

Onirism



Carol is sleeping soundly in her bed until a mysterious dark figure steals her beloved plush Bun Bun. Now armed with an Umbrella and a hair dryer, she follows after the thief and ends up in Crearia a world that seems to come straight out of a dream. Welcome to Onirism, the game that follows Carol as she journey across Crearia to get back her bunny, Bun Bun. You will start this journey at the same time she arrives in Crearia, and your origin dictates where you will start. Anyway, it is very dangerous to go alone, so take these

1000 CP

Well, you should be set. Get out there, Jumper. Good Luck and Have Fun!



Origins



Well, before we let you out into the wild....what are you? What is your origin? Age however is an interesting case for this setting. It's a bit ambiguous of the age of the characters in the game. The only one we know the age of is Carol. She's 10. So for **Dreaming Child**, your starting age will be 10. For everything else. 10 is the minimum. Gender doesn't really matter here so pick what you want.

Dreaming Child: Well, either Someone stole something from you while you were sleeping but you woke up just in time to follow them, ending in this world. Or you just wandered into this world. Either way, you will be starting in the same place Carol starts at the beginning of the game in Chroma Falls.

Narr: Basically, Plushie People. You might be a merchant, a scientist or a rebel who wants to fight against the Corporation. You will be starting in the village in Chroma Falls

Frorc: The Most common enemy in Onirism. You are not too bright. You are tough and have an affinity for violence. You are an Orc just fused with a frog. You will be starting in the Tortibobble Swamps

Corporate Trooper Rebel: The Corporation. A Mega Corp...duh. But they also seem to be in charge of the areas with the most technology. You know this because you used to work for them. But for whatever reason, you decided to turn your back against them. Maybe you concluded that they are the bad guys. Maybe you grew a conscience. Maybe after you saw Carol in action. You decided "No thanks". Well, whatever the reason you have decided to fight against them. You will be starting in the power station in the Windy Meadows

Fire Person: You are.... hmmm, how does one describe your race? You are basically an entire species of beings that utilize the power of fire. And well, you do kind of look like a demon. But you are not truly a demon. You will be starting in Inferno Valley

Ice Person: Brr. Cold shoulder. Your kind can be described as a combination of Vikings and Ice Spirits. With skills in Viking combat and the power of Ice at your fingertips, I pity the fool who underestimates you. You will be starting in Borealis Sea

Candy Person: Yes, you read that right. There is a race of candy people. Surprisingly, you're kind is the only one that is shown to have access to magic that isn't restricted to a specific theme. You will be starting in Marshmalott in the Flying Citadel

Perks



General:

Dreamy Atmosphere (Free): Everything here feels like it was from a dream. You can give yourself this vibe and even apply it to some of your powers.

Fluent in French (Free): Seeing that the game had initially been in French and simply had English subtitles. Seems appropriate for you to be Fluent in French.

Toys can be weapons! (Free for here, 100 CP to Keep): In this land of dreams, toys are real. No, No, No. When I say Toys are real, I mean that the toys work just like the real thing. A Power Wheels Motorcycle with a gun attachment? Works like an actual Motorcycle. And yes, the guns work. Got a toy gun? The Toy gun works like an actual gun. Free for here. You have to pay 100 CP to keep it and use it in future worlds.

And they say Soda is bad for you (Free for here, 100 CP to Keep): The primary health item in Onirism is a bottle of pink soda. Drinking this Soda heals you, and you don't suffer any repercussions for drinking so much soda over the game...because it's a game. You, too, have this advantage: you do not get any ill effects from drinking too much soda. For 100 CP you can keep this perk, but also ANY soda you drink will heal you.

Nap Time (Free for here, 100 CP to Keep): Okay, so technically no one really dies in this game except for a Mob Boss and the Final Boss. Everyone else is either knocked out or too injured to keep fighting. The same applies to you as well. While you are here, none of your attacks will truly be fatal, but it will keep your enemies down for a while. Paying for this perk will allow you to choose if your attacks are fatal or not.

Dreaming Child

Mommy, I'm Sleepy (100 CP, Free for Dreaming Child): Aww. Aren't you cute? This perk basically increases your cuteness and makes you more childlike to others. Useful for making others underestimate you.

Made some New Friends (200 CP, Discount for Dreaming Child): You have a magnetic personality. It seems like making friends comes naturally to you as breathing. Not only are you a likeable gremlin but you know the ins and outs of working with others.

Determined little Troublemaking Fairy (400 CP, Discount for Dreaming Child): When you have a goal. Nothing will stand in your way. In fact, any faction that tries to impede you will suffer consequences for their actions. As you move past them. Maybe they will go bankrupt, maybe they will be driven out of an area. Who cares? They shouldn't have tried to stop you. Also, you can double jump and dash in the air with these new pixie wings.

The Dreamwalking Valkyrie (600 CP, Discount for Dreaming Child): Well...Carol was called this during the game....and well, it fits. This one girl faced against a territorial tribe, an abandoned science facility with monstrous plants, and a whole onslaught of foes from the Ice Tribe when she got that name. What this means is she has a knack for violence and is really good with weapons. A one-girl army. The same can be said of you. You know your way around a fight, you know how to use weapons, even improvised ones. But more importantly, you don't slow down. You are a one...uh, let's go with kid. One kid army. Fights tend to go your way; you can "read" an encounter and find the best way to approach it. You also have a pain tolerance on a level that most adults can't reach. Now get out there and make some meanies cry for their mommies



Narr

Plush Cuteness (100 CP, Free for Narr): Another one? Eh, it makes sense. Narr are plush people, and they are cute. So are you. But not as kiddie-looking. So there's that.

Genius (200 CP, Discount for Narr): Okay, it may seem like a low bar considering the competition, but Narrs are actually the smartest species in Crearia. Pick a field, and you are now a genius in it. In addition, you can pick up and learn things faster than others.

Merchant(400 CP, Discount for Narr): This might be the reason why so many Forc mess with the Narrs. They are a natural when it comes to commerce and mercantile. You know what something is worth, how to price things, and how to make a deal.

Witch (600 CP, Discount for Narr): So the merchant to in Onirisim is Ragg. She is obviously a Narr, but she is also a witch. So are you. You know a few spells and hexes to deal with some of the more rowdy folk of Crearia. But nothing like firing a fireball, more like launching skulls and hurling balls of Acid. You also know how to make the elixirs that are in the game.



Forrcs

Amphibian of Few Words (100 CP, Free for Forrcs): Forrcs don't really talk much. Yet somehow they can get their point across with only a few words. You, too, have this ability. You can get your intention known without needing many words.

Raiding Tactics (200 CP, Discount for Forrcs): The Forrcs as the raiders of this world. So, of course, they have the skills to be one. So do you! Basic skills in guns, driving vehicles, and of course intimidation. Yeah you know how to scare the pants off of someone and are good at it.

Adaptable Survival Skills (400 CP, Discount for Forrcs): There are Forrcs in nearly every area of Onirism. Despite how hot or cold the area is. They seemed to adapt to the environment they are in. Being able to craft clothing, vehicles, and weapons based on the wildlife as well. Now you, too, have the skills that these Forrcs have when it comes to braving the elements and living off the land.

Zen and Violent (600 CP, Discount for Forrcs): Uhhhhhh. How? So, okay, there is a sect of Forrcs that have left their violent ways and have achieved enlightenment. Yet they still know how to fight as viciously as they used to....I mean, these Forrcs have a freaking mech in the lower levels of their temple. But you, too, have this interesting balance of peaceful enlightenment and vicious combat rage. This means you can still retain your ability to think clearly and hold a conversation without killing that beast that dwells within you. Think of it as having a zen mode while activating a berserker rage.



Corporate Trooper Rebel

Professional (100 CP, Free for Corporate Trooper Rebel): The Corporation isn't some ragtag bunch of misfits. They are professionals. It's how they carry themselves. How they act during an operation. You, too, know how to carry yourself to be seen as a mature and professional individual.

Basic Training (200 CP, Discount for Corporate Trooper Rebel): You are part of a mega corporation that is dedicated to security and technology. We can't have some random civilian be a part of it. With this, you are NOT a civilian. You have the training equivalent of military boot camp and law enforcement training. Nothing too special, these are just the basics after all.

Commander (400 CP, Discount for Corporate Trooper Rebel): Oh, my apologies, you're not just some grunt. You are a commander. You have more advanced training and conditioning. But you also have better leadership skills. People would be willing to grant you leadership. Take these skills with responsibility.

Specialist (600 CP, Discount for Corporate Trooper Rebel): OH! Oh my. I am sorry. You are not just any soldier; you are a specialist. This means you have the same training as a Navy SEAL, Green Beret, SWAT, and FBI. You are the best of the best. And you know how to use any firearm and any form of Power Armor, no matter how advanced. When things get too out of hand, they call you for back up. Show them they didn't pick the wrong person for the job.



Fire People

Burning Eyes (100 CP, Free Fire People): Your eyes burn with the fury of the sun. At will, you can make your eyes glow. red. This has the added effect of making you look more threatening.

Volcano Dweller (200 CP, Discount Fire People): Well, these guys dwell in an area that is a volcano. So of course they have a resistance to fire and heat. THEY LIVE NEAR MOLTEN LAVA LIKE ITS NOTHING! So can you. Heat will never be uncomfortable or lethal to you, with this perk....unless it's the surface of the star levels of heat. Then yes you will get burned and die. Out side of that you should be fine.

