizing labor, even if it was legal to.

Same Struggle. Same Fight. (400): You are more easily able to unite people if they have similar problems or struggles, even if they have marked differences that would usually make collaboration unlikely. You might be able to convince two groups (nations, religions, species, or even individuals if it makes sense) to come together for the purposes of overcoming issues that the two share, such as in opposing a shared foe.

Left Eye, Bitches! (400): Provided you put in just the bare minimum of work in your efforts, any of your attempts at vandalism, graffiti-work, and politically-motivated mischief will not result in you being caught or even identified. You'll still need to run away when you need to, but no law

enforcement will catch you and no identification technique, whether by fingerprint or camera, will attach the action to you. You can turn this perk off whenever you want. When it is being used, a black grease-paint stripe appears below your left eye.

Equisapien (600): Horses have been there, serving humanity, for thousands of years. The power of their muscles, the long hours they could work, their relative obedience, those are exactly the qualities that elites would want in their workers... and, now, these qualities are yours. You gain the equisapien alt-form, a gene modification-based transformation with powerful muscles, wide shoulders, a partially equine head, increased endurance, and large, stubby fingers. This form has the power to rip doors off their hinges, but lacks dexterity or hand-eye coordination. In this alt-form, the amount of sleep you need is halved.

While Steve Lift implied that the equisapiens were more pliant and obedient than the humans they used to be, they ended up just the same as before. Because of this, and because you're spending points for this, your intelligence, willpower, voice, and pliability are all unchanged.

Power Caller

White Voice (100): You have developed a 'white voice', a new tone of voice and way of speaking. Not merely the accent and mannerisms of a white person, the 'white voice' embodies the worry-free, idealized form that white people wish for themselves. "It's what they think they're supposed to sound like." When you use the white voice, you are confident and outgoing, easily giving off the image that you don't need to be here and that you could be doing whatever you wanted with your time.

For another 100 cp (undiscounted), the perk can be improved: in future jumps where one class, race, species, or gender of people are socially dominant or 'on the top', the white voice will sound like the local dominant force. The more you use the voice, the more people will view you as being like that dominant group, even if they can clearly see that you are not.

Sorry to Bother You (200): You're able to keep people on call for longer than you normally should have been able to. While this perk might not necessarily make you more directly likely to land an agreement, or deal, if that's what you're after, you'll have many more opportunities to try.

Crash into the Call (200): Whenever you are on a call with someone, whether by phone or something else entirely like telepathy, you will be able to see them even if the call was supposed to be audio-only. It will be as if, by making the call, you are crashing to where they are, allowing you to see them and all around the room they're in. They will see you, too, but none of your room.

Class A Material (400): Who knew there was so much power in telemarketing? This perk does two things. First, there is a minimum of how bizarrely high-class, clean, and proper your job can be. If the building where you work normally has conditions below this minimum, where you work becomes a new segregated area or floor where you and those you invite can work, separating

the Power Callers from the normal workers. Secondly, your skill in your job is notched up a few points.

Mr. _____ (400): That's 7 underscores. Your name is now redacted from reality: while people will say your name if they know it, and react as if nothing strange happened, in truth the sound of their speaking your name will be [bleeped] if you want it to be. Unless you are dealing with characters with meta-awareness of the fourth wall or something similar, conversations will flow naturally as if nothing was strange. Yet, if your name was bleeped, no one who didn't already know your name will forget it moments after the conclusion of your conversation. You can also redact your name from past events, even if your name wasn't redacted at the time, to protect your name from divination or recordings.

As an unintended and strange side effect, you are also immune to any effect, power, or spell that requires your name (or true name), unless you wish to be affected by it.

Legend like Hal Jameson (600): Whatever it is you do, if you're any good at it, you will be taken as the shining example of what to do for, bare minimum, decades to come. While this perk will not make you any better at your job or at any skills, it will make it that your legend will scale with your skill, where you could easily be seen as a near-deific idealized figure known by everyone in your trade. If you are skilled (and therefore legendary) enough, you will be able to change how the job is done, even fundamentally changing the modus operandi, even if it's highly impractical.