Fire Magic (400 CP, Discount Fire People): The power of fire dwells within you. What this means is that when it comes to using fire magic, you're an expert. In addition to this, any fire spells that you learn can be casted for less requirements, such as mana, ingredients, gestures, etc.

Demon (600 CP, Discount Fire People): Well, technically, you are not a true demon but pretty close. Anyways you are faster, stronger, can turn invisible, and have sharp claws. You also can levitate....also you are considered more appealing to the eyes. Oh, and as a bonus, you are good with axes, scepters, and spears.



Ice People

Icey Eyes (100 CP, Free Ice People): Brr....such a cold glare....those glowing blue eyes....can be triggered at will, you can make your eyes glow blue. This has the added effect of making you look more threatening.

Viking Conditioning (200 CP, Discount Ice People): You kind lives in the frigid cold peaks of Crearia. As a result, you are resistant to the cold. Also, you are in shape. Like no body fat on you in shape. You are also an expert in spears.

Ice Magic (400 CP, Discount Ice People): The power of Ice howls in your veins. This means that when it comes to using ice magic, you're an expert. In addition to this, any ice spells that you learn can be cast with fewer requirements, such as mana, ingredients, gestures, etc.

Jarl (600 CP, Discount Ice People): It's strange the fire people have demons amongst their ranks so could the ice people have to match that? Their Jarl. He is a master combatant. He can integrate his magic into his martial prowess. In addition, he is faster and stronger than most Corporation specialists. All of this is now true of you. You are an expert warrior able to run circles around well-trained Olympic runners and out-lift Olympic weight lifters. Show them the fury of winter.



Candy Person

Diplomat (100 CP, Free Candy Person): The candy people are actually the most charismatic out of the residents of Crearia. They are also the best at speaking with others and de-escalating situations. You are good at this as well. You can speak with others, no problem, and get everyone to calm down better than most mediators.

Recently Knighted (200 CP, Discount Candy Person): Marshmalott is kind of like a fantasy medieval kingdom. So, of course, they have their knights. You have skills in swords, claymore and shields. You can also move unencumbered while wearing plate armor or any knight's adjacent armor. You also know how to unleash a sword beam attack. So go forth and fight for kingdom and crown.

Tech Wiz (400 CP, Discount Candy Person): Though Marshmalott gives fantasy kingdom vibes is also....technologically advanced. This is thanks to the Queen. Like her, you are an expert in technology. You can come up with the plans and know how to make the things found in Marshmalott. Which features, functioning security robots, hovercrafts, anti-gravity technology, a cannon that can fire a person from one place to another without any damage to the person, and MASSIVE airships. You know how ALL this works and how to make, repair, and dismantle all of these items. In time, you can discover other nifty gadgets to invent with this newfound intellect.

Magic is REAL! (600 CP, Discount Candy Person): Okay, so. Ice people can only use Ice Magic, while fire people can only use Fire Magic. The mages of the Marshmalott. They don't have that restriction. This perk makes a mage on the same level as Cheryl. Cheryl can buff allies, unleash a barrage of arcane projectiles, explosion spell, lightning spell, and launch a fireball that can take down an airship.



Items



Starting gear (Free and Mandatory): Well, this depends on which origin you are starting with. Basically, everyone arrives with some clothes (What, you thought you would be dropped here naked?), a melee weapon, and a sidearm with infinite ammo. For Dream Child, you will be given some pajamas, A baseball bat, and a Compact Cleaner (A pistol that is pink or whatever color you wish, pink is just the default). Narrs gets some shabby clothes, a frying pan, and a Classic BB 11 (Crosman Classic 1911 Pistol styled BB Gun). Frorcs get a raider-like wear, a club, and an energy pistol that shoots purple projectiles (It doesn't have a name, and Carol doesn't get it in-game, but the enemies do use it). Corporate Trooper Rebels will be given a uniform, with a mask, a baton, and Klog 9 (a Glock-style BB Gun). Fire People will receive some nomad garments, a spear, and a Classic BB 11 (Crosman Classic 1911 Pistol styled BB Gun). Ice People will receive Viking-like clothing, an axe, and a Klog 9 (a Glock-style BB Gun). Candy People fancy clothing, a Royal Rapier (A rapier that can shoot lasers from its blade when held and swung like a baseball bat).

Laser Dryer (Free and Mandatory): And then there's this. What appears to be a simple hair dryer is actually a laser gun, AND a hair dryer. It doesn't have all its upgrades, but you can find them during your stay here.

A Place to Rest Your Head (Free): A simple cottage for you to rest your head

Toybox (Free): A treasure box styled toybox, just like the ones you would see in any playroom. But this one is different. Somehow able to organize itself and seemingly bottomless, as long as the things being placed inside are toys, gadgets, outfits, costumes, and accessories. It can SOMEHOW "store" hairstyles and dyes. Yes, you can change your hairstyle as long as you have actually had your hair in that style. Yes you can instantly change your hairstyle while using this Toybox.

Map of Crearia (Free): It would suck to get lost while you explore this place. Well this map may seem empty but as you travel these lands it will update itself automatically. That way you're not always walking in circles

Modified Smartphone (Free): So, this is your smartphone that has been modified somehow. IN addition to being a smartphone, it can also translate written words and project them for you to read. It also has a holographic communicator where it can project a hologram of the person you are talking to (Think Star Wars). Comes in a color of your choice and was made to be indestructible somehow.

Power Nap Lamp (200): Okay, so this is basically a deployable lamp that when you step on it you will experience a full night's sleep within seconds...while standing up.... It even heals you!

Must be Christmas (400 CP):.....Uhh So this is a Mecha. That stands about 3 stories tall armed with a rocket launcher and gatling laser gun.....Where the hell did Forcs find this thing?! IT'S AWESOME!!!

Dreaming Child:

Elixirs, and an Umbrella (100 CP, Free for Dreaming Child): Regen, Berserker, Toughness, Speedy. Colored Pink, Red, Blue and Green.

Momo Moto Vehicles Station and the vehicles (200 CP, Discount for Dreaming Child): Okay, this one needs a bit of explaining. First off, you will receive every vehicle that Carol uses in the game's story mode. Second is a gas station and a dock that allows you to call any of them with the press of a button. During this jump, you just get Momo Moto Vehicles Station alone, found near Hags. After you get the stations and the various vehicles that it summons.

Nice Toys (400 CP, Discount for Dreaming Child): Before you get excited, no, this doesn't cover every weapon that Carol can use in the game....in fact, this only covers the weapons you can obtain in the first area of the game. Which are: Hydra, Boomstick (a Shotgun), Flare gun (Flare gun similar to the one from TF2), P-Lah Mk3 (A CHAINSAW!), Dual Splashers (A pair of water-firing Uzis), Fairy Wand (A staff that fires magical bolts), Big Boomstick (A shot gun similar to The Super Shotgun from Doom), Elven Pencil Launcher (An automatic rifle that fires pencils in three round bursts) , and the Bazooka (which is a Bazooka). Plus the following Gadgets 9note that gadgets recharge before being used again0: Fruity Bomb (Fruit that is used as a grenade), Pico Pico Axe (An Axe that you throw), Scissors (Basically throwing knives), Perfume Bomb (Molotov) , and Frag Fruit (Same as Fruity Bomb but this one bonces before blowing up) ENJOY~!



Narr

Graden (100 CP, Free for Narr): A garden for growing plants and flowers...definitely not Broccoli.

For Self Defense (200 CP, Discount for Narr): For a bunch of Plush people the Narrs do have some good weaponry. Stinger (a Nail gun that enemies back with each shot that hits), La Duchesse (a rifle that shoots a bolt of water. The shot can be charged, causing the bolt to be stronger and go farther). Hotkiss Bonet Merci (A slow water firing LMG), Flash-4 (A quadruple barrel rocket launcher, fires all four rockets at once), Uberbubler (a machine gun that rapidly fires bubbles that pop on contact), Deck Cleaner (An aquatic blunderbuss), Sakura Rifle (A rifle that shoots purple balls of energy that rebound on surfaces), Precision Boom Device (A sniper rifle that fires explosive rounds, for when you want everything around the target dead too.),

Seafaring and Air faring Ship (400 CP, Discount for Narr): Well Not every Narr has a teleporting tore front. But a good chunk of them have something to get them around. You have an air ship. This one is a combination of a galleon and a hot air balloon. IT's surprisingly fast and works both in the air and on the sea.



Frorc

Robes (100 CP, Free for Frorc): No idea why a bunch of brutish Frog Orcs have shaolin robes. But hey, here you go. Could be a spare set of clothes.

Tough Toys (200 CP, Discount for Frorc): Well, Frorc have their set of weapons that they use. Hydra, Boomstick (a shotgun), Varmit Rifle, Liberator (an SMG weapon), Nade Launcher, and....the Poopy Popper (I say this with no exaggeration the worst weapon in Crearia, it fires plastic balls all over the place. With a subpar firing rate you will miss most of your shots with this thing

Zen Temple (400 CP, Discount for Frorc): A Temple that encourages meditation and understanding how to achieve inner peace... it is also just a good place to go to rest and recover.



Corporate Trooper Rebel

Standard Issue (100 CP, Free for Corporate Trooper Rebel): Huh? So we have a set of weapon for so cheap? Well, there is a reason for that. Not much to offer here. Tacticooler (A Counter Strike Inspire airsoft assault rifle), BB-12 Spreader (A Shotgun that has the range of an assault rifle) , Dragoon (A Halo Assault Rifle Style energy Rifle), Enforcer (A Energy Pistol), Judicator (A Powerful Revolver that shoots water), Gamma Claw (A green gun that fires green beams of energy that can attach to multiple enemies at once), Electroscalpel (An energy firing SMG), Laser Pistol (Which is a pistol that shoots a laser), and SG2-Bulldog (A shotgun that can charge its shots. Normal shots release a ring of balls of energy. Charged shots release two larger balls of energy that stun whatever gets caught in its range.)

Specialist Gear (200 CP, Discount for Corporate Trooper Rebel): Not every Corporate Trooper uses the same equipment. You also have these guys known as Specialists. There are four types of Specialists, and you will be receiving the gear that each of them. The first one is a set of heavy armor that comes with a powerful Gatling laser gun. The suit allows you to do a heavy slam attack. The next one is a stealth suit that can turn you invisible for a period of time (1 minute), kind of looks like a ninja suit, and comes with an energy katana. Third is a high-tech knight's armor, with swords and everything. The shield will vanish once it takes a certain amount of damage, but will reappear after a minute. Finally, this.... strange power armor. It has an arm blaster, but more importantly, this large gauntlet that act similar to the bionic arm from Bionic Commando, it can hit hard too.

Drop Ship (400 CP, Discount for Corporate Trooper Rebel): An advanced dropship that flies faster than the Narr's airship, but isn't as big or as durable. Isn't armed with anything but can be used to get around.



Fire People

Burning Arsenal (100 CP, Free for Fire People): Okay, kind of redundant, you may think, but fire is fire. Toaster (Flamethrower), Sparkle Mortar (A portable mortar launcher), Mega Toaster (A flammenwerfer), and, Whisper Perfume (Think of the Holy Water from castelvania but instead it's just fire that lingers. Nothing holy about this one.

Burning Axe (200 CP, Discount for Fire People): So there is firey axe that is in the Inferno Peaks. It's only a replica of this one. It's strong enough to cut robots in half also when you swing it. I launches a Fireball....provided you have some fireworks. Yes, it needs Fireworks to this effect.

Homely Cavern (400 CP, Discount Fire People): Ah a large cavern area with its own small village and booby traps.



Ice People

Frigid Weapons (100 CP, Free for Ice People): So now we have icy weapon now huh? Anyways, this will give you Cryolater (A freeze thrower), Bouncing Blizzard (Fires concentrated cold as projectiles that bounce off surfaces and whose effects stack to freeze enemies), Soapy Hues (a Shotgun that fires bouncing bubble projectiles), Fizz'Nade (A grenade that explodes coating enemies in water)

Twin Ethereal Ice Axes (200 CP, Discount for Ice People): A Pair of mystically enchanted Axes. They can launch a frigid projectile that can slow down enemies. This effect requires water to work.

Village (400 CP, Discount for Ice People): A Village with a guild hall a harbor and plenty of boats.



Candy Person

Disguise Collection (100 CP, Free for Vandy Person): A collection of casual-looking clothes that can hide your identity.

Royal Arsenal (200 CP, Discount for Candy Person): So these are some pretty advanced weapons. That it can rival the Corporation's Weapons, plus a few mystical ones. Royal Lance, Choco Shredder, Marauder's Boomstick, Golden Wand, Gumball Gattling, Sour Candy Ballista, Crimson Staff, and Aquarius Wand

Royal Airship (400 CP, Discount for Candy Person): So this one is different from the one that Narrs get. This Airship is advanced. It can fly faster, though not as fast as the Corporation Dropships. It's also MUCH bigger. It is armed with guns and has drop pods (shock-absorbing tubes that are used to get people on the ground faster).



Companions



Friendly One-Eyed Ice Creature (Free): This friendly creature is similar to various floating entities that are seen around the Frosty Peaks. Yet this one is less Hostile and is more interested in helping others. She is noticeably lonely, so why not take her with you....For FREE!

Unicorn Mount (Free): A Unicorn that will accompany you in your journey here. Normally, they would only be found in Windy Meadows, Rusty Canyons, and the Flying Citadel. This one will follow you. And to be sure that no one feels jealous, every companion that was imported, purchased, and earned in this jump gets one as well. Each with their own personality.

Journey Buddies (100, Free for Dreaming Child): For 100 CP you may import up to three companions to join you in this adventure. They all receive the Dreaming Child origin and 1000 CP to spend

Science Team (100, Free for Narr): For 100 CP you may import up to three companions to join you in this adventure. They all receive the Narr origin and 1000 CP to spend

Fellow Raiders (100, Free for Frorc): For 100 CP you may import up to three companions to join you in this adventure. They all receive the Frorc origin and 1000 CP to spend

Rest of the Squad (100, Free for Corporate Trooper Rebel): For 100 CP you may import up to three companions to join you in this adventure. They all receive the Corporate Trooper Rebel origin and 1000 CP to spend

Firey Allies (100, Free for Fire Person): For 100 CP you may import up to three companions to join you in this adventure. They all receive the Fire Person origin and 1000 CP to spend

Warband (100, Free for Ice Person): For 100 CP you may import up to three companions to join you in this adventure. They all receive the Ice Person origin and 1000 CP to spend

Brother in Arms (100 CP, Free For Candy Person): For 100 CP you may import up to three companions to join you in this adventure. They all receive the Candy Person origin and 1000 CP to spend

More Back up (200): What got more you want to import well for 200 CP you can import whatever remaining Companions you may. With an Origin of their Choice and 800 CP

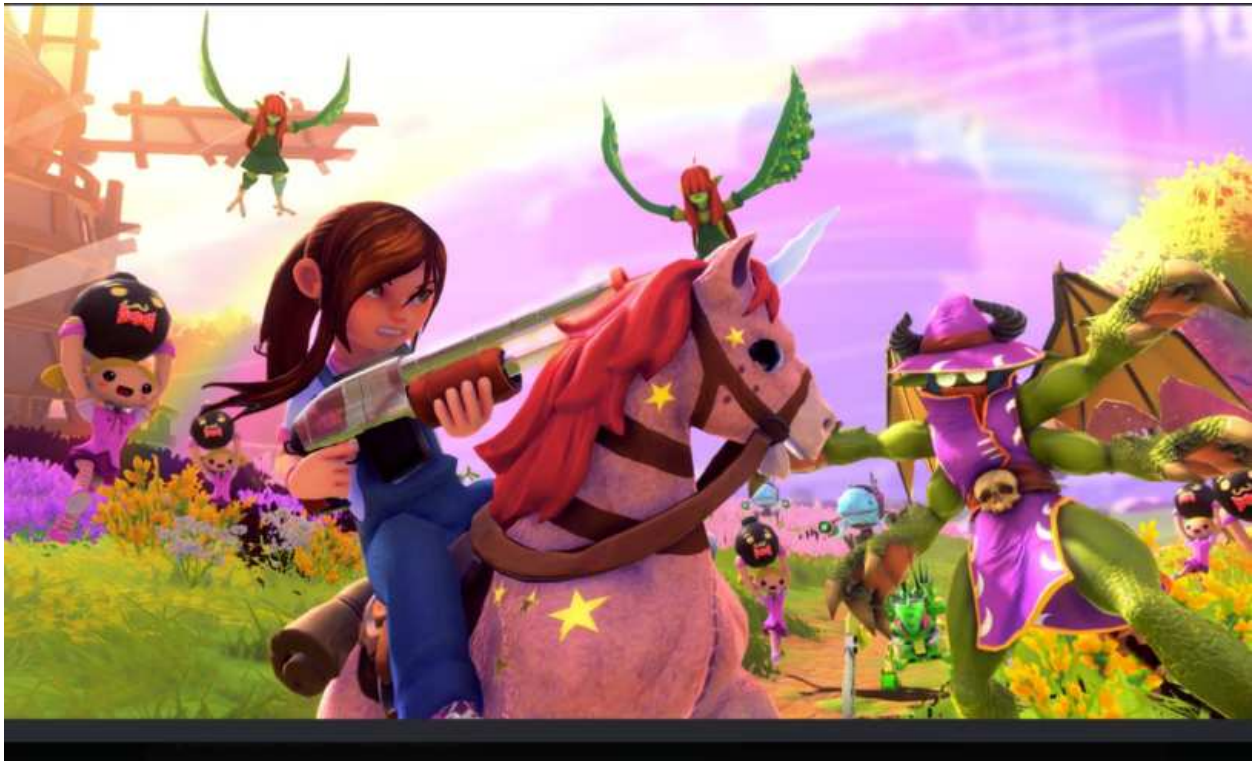
Resident recruitment (200): For 200 CP you recruit any canon character from onirism. Except for Carol, Emily, Raggs, Julie, Meng, Blueberry, Romeo, and Jarl

Friendly One eyed Ice Creature



Art by [RuthlessPeasant](#)

Unicorn Mount



Scenario



Want some Challenges? Well, try these Scenarios. Taking a Scenario will give an additional 200 CP.