CEO

I'm on Top (100): You can get away with the occasional abuse of power. Sure, maybe you're overworking your employees well beyond what is ethically justifiable... but what are they going to do? They rely on you for the money they need to live. And besides, they think they can climb the ranks if they don't mess up. You can push them harder, skirt around the law more finely, and get away with more potential scandals never seeing the light of day. This perk is especially effective the closer you get to a monopoly over employment.

Cult of Personality (200): With moths to light, you have developed the tendency to attract people around you because of your wealth. If you don't shoo any of them away, you will mostly attract ego-grooming yes-men and arm candy. They might not even seem like individuals to you, as the number of them seems to change to fit the room or your mood, and their generic-looking faces seem to be different every time. If you are more discerning or picky in your company, the people around you will be more notable, more interesting, more personable, and more beautiful, scaling with your wealth.

Technically Legal (200): When you're the only source of work that people can turn to, you can pay them however much you want. The closer to a monopoly on work you have, the lower the legal minimum wage (or equivalent) will become— and with a full monopoly, you won't need to

pay them at all. How will they be motivated to work for no pay? There's a few justifications, some more horrifying than others; fanwank it with what makes sense.

Good PR (400): When you have a PR department, they are especially competent. Not only are they good generally, but they have developed a particular knack for being able to take bad news and twist it around in a way that will reflect well on you. You've been performing unethical experiments? You've *advanced* a scientific field in a cool way! Your employment model is effectively slavery? You're saving lives *and* the economy! Etc.

With time and funding, you can even set up advertisement campaigns that use the same team to attempt to sell crazy ideas to the public.

Protect My Interests (400): Provided that you aren't actively doing anything obviously illegal or disastrously unethical, police will protect your financial interests just as much as— nay, over— the interests of the public. Are there protests in front of your building? The police will do their best to let the Power Callers in and out, easily resorting to force. If need be, if they have time to prepare, they can even call in Blackwater Agents, members of a private military company that are better equipped and more used to military situations.

Got a Horse on the Inside (600): Is there a rebellion getting in the way? Is there a big move you're planning to make, but that's likely to stir up a revolution against you? Sometimes the best option isn't to squash it into the dust. You have gained the ability to put someone you can manipulate into positions of authority and respect within rebellions, unions, and cultural movements. You can even make them their leaders if you catch the movement early on, or otherwise with some hard work.

With one of your own on the inside, you have a great amount of control over it. You are able to calm it, stoke it, aim it in one direction or another, or even slowly attempt to twist its purpose away from what it originally was and into something that, instead of merely not hindering you, actively benefits you. Keyword there being 'slowly'. Best thing is, if you're cautious and slow about it, all else being equal, your person on the inside won't ever be ousted or found out.

Items

Items associated with your origin have their cp costs halved. If they cost 100cp and you have their origin, the item is free instead.

Undiscounted

Office Phone (100): A cheap phone set. It has functionality to store phone numbers you put in it and has some more functionality that lets it select a random valid number that fits under the conditions you specify (you can discriminate by location, by when the number was registered, or by how many times you've called it before, but not by much more than that).

Worker

Semi-Converted Garage (100): Home... by which I mean, the garage of a family member. It isn't much, but it's probably all you can afford right now. Because you've paid points for it, you don't need to pay rent for it, but your family member who owns the house will receive that amount of money anyway.

Spray Paint (100): All the tools you'd ever need to send a message... specifically on a wall, using paint. Comes with multiple colors, though mostly black.

"I Got The S#@ Kicked Outta Me!" (200): A TV show for the lowest common denominator, where the audience enjoys watching someone going through paddles and sludge and pelted baseballs and generally an unpleasant mess, all while canned laughter plays. And now, this depressingly popular show will follow you, when you want it to, into future jumps (though it will change form to suit the setting). In less technological settings, it may be a stage play. In more puritanical cultures, the cuss in the title might be dropped, or the humiliation of the guests may be framed as being theologically cathartic.

Whatever form it takes, the show will be popular and will reach a large number of people. No more than once per year, you can use the show to send a message to the public... but only after you've faced the show's humiliating trials.