Get back, Bun Bun: This one is pretty simple. Help Carol get back Bun Bun. In other words, follow the plot of the game until Carol is reunited with her stuffed bunny. By taking this Scenario instead of you origins starting location, you will start in Chroma Falls near Carol. There will be one change to the story after chapter 4: Carol would normally be alone... not in this scenario. Because at that point, Meng will join, after Chapter 5, Emily will be added to the group, hopping on the train instead of being left behind. Once Chapter 6 is done, Shezara will sneak out and join the fun. Blue Berry will accompany you by chapter 7 (he would normally vanish after chapter 7, but he will regroup with Carol after the events of the Cursed Forest). By Chapter 9, Romeo will fly in and help ya. Finally, Julie and the professor will be accompanying you instead of staying behind (because the professor will not have hit his head when you take this scenario, but will be a bit shaky for a few minutes). He will still give exposition as you navigate through Corpopolis. Once you reach ground level, Jarl will be there. Once you make it to Corpotower. Raggs will decide to fight alongside her pumpkins. In addition, any Scenarios that you may take while doing this scenario will have. Carol, Emily, Raggs, Julie, Professor, Meng, Blueberry, Jarl, and Shezara join you in doing them before leaving until they join at the points that have been mentioned above.

Rewards: first up all the friends you made along the way that you helped on your journey to get back Bun Bun:

Carol



Emily



Ragg



Julie



Professor



Romeo



Meng



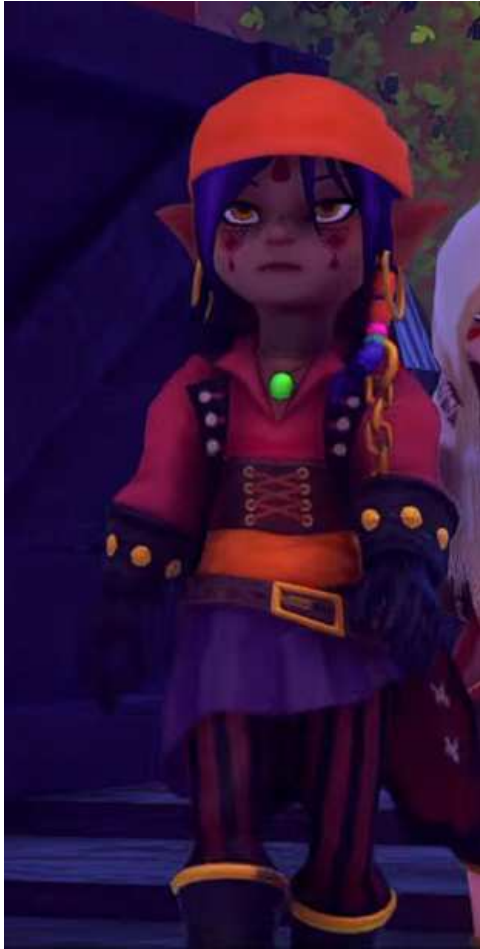
Blueberry



Jarl



Shezara



Corporate Toppler. Getting back Bun Bun was tough having to go through several big groups of enemies. Gangs, Tribes, and of course one big Mega Coporation. When faced with such foes you're actions against them WILL cause their destruction/dismantlement/ disbandment. Also the companions you purchased and imported also get this perk. Carol, Emily, Julie, Meng, Blueberry, Romeo, Jarl and Shezara also get this perk. In addition, all of you will also receive a nice Plushie as well. That will ward off any fear that will affect you from any outside force.

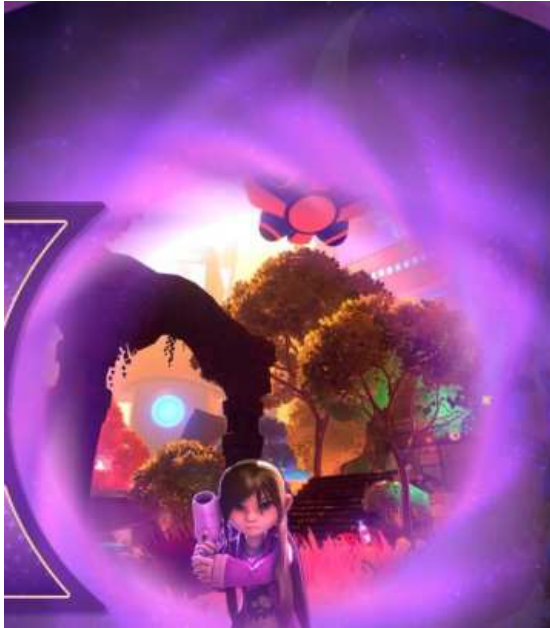


Hunt Qualifying Event: WELCOME JUMPER TO THE HUNT! AN EXTREME SPORT COLLESEUM WHERE YOU FACE WAVES OF ENEMIES!! Cough cough....Man that is hard on the throat. Anyways Ben, the owner of Tough Corner, needs help due to him buying a shipment of Poopy Poppers (A REALLY TERRIBLE GUN), he needs a means to earn the money that he spent. So he brings back THE HUNT! An arena survival challenge where a contestant must survive 5 rounds of waves of enemies! There are 9 locations where this event takes place. BUT! You need to qualify, and as such, you need to prove yourself. Which means there is only one location you can go to to compete. The Hunt Arena, known as: HUNT TUTORIAL!!!! Yeah...this one is a bit of a gimme....from the outside but there are some serious rules at play here. You are not allowed to bring any outside equipment, not even clothes. You will be given a special uniform known as the Little Leaguer. This will be the only set of clothes you are allowed to wear. Next, you will be given 5 weapons. These are the ONLY weapons available for this event. Pro Soaker, Pro Boomstick, Pro Railgun, Pro Nader, and Pro Toaster. At first, they are not much to look at, but you can spend pearls at a kiosk in between matches to purchase upgrades. This means you can upgrade your weapons at this kiosk as well as buy gadgets and even upgrades for yourself. However, you start these competitions with only 100 pearls; the only way you are going to earn more is by killing enemies and surviving rounds. By the way, you do NOT keep the upgrades or the weapons after completing a competition. However, you need to know where to go. This is where Ben comes in. He will teleport you to the arena just find a Tough Corner and ask him. If you are doing the scenario **“Get back, Bun Bun”** you can do this as you help Carol get back her bunny; to initiate it, you have to talk to Ben in one of the Tough Corner Shops, and he will transport you to the arena. in Chroma Falls. He will tell you where they are located. Please note that any following Hunt Scenarios can be completed while doing the **“Get back, Bun Bun”**

Reward: Hunt Competitor. You are always in shape. No matter how much food you consume more importantly You are skilled in strafing and keeping cool during combat situations. **Hunt Location Map.** This is actually a map that shows you the location of all hunt area locations installed into your phone or similar device. The Companions that you have purchased and imported will receive these rewards as well. Carol, Emily, Raggs, Julie, Professor, Meng, Blueberry, Jarl and Shezara also get these rewards. Finally, the Rookie Dome thinks of it as a playground workout area

Rookie Dome





Sunset Showdown (Requires completing Hunt Qualifying Event): Well This the first Hunt Challenge. And its in Chroma Falls. So it's the easiest one that isn't the Tutorial. BUT! Don't think it's gonna be a breeze. To initiate it speak to Ragg. Essentially, the same rules apply, but now you are in an arena set up in Chroma Falls. The arena is bigger and enemies that is Found in Chroma falls will be thrown into the fray in addition to the bots made for The Hunt

Rewards: Well done this is your first official step into being a Champion of the Hunt. So, for your reward for this, is one of the upgrades found in the Hunt. This one is called **Speed Demon**. Everytime you defet an enemy (any enemy will do) You're speed will double for half a minute. A good starting reward but you still have more to go. The Companions that you have purchased and imported will receive these rewards as well. Carol, Emily, Raggs, Julie, Professor, Meng, Blueberry, Jarl and Shezara also get these rewards. Hmmm oh! Well, this is interesting seems like your actions in these hunts will gain the attention of a character that belongs to an enemy factions. For this one A spider! Well a Spider that is similar to Emily. She calls herself **Laura**. And she isn't in the soda business but she is goo at making candy....that won't poison you and she knows her way around. A few guns.



Doomed Coliseum (Requires completing Sunset Showdown): Welcome to the second Arena of the Hunt Located in Inferno Peak. To initiate this, you need to find a control panel near the factory in Inferno Peaks. Once you find it just activate it and the area will reveal itself to you. You know what to do now. So get to it.

Reward: Well for completing this Hunt Arena. How about we give you another upgrade **Hard Looter**. Any enemy that drops loot will drop double the amount of loot. These can be: items, ammo, currency, health pick-ups, etc. The Companions that you have purchased and imported will receive these rewards as well. Carol, Emily, Raggs, Julie, Professor, Meng, Blueberry, Jarl and Shezara also get these rewards. Not Bad Not Bad. But you ain't done yet. LETS GO! Say one of the Fire People saw your performance and wants join in on the fun of your adventures. **Flair** is her name and she kind of looks like a lava themed Viking. Not too good with guns but she is good at fire magic and swords.



Sewers Arena (Requires completing Doomed Coliseum): Okay this one is kind of hard to find so let me walk you through it. In the Shining Treetops there is an area that is populated by bee like creatures. In that area there is a building that looks like a Hive near the entrance on the inside there is a lever pull it to reveal an elevator to lead you to the hunt arena. Be careful though. These bees are territorial as are the rest of the residents of Shining Treetops. Once you're in hop to it!