WorryFree Facility (400): The WorryFree Facility you may have worked and lived in. It is a factory where many, many people do soul-crushing manual labor and repetitive work for long hours. Then, at the end of the day, you'll sleep in the same facility, with your peers, packed in 'like sardines'. They're stuck in lifetime contracts, too. But now? After the jump ends, the facility belongs to you. It is capable of producing many things, it can be fit to suit many kinds of labor, and it can hold many 'residents'.

Power Caller

Contacts (100): Whether it's on your phone, in a book, or exists magically or psychically, you have a list of contacts that allows you to contact the movers of the world. Using it, you can get in touch with the people with power on a planet: usually governments, dictators, and corporations, but different settings emphasize different types of power, and it's flexible. By default, this item takes the form of a bunch of automatically updating names and numbers in a notebook.

Proper Apartment (100): You have a proper apartment now. It's got plants and art and everything! Conveniently, it's close enough to all the places you normally want to go, and nice and quiet.

The Elevator (200): By entering a specific sequence of numbers into an elevator's number pad, the elevator you're in will become The Elevator. The Elevator is luxurious and has an automated voice that compliments you and strokes your ego (and that is voiced by Rosario Dawson, fun fact), which is sure to help with self-esteem issues. The Elevator could take you and anyone you bring with you to your Warehouse (or equivalent), or to any elevators that you own.

Power Calling Suite (400): But by default, The Elevator will take you to and fro the Power Calling Suite, a soft, well-lit, spacious area with both wide and enclosed spaces. Any work done here will get done just a little bit quicker (perhaps by 10%), but with a lower degree of failure. Here, things that might get in the way of good work (tiredness, writer's block) do not apply, and bad or awkward moments are made less severe. Hypothetically, these effects could even apply to exercise or training.

If you don't have The Elevator, you will need the ability to move between planes or dimensions to access it.

CEO

Mansion (100): You own an expansive and expensive mansion, the finest in the city. It is aesthetically pleasing, though has many superfluous and mostly empty rooms that only really see use in parties. It also has a vast below area with many corridors and doors painted in confusingly similar shades of green. Down there, you can get away with all sorts of experiments right beneath everyone's noses (though even you could very easily get lost).

Corporation (100): You own a large, successful, and socially influential international corporation comparable to Amazon in scope and ethical practices. Whatever it is that it does to make its money, it won't be anything moral.

If you buy a corporation as a Worker or Power Caller, it will be scaled down into a small- or medium-sized business until the jump ends.

Diffuser Antidote Special Sauce Serum (400): If Lift was telling the truth and this strange serum was real and already developed, it should be able to reverse the DNA-affecting effects of an equisapien fusing catalyst. Because you're paying for this, though, not only is it real, but it will counter and reverse all sorts of grievous genetic tampering, returning DNA back to its previous, unchanged state.

Equisapien Fusing Catalyst (600): A small supply of '100% Peruvian Horse Cocaine', and the ability to buy more. For the 70% of people who are compatible with the change, taking this catalyst powder into the body will slowly result in a change that will successfully turn the taker into an equisapien, or a horse-person. For the other 30% of people? They die, or worse. (This percentage holds for standard humans, though it can easily change, for better or worse, depending on the genetic situation of the taker.)

Unlike the alt-form version granted by the Worker perk, this is not an alt-form but a direct change to the genes of the target. It won't be pretty and might not play well with your other genes. If you're interested in gaining its power for yourself directly, you'll be a lot better off with the perk version. Using it widely on others, though, you could find yourself with a stronger and longer-working force.

Be wary: while any old catalyst will work fine on people from this setting, only this paid item version of it can work on people from other settings.

Companions

Companion Import (50+): For each 50cp you spend, you may import a companion into the world or create a new companion from this world. Each may freely choose an origin for themselves, and each gains 600cp to spend on perks and items (but no companions or drawbacks).

Canon Companion (50+): Purchasing this option doesn't actually give you a canon character of your choice as a companion, not directly. Rather, every time you buy this option, you gain a slot. If you convince a character from this world to come along with you, you can use one of these slots to make them a companion. You can also use these slots to make companions of characters from this world even if they aren't canon, though the slots won't work on characters from any other jump or world. At the end of the jump, any unspent slots will be refunded, and you can use those points for last-minute purchases.