Reward: Well Well. I am impressed. You got through three Hunt Arenas. Well this unfortunately is the last upgrade I can give you....but Don't worry I have an idea what to give you for the remaining ones. Anyways for this I'm gonna give you the **Vampire** upgrade. Everytime you kill an enemy you heal little bit nothing too crazy but it will be enough to keep you alive in a fight. The Companions that you have purchased and imported will receive these rewards as well. Carol, Emily, Raggs, Julie, Professor, Meng, Blueberry, Jarl and Shezara also get these rewards. Keep up your momentum! And it seems like one of the Worker Bees wants to join. Her name is **Honey**. She isn't much of fighte she doesn't know how to use much guns outside her Nail gun and Hive (Rocket Launcher) but she does know how to construct things and is setting up security systems.



Shangri-La (Requires completing Sewers Arena): So this one is tricky to get to because of the.....large sea creature that is in the certain watery areas. But with the right boat you can find it. Its actually near a Frorc camp. Once you're there the kiosk will be there to grant you access to the actual arena

Reward: So for this one you probably had withstand plenty of blows Well lets give you a **Vitality Boost**. You overall Vitality is permanently boosted by 50%. The Companions that you have purchased and imported will receive these rewards as well. Carol, Emily, Raggs, Julie, Professor, Meng, Blueberry, Jarl and Shezara also get these rewards. You're doing good! Now we got a Frorc wanting to join the group. Eh Why not? Good with all the weapons that Forcs can use. Knows how to navigate through swamps...and Get this his signature weapon...is a Pooppy Popper....**THAT WORKS!** Yeah this guy's real specialty is to take bad weapons and make them decent weapons. Yeah he's coming with us. He asks to be called **Jeb**.



Greenhouse Hippodrome (Requires completing Shrangri-La): Now I would LOVE to know why the Corporation left a Kiosk for a Hunt Challenge in this freaking place but whatever. It's in the Botanist area. Activate and lets get busy.

Reward: Still with us man? Kind of hard to keep up the pace huh? Well Thankfully you are now **Tireless**. This means hat you base stamina will be tripled than it originally was. The Companions that you have purchased and imported will receive these rewards as well. Carol, Emily, Raggs, Julie, Professor, Meng, Blueberry, Jarl and Shezara also get these rewards. Keep it up killer! Seems like one of the Coporation scientist was freed from one of those plants you were fighting and technically he was declared dead. So he doesn't have anywhere else to go. He knows how to make some of the standard issue weapons that the Coporation soldiers use. He also knows much about Botany. He's Also armed with dual Laser Pistols. His name is **Quinten**.



Pinewood Circle (Requires completing Greenhouse Hippodrome): So you need to stealthily sneak into a base to get to this. It was marked as Off limits by the corporation. Once you find the arena you're golden

Reward: Man these guys can move. Good thing you are **Fleet Footed**. What this perk does is Double your base speed permanently. Nearly there Just two more! Huh First Scientist now an Actual Corporation Trooper! This guy is **Roger**. He is a really good soldier. Like he is every Corporation Response Team rolled into one. He is armed with the whole Corporation Standard Issue loadout. Plus he good at Breeching and ambushes. He is willing to share his wisdom.



Northern Frorc Temple (Requires completing Pinewood Circle): After helping the Frorcs clear out the intruder they would be more than happy to let you use their spare monastery for a Hunt Arena just ask. And Lets get ready to rumble.

Reward: You know considering how the enemy are getting more plentiful how about you carry an **Ammo Bag**? This isn't an actual Ammo Bag what it does is that it lets you carry double the actual amount of ammo that you can normally carry. The Companions that you have purchased and imported will receive these rewards as well. Carol, Emily, Raggs, Julie, Professor, Meng, Blueberry, Jarl and Shezara also get these rewards. Not much but useful. But hey every bit helps. BECAUSE YOU GOT ONE MORE THEN YOU ARE THE CHAMP!!! I hope you have room in your group because **Sheila** wants to come along. She an Magician from the Ice tribe. Not one for melee combat but a scholar in all things magic. Given enough time she can even learn fire magic. She is also immune to the cold. She's very welcoming gal.



Dry Rock (Requires completing Northern Frorc Temple): This is it contender...one last Arena before you are the champ. Just head outside the mines in the Rusty Canyon and find the Kiosk to activate the last Hunt. Good luck

Reward: LADIES AND GENTLEMEN! BOY AND GIRLS! AND EVERY COLOR OF THE RAINBOW IN BETWEEN! WE HAVE OUR **HUNT CHAMPION!** All those perks from before? **Speed Demon, Hard Looter, Vampire, Vitality Boost, Tireless, Fleet Footed, and Ammo Bag?** Yeah this Perk is double of those effects that is added on top of those perks. In addition You are Also awarded the Gadgets that are only available in the Hunt. **Flak Grenades** creates an area of effect dome of damaging Sparkles that's lasts for 12 second. The **Shield Projector** creates a wide shield that lasts for 20 seconds. **Ice Mines** are mines that you an set up that only explodes but makes your enemies slow down due to the frost. If they are killed by this gadget they are frozen solid. Finally the **Electro Punch**. A Pair of Gaint Fists that allows to lunge forward then punch with these electrically Charged Fists. But that's not all you will receive the Hunt Outfit called the **First Leaguer** and **The Hunt Baseball Bat!** Oh and this cowboy Scorpion wants to join your team. Think of her like Emily but with a Chain gun on her scorpion tail instead of a stinger. Her Name is **Rachel**. What? Oh you want the Hunt Weapons....Sorry Champ...but those are for the Grand Champion to get. And you ain't the Grand Champion.....but If you find yourself in Corpopolis. You can contend for the Grand Championship. Later!

First Leaguer and The Hunt Baseball Bat





The Ball Pit Battle: Okay, who let these Bullies in?! So yeah, during your stay, you will discover that several areas are being occupied by some heavily armed bullies. And these areas are basically play areas for all to enjoy. So there is only one thing to do. FET RID OF THEM! Beat these bullies drive them out of the area. Beat them so bad that they will NEVER come back. If you are doing the scenario “**Get back, Bun Bun**”, you can do this as you help Carol get back her bunny; to initiate it you have to talk to a Narr in Chroma Falls. He will tell you where they are located.

Reward: So First up, the perk **Recess Hero**. When it comes to protecting a place that others go to play or have fun you are the guy to go to. When you are protecting something that is made to bring joy and fun to others your skills and attributes are tripled. The Companions that you have purchased and imported

will receive these rewards as well. Carol, Emily, Raggs, Julie, Professor, Meng, Blueberry, Jarl and Shezara also get these rewards. Second is the **Ball Pit Play Area** is now a part of your warehouse and can be imported into other jumps as a playground for all to enjoy.

Ball Pit Play Area





My Fairy Land!: Well, that is debatable. Considering that Forcs took over this nice place in the Shining Treetops it would be better in your possession. GET RID OF THEM! To initiate this scenario while doing the “**Get Back Bun Bun**” Scenario, simply explore the Shining Tree Tops until you find a lift that leads to this place

Reward: Fairy Woods. Nothing too special about this place outside that it is peaceful. Nice place for a picnic.

Fairy Woods





Alpine Saboteur: So the Corporation shut down a very popular ski resort area that was popular in the Alpine. But maybe if you were able to drive off the Corporation forces from the ski resort area Then people can enjoy the area and ski in peace again. If you are doing the scenario **“Get back, Bun Bun”**, you can do this as you help Carol get back her bunny; to initiate it, you have to make it to Alpine Peak and spot a set of ski lifts then talk to Ben about it.

Rewards: Well you are given tow nice outfits for snowboarding and skiing. **Snowboarder Outfit.** **Vintage Skier Outfit.** The Companions that you have purchased and imported will receive these rewards as well. Carol, Emily, Raggs, Julie, Professor, Meng, Blueberry, Jarl and Shezara also get these rewards. **Ski Resort.** This is the resort that the corporation was hoarding to themselves....and you have received a copy of it. Enjoy!

Snowboarder



Vintage Skier



Ski Resort





Mine Surge: GOLD! Well not really. But there is something valuable in the mines in Rusty Canyon, because both the Corporation and the Forces are down there digging and fighting over whatever it is. Get down there find what it is they are fighting over and then escape.

Reward: This....what is this doing here. What you have here is a **Crearium Accelerator**. A lasergun that fire blue energy projectiles. Really powerful and valuable. Must have been buried down here. And is in good condition to.

Crearium Accelerator





Underwater Discovery: So there was some activity detected in the Borealis Sea. So you decided to check it out, and it turns out there is an entire undersea lab facility. Which is also being treated as a forward base. Turns out the place is being powered by three pieces of a special staff called Ymir's Breath. So find the teleporters that can get into the labs. Fight your way through each lab and clear the area. Then you should be able to snatch the pieces of Ymir. Then bring those pieces to Glahalla to the Jarl to receive your reward. If you are doing the scenario "**Get back, Bun Bun**", you can do this as you help Carol get back her bunny; to initiate it, you have to speak with Jarl in Glahalla

Reward: First is the perk **Deep Sea Infiltrator**. Okay, so TECHNICALLY you didn't swim much in this scenario, but this feels appropriate either way. You can hold your breath for exactly 4 hours, and even somehow can talk while underwater without expending any oxygen. You can also ignore sea pressure. In addition, while underwater, you are completely undetectable by anyone on land or in the air. Also you have this....radar in your mind that activates when something is hidden underwater. You can get a rough idea where something is hidden underwater, but more importantly it can show you if there is some teleporter that can to this underwater secret. Next is **Ymir's Breath**. This staff, when used, releases a chilling of ice that deals damage and can even freeze foes. A very powerful weapon indeed. The Companions that you have purchased and imported will receive this perk. Carol, Emily, Raggs, Julie, Professor, Meng, Blueberry, Romeo, and Jarl also get these rewards. Finally you are given **Atlantis**. No, not the lost underwater city; this is an underwater base. It was abandoned but still operational and even has a working teleporter to get in and out of the base.

Ymir's Breath



Atlantis

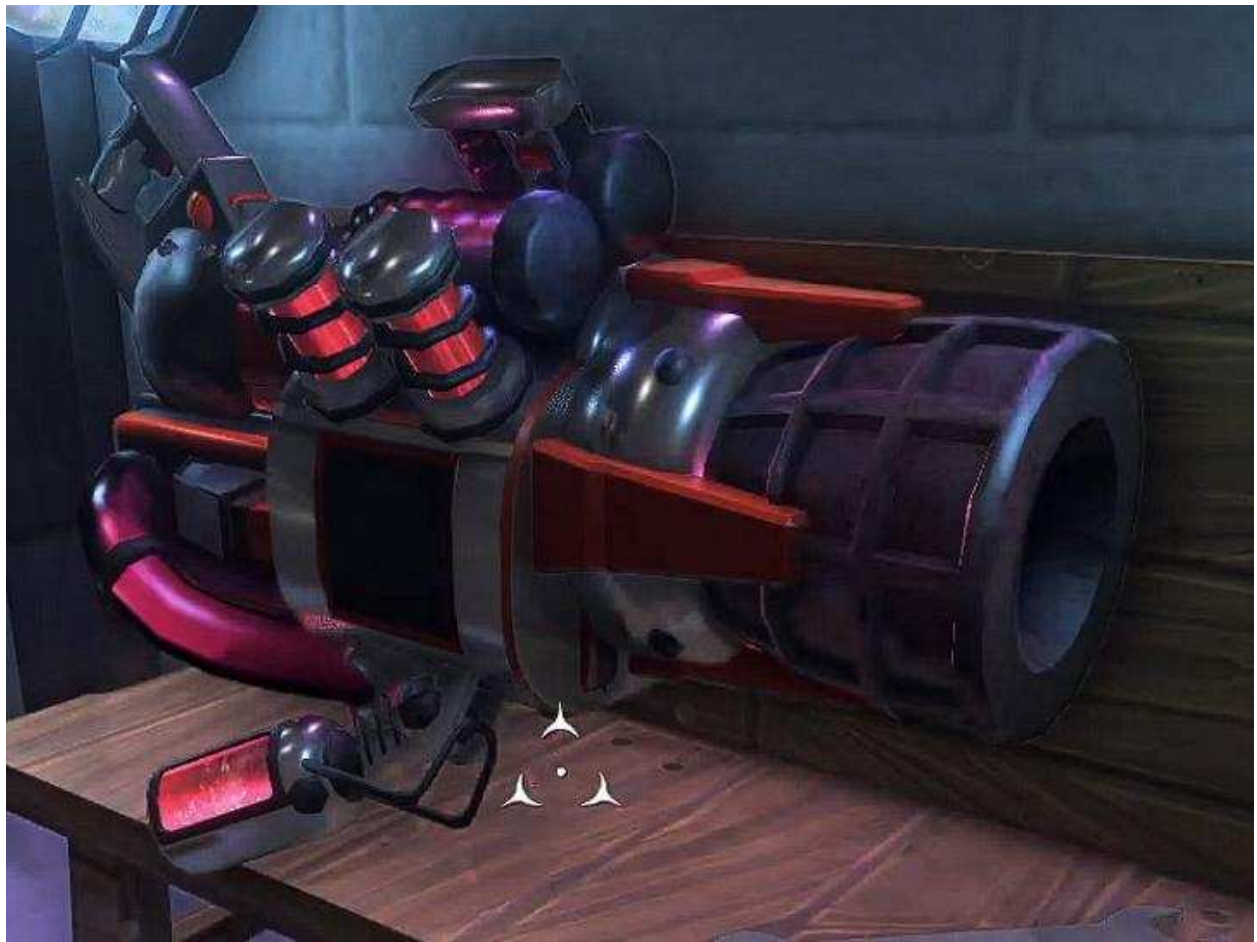




Emergency SOS: At some point, you will intercept an SOS. Coming from 4 Corporation Elite named Ash, Ludvig, William, and Mabel. They are currently held up in an area not too far from Alpine Peaks. Now you could ignore it, but you could help them. So this area is closed off from the rest of the region but there is a way to get there. There is an abandoned sky tram that can get you there. Now you need to locate them....That's the easy part. The hard part is getting out. Ludwig actually knows how to do so. And it requires a tornado. Well, more like make a Tornado. Why? Well, it is through this Tornado you contact someone to request an extraction from a corporation's general. But don't worry, there is a way to do that. But you are going to need a specific weapon to help you through this, and Ludwig knows how to make it and where to find the necessary parts. So follow his instructions, make the weapon, make the tornado, and survive an onslaught of enemies long enough for your evac to arrive. Oh yeah, did I forget to mention the place is overrun by Zombies? Because it is. If you are doing the scenario **"Get back, Bun Bun"**, you can do this as you help Carol get back her bunny. You should receive the SOS as you are heading to the Glacier.

Rewards: Well, seeing that you made it out, Ludwig says you can keep the weapon. It's called the **Overloader**. The way this thing works is that it shoots a beam that attaches nightmares-infused energy crystals on your enemies within a 3-foot radius of where you fired. These crystals will explode. Causing serious damage to whoever is caught in the explosion to grow. The Companions that you have purchased and imported will receive these rewards as well. Carol, Emily, Raggs, Julie, Professor, Meng, Blueberry, Jarl, and Shezara also get these rewards.

Overloader

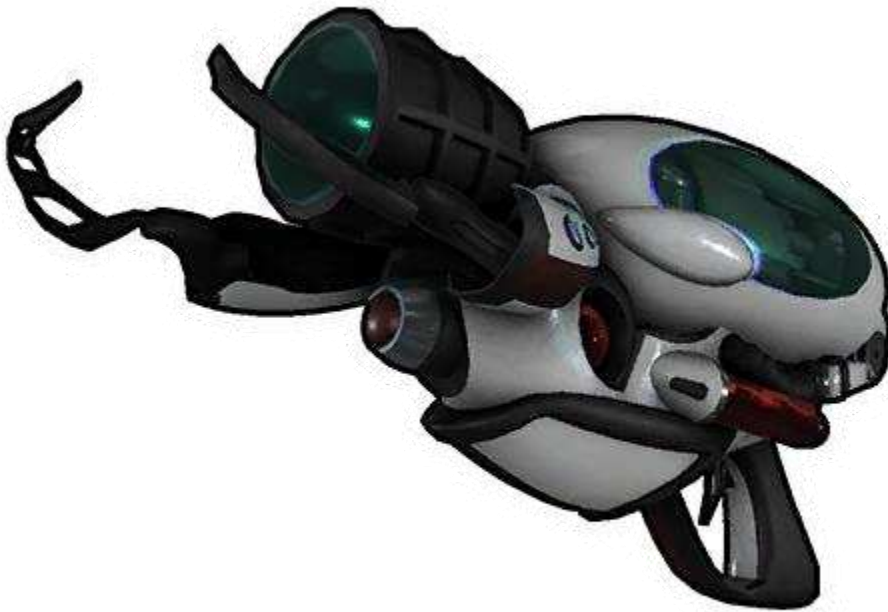




Area 15 Rescue (Must Complete “Emergency SOS”): You receive another SOS coming from those Corporate Troopers that you helped in the previous Scenario....Except this time the Corporation actually left them for dead this time....well, Ullr did by denying them evac until they secured the Rift Maker Omega....which in their current situation is a suicide mission. At this point, they gave up hope of being safe.....Prove them wrong and save them. Area 15 is located in The Glacier. You can ask Captain Padlock to take you to the outskirts. When you get to them. They got a rather vindictive idea. Grab the Rift Maker Omega....and just keep it. Hey, the Corporation betrayed them. Fair’s fair, right? So locate this experimental weapon and get them out of there. To initiate this scenario while doing the scenario **“Get back, Bun Bun”**, simply come across the SOS while making your way through the Ice Village in the Glacier.

Rewards: Zombie Buster. When it comes to the undead you are a pro. With this perk from now on, any foe that is considered to being a zombie or some other similar undead entity, will take triple the damage from your attacks **The Rift maker Omega**. This is a strange weapon indeed. It’s a Portal Gun but with bigger portals. The Companions that you have purchased and imported will receive these rewards as well. Carol, Emily, Raggs, Julie, Professor, Meng, Blueberry, Jarl, and Shezara also get these rewards. **Ash, Ludvig, William, and Mabel**. These four an elite group of Corporate Agents, and seeing that their superiors basically left them for dead, they would be happy to help you and come along with you. In order, Mable is the one purple thinks of her as the only sane one, Ash is the one with red ponytail, she is energetic and seems to be having fun, the burly guy is William, he’s fierce and fearless. Finally Ludwig is the one with glasses, he is.....a bit eccentric at times. In addition, they will also receive any scenario rewards you may receive from this jump.