Assistant (100, requires Power Caller or CEO): Someone with an attractive though wholly forgettable face. They are good at taking care of all the boring paperwork you don't need to worry about, and even better at staying out of sight. Trained in manicuring.

WorryFree Workforce (200, requires CEO): Everyone who works for you and has signed a lifetime contract to do it? Unless they're a canon character, they'll all come with you as followers. Because you paid for them fair and square with points, they won't gripe as much about those weird 'human right' things.

Fancy Suit Guy (400): Through the power of the most powerful force in the use, metaphor, this guy is a strange rendition of yourself and a mental projection of what you might be like in the future if you gave yourself over entirely to personal gain. They have all the same abilities, perks, and skills of what you would have at the end of the jump if you ignored caring for anything except your own good, your own profit, and your most high paying jobs. This might mean that they have more personal power than you, but also means that they lack community, as they have long sacrificed their relationships. They might have done highly unethical things, but they also might have just sucked up to capitalists the whole time— whatever got the job done. While they *are* a companion, they will also attempt to persuade you down their own path.

The features of their appearance and their quirks are much like yours, except altered to something similar or equivalent, though often a more grim or serious version. You have (or will have) a head injury that gives you a bandage over your head for a while? Fate was not so kind to this guy: the injury hit the eye, caused permanent damage, and he wears an eyepatch on the other side. Do you have facial hair? They do too, but it's more evil-looking somehow. They're different enough that you don't look the same, including in facial structure or even fingerprints.

They have the Mr. _____ perk, even if you don't. They use it so that it isn't suspicious that their name is exactly the same as yours.

Drawbacks

Drawbacks only apply for the duration of the jump. You cannot gain more than 600cp from your selection in drawbacks.

Canon Character Replacement (+0): You can take the place of one of the canon characters. It must be a character that makes sense, given the origin you have selected. This will force your age, gender, and starting location to coincide with theirs (or you can change them around for 50cp, retroactively changing the character and world).

Short Trip (+0): You may leave the jump early upon having concluded the plot. Which plot? Whichever plot you find yourself in, so long as it was long enough to make a film out of.

Kid Friendly (+0): While they're not the focus, *Sorry to Bother You* contains various references to sex, there's an orgy at one point, and there are multiple references to the *other* effects on the body of becoming a horse-person. This document sort of cleans it up a bit, sure, but by default you can expect all of that to follow you in your jump. That is, unless you take this drawback, which will take the ratings down a few notches. That way, you can keep your jump pure and kid-friendly.

Serious and Grounded (+0): Wait, this film has genetically-modified horse-people in it? That's silly. You're here for race and class commentary, not horse-people, right? Easy fix: just take this drawback, and all of that just never happens. Are there still genetically-modified workers? Sure, but it's less silly and comedic and more explicitly terrifying, and the horse bit is far less evident. If even that's too much for you, the transhuman edge could come from implants, prosthetics, or even advanced drugs.

Have a Coke and a Smile, Bitch (+100): This drawback doesn't give much because it actually has an upside: you're famous! At some point in your first year here, before the jump can be ended by any means (except through chain failure), you will find yourself subject to a humiliating situation. What's worse, it was recorded, uploaded online, and spread virally as a meme. Wherever you go, people will recognise you and laugh. It won't be impossible to get something out of this, being an unwitting celebrity, but your life is changed for the worse.

That Door is Obviously Olive (+100): You lack some of the finer senses. You lose the ability to distinguish or name similar colors, or similar tastes, or smells, or textures, or any of that. Olive and jade may as well be identical. If asked to name either of them, you'd probably just say 'green'. If asked what type, you might say 'light green' or 'dark green'... it doesn't get any deeper than that.

Firepower and Manpower (+100, mutually exclusive with Power Loss): But maybe there's another way. You are still reduced in your power, as per the Power Loss drawback (see below), and *all* of its effects still apply, but through collective action you can slowly reclaim your abilities.