Rift Maker Omega



In order from left to right Mabel, Ash, William and Ludwig.



William



Ash



Mabel



Ludwig





Legacy of Royalty: In the highest tower of the Flying Citadel, there is a powerful weapon and due to current events, it is currently impossible for anyone to retrieve it. If you are doing the scenario **“Get back, Bun Bun”**, you can do this as you help Carol get back her bunny; to initiate it speak with Prunelle and Cherryl, and ask them if they have any really cool weapons.

Reward: Parkour Master of the Skies. Queen Aurora's Sword. The Companions that you have purchased and imported will receive these rewards as well. Carol, Emily, Raggs, Julie, Professor, Meng, Blueberry, Jarl and Shezara also get these rewards.

Queen Aurora's Sword





Face to Face: The Grummlins have taken over a fortress and are currently using it as forward base to take over Marshmalott. Your goal is simple Raid the fortress, defeat the Grummlins and get the reward. If you are doing the scenario **"Get back, Bun Bun"**, you can do this as you help Carol get back her bunny; to initiate it just keep exploring the Flying Citadel until you see a fortress that is fortified by the Grummlins

Reward: For getting rid of the Grummlins you are given the previously occupied **Fortress** that the Grummlins were using.

Fortress



Gift from Antioch: Blue Berry said that there was a special gadget sealed in a room somewhere in Marshalot. To unlock said Door you need to find four symbols and activate them. Then it's a simple case of finding the room. If you are doing the scenario **"Get back, Bun Bun"**, you can do this as you help Carol get back her bunny; to initiate it you...just have to ask Blue Berry if there was anything else he has saw that was strange.

Reward: Hang on a minute....THIS IS **THE HOLY HAND GRENADE OF ANTIOCH!!!!** How did it get here?! Right, this is a powerful hand grenade that explodes with the same force of 3 grenades, but in addition, it is also Holy, meaning things like the undead, demon, ghost, and vampire take more damage from it than the average human, or robot, or animal, or plant, or you get the idea. You know what? Why hog it all to yourself? The Companions that you have purchased and imported will receive these rewards as well. Carol, Emily, Raggs, Julie, Professor, Meng, Blueberry, Jarl, and Shezara also get these rewards.

The Holy Hand Grenade





Experimental Secret: Julie mentions that there were two weapons that were being developed in the Celestial Forge. Alongside an experimental power armor. So this is one is a simple scenario. Find the weapons, then find the armor. The weapons you are looking for are two energy weapons. The first one is called **Entangler**. It first a burst of nightmare energy that well entangles it's target and deals damage. The Second one is called **Dream Burst**. It fires a short range beam of light that sets enemies on fire. However it also has a charged shot that fire out a group of seven balls of light that home in on enemies; that also sets enemies on fire. Would be a shame to just leave them here. But getting them both is a challenge If you are doing the scenario "**Get back, Bun Bun**", you can do this as you help Carol get back her bunny; to initiate it call Julie and ask her about the place and she'll bring up these weapon during the conversation and suggest that you should have them if you can find them

Rewards: Welp here they are **Entangler** and **Dreamburst**. Both weapons are now yours. Also, while trying to get these weapons, you have spotted a set of **Space Armor** that looks familiar. Anywho both allow you to survive in space and have unlimited oxygen. The Companions that you have purchased and imported will receive these rewards as well. Carol, Emily, Raggs, Julie, Professor, Meng, Blueberry, Jarl, and Shezara also get these rewards.

Entangler

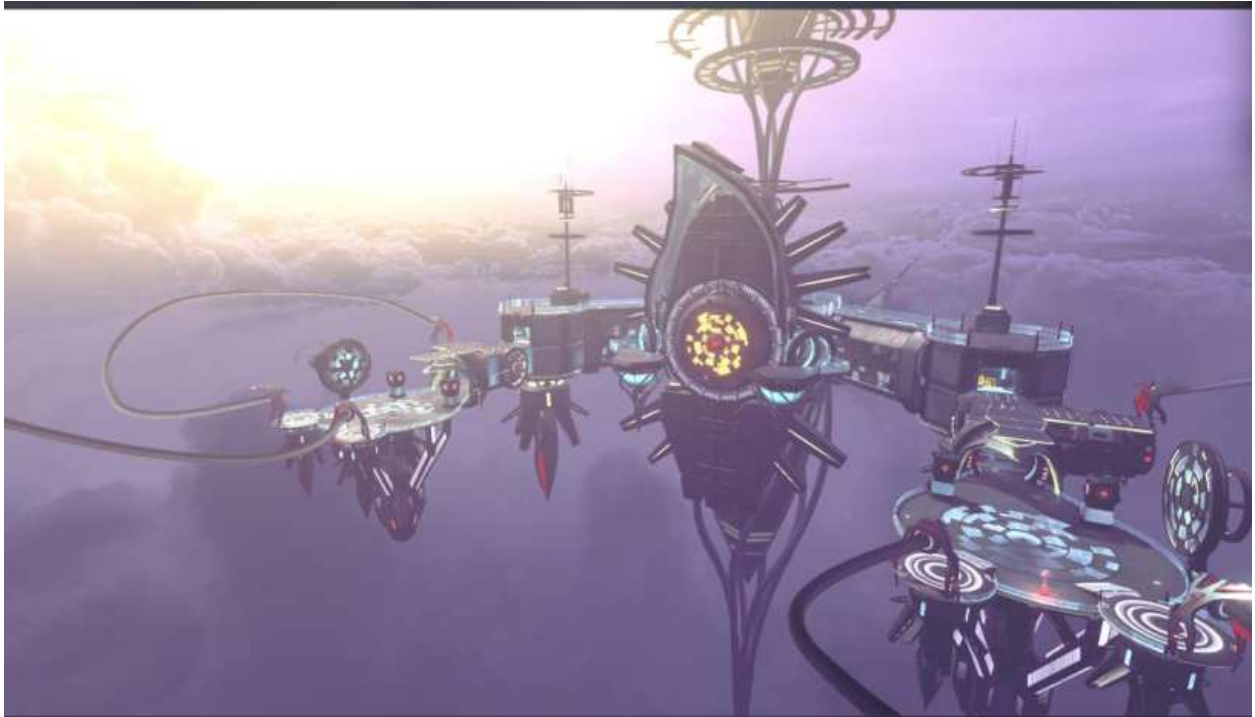


Dream Burst



Space Armor





DYNAMO CONTROL UPDATE REQUIRED: Okay dealing with the security robots in Marshalot is getting real annoying. There's got to be SOMEWAY to stop them from seeing you as an enemy! Well there is an area in the Celestial Forge that can fix that. A GIANT structure known as Dynamo Control. All you have to is get to it find the server room and then basically give yourself citizenship to Marshalot. Simple....note I said *simple* not *easy*. That part of the Celestial Forge is HEAVILY guarded and you are going to literally fight your way in. But once all that's done you should be able to explore Marshalot without having to worry about the security. If you are doing the scenario "**Get back, Bun Bun**", you can do this as you help Carol get back her bunny; to initiate it call Julie and ask her how to get the security to stop attacking you

Rewards: Your very own **Dyanmo Control**. This structure can be used to make allies' security systems to never see you as a threat, allowing you to enter highly secure areas as long as one of your friends, followers, allies or companions works at the area you are trying to enter. The guards, however, will be a different story. Granted you have to ensure that this structure is in the setting first.

Dynamo Control





Night of the Sleepy Heads: There is an old outpost somewhere in the Cursed Forest. You should find it and see what you loot from that place. But once you get there, you will have to face 10 waves of Zombies, and then you need to get out. Then you shall receive your reward.

Reward: That was close! And got away and now have.....these two guitars??? REALLY?! Okay, So what's so special about these-WHOA! Okay, that is cool So what we have here are two Heavy Metal Guitars that, when played, unleash lightning around you. Pretty nifty if you ask me. These Guitars are called **Heavy Metal Guitars**. The Companions that you have purchased and imported will receive these rewards as well. Carol, Emily, Raggs, Julie, Professor, Meng, Blueberry, Jarl, and Shezara also get these rewards.

Heavy Metal Guitars





Find the Shiny Gun!: Julie said that there was a powerful single-shot gun made of gold in Rottenlake City....said gun is being sought after by several gangs and the corporation. Because it holds the secret to owning the biggest Nightclub in the city. So it would be better for you to own it then any of those other groups. Okay, so getting the gun is the easy part. Keeping it in your possession and finding how to use to gain access to the Night Club is the hard part. Once you have it. Every Gangster, Mobster and Corporation agent is coming after you. So once you have it find the Nightclub! Then jam the gun into the door where the doorknob should be and fire. This should grant you access to the manager offices once inside, press the big red button on the desk, and boom. The Nightclub will recognize you as its new owner for as long as you live. If you are doing the scenario **"Get back, Bun Bun"**, you can do this as you help Carol get back her bunny; to initiate it, look through the newspaper articles it should mention the gun and nightclub. Then call Julie and ask her about and she'll explain everything. Then she'll suggest that you should have them if you can find them

Reward: First is the perk **Smooth Criminal**. Every low life and thug will be less likely to mess with you. Not to mention when it comes to hustling someone or strong-arming them, you are an expert. In addition, you receive an exact duplicate of the **Shiny Gun**. **Dual Tommy Guns**. A pair of Tommy Guns that consume ammo not as quickly as the regular Tommy guns. **Little Tommy**. A Bb Gun version of the Thompson M1A1 SMG. The Companions that you have purchased and imported will receive these rewards as well. Carol, Emily, Raggs, Julie, Professor, Meng, Blueberry, Jarl and Shezara also get these

rewards. Finally, **The Night Club**. After all the trouble you went through to get it, it is now your establishment.