By forming a union, commune, or resistance group, or by joining the Left Eye Faction, abilities that can be logically split into bits or watered down in power will start appearing in the group's members (including you): every member will gain a cumulative 0.1% of each of these abilities for every member of the group, to a maximum of 10%. If a companion is in it that has their own abilities, theirs will return to them at the same rate. Everything of yours and your companions that can't logically be split up, like items, will return one at a time for every thousand group member milestone reached (in the order of least powerful or disruptive items first). Remember, it's in the spirit of things to share.

I Thought You Fixed That! (+200): Technology seems to degrade around you. When least convenient, things will break down completely. For example: your car, after only a few weeks of use, will splat and sputter and choke out as if dying, but will only stop working completely when you most need it. Your garage will creak and groan, and will open on its own at the worst possible moments. Your computer will lag, and crash seconds before you send an important email. You can solve these problems temporarily with money, but over time it'll all degrade back down again.

Struggling (+200): This drawback has two effects. One, your income is halved: whenever you would get money, you only get half of it. Two, you can't keep hold of more than \$10,000, capping your total wealth (yes, even if you're a CEO).

Hopefully They Won't Gripe as Much (+300): Whether your genetics have been altered or not, no matter how much you are or are not like a horse, you are pliant and obedient. You will easily fall in line with what is expected of you. Knowing that you won't complain or rebel, your employers will attempt to pay you as little as they legally can, for long hours, and all the while will motivate you with the empty promise of promotion and upward mobility. It's natural to let people walk all over you.

Lifetime Contract (+300): Whatever work you started out doing, you're stuck doing it: you've signed an expansive contract that enforces a new 'lifestyle' on you. You now live at your place of work and sleep in a small room with at least three people who share your job. All your food and drink is paid for, and you don't need to pay rent, but you have no say in what that food is. You legally cannot quit your job, 'move out', or look for more work elsewhere.

Power Loss (+300, mutually exclusive with Firepower and Manpower): This is a low-powered setting. Sure, there's a powerful capitalist overclass that's far more powerful than any one individual (from this setting) ever could be... but they aren't more powerful than all of you, than a class conscious underclass. If you want to experience the setting in a way that still lets the allegory work, this is the drawback for you. Any perks, powers, items, or features you gained from any jump (that isn't a body mod or this one) will not apply for the duration of this jump. The same happens to any of your companions, followers, etc; no cheating. Unless you can get there with The Elevator, you also have no way to return to your warehouse (or equivalent).

Hopeless (+400, requires Worker): They've already won. Whatever you try to do, there is no hope of the situation improving: WorryFree's 'lifestyle model' will spread and become popular all across the world, and will eventually take most of Earth's population into what amounts to slavery. Genetic transformations that might increase capital will be trialed, and eventually made mainstream. "Soon, there will be millions of them." Even the smallest of comforts will eventually be commodified over your stay. On the bright side, you'll only be here for a decade.

Without external power, there is nothing you can do. The people's spirits are crushed. People lack the motivation to even attempt to form a union, and even if they did it would be quickly squashed under heel. If you have external abilities that can help, perhaps you can do *something*... but you'll probably be doing it alone, against the world.

Uppity Workers (+400, requires CEO): You're providing them with money, the very dosh they need to live, so why are they complaining so much? It seems wherever you go, the workers are coming together, bargaining as a cohesive, class conscious whole. If you want to hire them—and you're going to need to hire them—they will form unions to increase their wages. Anything sneaky you try (like lifetime contracts, equisapiens, total automation) will be countered by workers lobbying their politicians to make what you're trying illegal. If your PR is lacking, or you push against your limits too many times, you may even risk revolution.

Scenarios

You do not need to do any scenarios. You may only do one scenario. You cannot choose a scenario you do not meet the prerequisites for.

The Plan

In the film, Steve Lift's plan was simplicity itself:

1. Introduce equisapiens to the public with a bomb-ass publicity campaign and relentlessly advertised stop-motion animations.
2. Find a legal method to bypass the FDA's and NIH's moratorium on human genome manipulation. Bribery and corruption? Easy enough.
3. With the promise of being able to work better with their new strength and get paid more by doing so much better than the normal human workers, many WorryFree laborers (already on lifetime contracts) will willingly agree to be transformed. More workers will agree over time, as they cannot compete with the equisapiens while untransformed.
4. Introduce an "Equisapien Martin Luther King" to control any equisapien social movements or revolutions.
5. Have the plan succeed, and the equisapien population be at least 3 million, for 5 years.

... And now it's your plan, too.

Your goal is to make sure that the plan succeeds and to make sure that all of its numbered points happen. However, your role in this plan depends on your origin.

If your origin is **Worker** and you take this scenario, your goal is to be the 'Equisapien Martin Luther King', the inside agent controlled by the elite to manipulate and aim horse-people social movements and plans from the inside. At any time between Step 5 concluding and the end of the jump, you may take an optional one-use dose of the Diffuser Antidote Special Sauce Serum.

If your origin is **Power Caller** and you take this scenario, your options are more varied than either other origin. You have two options. One, you can do the same job as the Worker, and can also get the antidote at the end. Two, you work for the corporations in advertising, marketing, even telemarketing, to sell the idea to both the movers of the world and to the public.

If your origin is **CEO** and you take this scenario, your goal is to make sure the plan works on the macro stage, dealing with bigger things like strategy and policy and the occasional press conference.

Because the jump can last no longer than 10 years, and the plan has to be going well for 5 years to pass Step 5, it is impossible to win this scenario if you haven't started on Step 5 within the first 5 years of the jump. Indeed, if 5 years pass and you haven't gotten to Step 5 yet, the scenario will fail as governments catch up to your plans and legalize the genetic technology the plan relies on. If you, as the jumper, don't touch or alter anything, the plan is doomed to fail. If

you transform into an equisapien for the scenario and it fails, you won't be able to leave that form until the jump ends. If you were the CEO or an advertising Power Caller for the scenario and it fails, your organization will fail, you will be out of a job, and you won't be able to get any good jobs for the duration of the jump.

Upon concluding Step 5, the scenario is won. Throughout Step 5 and beyond, by default, the equisapien population will roughly increase by 15% every year until it has overtaken all of the working class. Keep in mind, though, plenty of factors could increase or decrease that rate.

The reward depends on your origin:

- Worker: because you already had a discount on the equisapien, you gain 300cp. You also gain a one-off payment of \$100,000.
- Power Caller: you gain \$100,000,000, and you gain \$15,000,000 for every year you work on continuing the plan after the scenario is a success.
- CEO: thanks to your involvement, the equisapiens aren't just stronger and they don't just sleep less. By default, you have added in a genetic weakness, an in-built disinclination to rebel or complain about their lot, no matter how terrible it is... but that's just the default change. There is some other subtle behavior change of your choosing that you have put in the genetic transformation. If you bought the Equisapien Fusing Catalyst, the change will apply to that as well.

The Union (Worker Only)

A lot simpler than the other scenario, all you need to do here is form a union to collectively argue for higher pay or better working conditions. Of course, you will face great adversity in this task: talented individuals that might normally be all for a union may be tempted by the promise of upward mobility or the lure of being a 'Power Caller' or your workplace's equivalent, and attempts at picketing will quickly result in the powers at be beckoning law enforcements to protect their interests or, if that fails, Blackwater agents.

If you took the Equisapien perk, you could say that any number of your working peers are also equisapiens. You also have the ability to decide if you work at a WorryFree facility: if you do, you have the advantage of being able to reach a lot more people (as you literally live with them), but the downside of all of you having less legal protections.

If you succeed, you may take everyone in your union with you as a companion that takes up one slot, provided that they were from this setting. In future jumps, the collective bargaining power of your union (including yourself, if you're still in it) becomes automatic, where you gain the benefits of effort, picketing, and all the toils of collective action, without having actually put any work into it.

Choices

At the end of your stay, you will have three options. You must choose one of the following:

- **Go Home.** Your chain ends and the drawbacks go away. You return to your home setting with all of your perks and items and all that, and your companions can follow you there if they wish.
- **Stay Here.** The chain still ends, all the same as above, but you stay here in this world instead.
- **Move On.** The chain continues. You lose all the drawbacks you picked up here and move on to greener pastures.