Shiny Gun



Dual Tommy Guns



Little Tommy



Nightclub



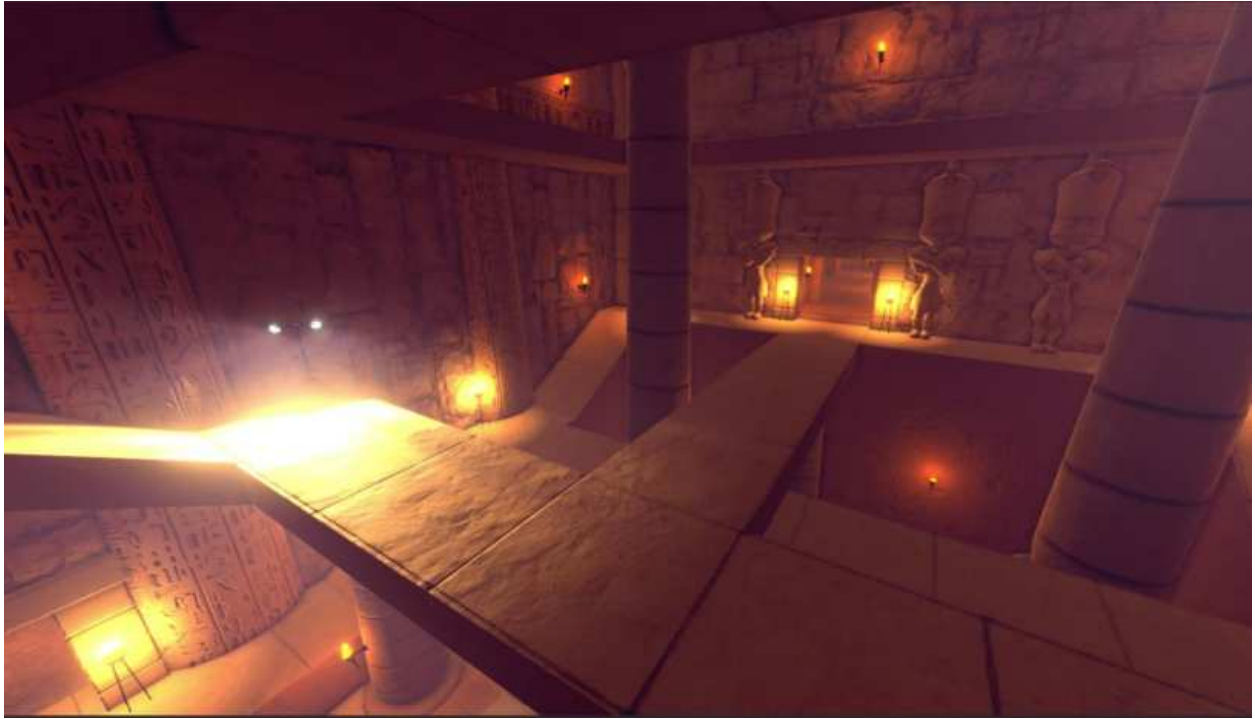


Gang War (Must Complete “Find the Shiny Gun!”): Remember how you own the Nightclub. Yeah well. Strozzino Squalo and his gang don’t care and decide to attack you and your companions. Well, there is only one way to end this madness. Take out his Gang and him with it. And then take over his base of operations. His Casino. In doing so kind of makes all the gangsters back off and leave you and your companions alone. If you are doing the scenario **“Get back, Bun Bun”**, you can do this as you help Carol get back her bunny; It will initiate as soon as you complete **“Find the Shiny Gun!”** Scenario

Rewards: Well, the Casino isn’t the only thing you will get, **Criminal Fighter**. When it comes to facing a criminal organization, you an expert. You can figure out where to strike to dismantle them in the best way. Also, your attacks on gangsters, Mobsters, and similar individuals will be twice as potent. Ironically, you are also a **Don**. When it comes to running a group, you are n expert and garner respect from the criminal Underworld. The Companions that you have purchased and imported will receive these rewards as well. Carol, Emily, Raggs, Julie, Professor, Meng, Blueberry, Jarl, and Shezara also get these rewards. Finally you now own the **Crystal Reef**. Strozzino Squalo’s Casino. And seeing he is....sleeping with the moles now, he won’t be using it anymore.

Crystal Reef





Tomb of Apep: Deep in the Valley of Kings, Meng found a strange Temple dedicated to Snakes....I don't know if you hate snakes or not. But there is a valuable treasure trove in there. Along with a powerful staff. Time to Indiana Jones this place and find what treasures lie within. If you are doing the scenario **"Get back, Bun Bun"**, you can do this as you help Carol get back her bunny. To initiate it, speak with Meng about the place, and she will tell you about the Temple.

Rewards: You are now a **Temple Plunderer**. When it comes to navigating old abandoned structures, ruins, dungeons, warehouses, run down building, you are capable of finding your way around the place AND finding any valuable that may lie within. In addition, I present you with **Apep Staff!** This mystical staff fires a green snake that slithers through the air towards enemies and explodes dealing damage in an area. The Companions that you have purchased and imported will receive these rewards as well. Carol, Emily, Raggs, Julie, Professor, Meng, Blueberry, Jarl, and Shezara also get these rewards.

Apep Staff





Space Port Takeover: Well, this is kind of awkward. Seems like aliens ARE real....and they took over this Space Port. While this IS the Corporation's Problem.....but if you cleared the place out and took over the security protocols, this place will be yours!

Reward: Heheheh. Did you think you would only be receiving the Spaceport as a reward? Heck NO! Hail to the King or Queen, baby. You shall be known as **Duke Broc 'em/Duchess Broc 'em**. When it comes to alien bullies, you are an expert at destroying them and making them think twice before messing with you or any area that you are in. In addition, every weapon you uses seems to be more effective against aliens. Finally, when it comes to jetpacks, you're an expert. Also comes **Duke/Duchess outfit**. Hmm kind of looks familiar, doesn't it? Eh Next you shall be given this **Gattling Laser**. A minigun that shoots lasers instead of bullets. Next the **Hoverpack**. Basically a Jet back....Duke Nukem Style, except it will refuel its fuel on its own. Giving you enough fuel to fly for about 3 minutes. The Companions that you have purchased and imported will receive these rewards as well. Carol, Emily, Raggs, Julie, Professor, Meng, Blueberry, Jarl, and Shezara also get these rewards. Okay now you get your **Spaceport**.

Duke/Duchess Outfit



Gatling Laser



Hoverpack



Space Port





Lost in Hyper Space: You have intercepted a message from a ship that stranded the crew just wants to be rescued, but the Corporations are on their way! The Jon is simple: get to the ship get the crew to safety with the help of a teleporter.....but it would be a shame to just hand this awesome spaceship....Fend off the Corporation long enough to commence a system reboot to fix the ship and get it out of hyperspace. If you are doing the scenario **“Get back, Bun Bun,”** you can do this as you help Carol get back her bunny. To initiate it you must talk with Julie after dealing with Oasis Greenhouse

Reward: First, the perk **Space Specialist.** You know how to navigate and explore the deep abyss that is space. And how to remain calm while traveling through the final frontier. The Companions that you have purchased and imported will receive this perk as well. Carol, Emily, Raggs, Julie, Professor, Meng, Blueberry, Jarl and Shezara also get this perk. **Awesome Space Ship.** This Large Space Ship can hold 20 people in it and its just really cool.

Awesome Space Ship





Rooftops Scramble: Well this is an interesting thing you have discovered. There is a parkour challenge here in Corpopolis. And there's a prize for those who can clear it. Might as well join. Oh yeah if you're doing the scenario **“Get back, Bun Bun”** you can do this as you help Carol get back her bunny. All you have to do is find the starting point and press the buzzer. Once activated you got to clear the whole course in under 5 minutes

Rewards: Urban Explorer. That’s what you are. In addition to being an overall improvement to your parkour skills. You can find your way through a city no matter the size or style. The Companions that you have purchased and imported will receive this perk as well. Carol, Emily, Raggs, Julie, Professor, Meng, Blueberry, Jarl and Shezara also get this perk. Oh yeah you are also given an awesome **Trophy** as well.



Downtown Brawl: So there is a bunch of Corpo Troopers that are being just straight jerks even by Coporation's standards. Even the coporation wants them gone. They are even offering one their guns and the blueprints to make one, if some get rid of them. Oh yeah if you're doing the scenario "**Get back, Bun Bun**" you can do this as you help Carol get back her bunny. All you have to do is make it to the round level see a corporate worker looking distress and talk to them.

Reward: **The Shock Value.** A shotgun that can be charged to fire a sticky taser that shocks enemies in range and holds them in place as they take damage.

The Shock Value





Academy of Evil: The Magic that Hags uses is cool! Don't you want to learn the same stuff? Well for her pumpkin she is more than happy to help with that. She has enrolled you into a special boarding school: Lecordier's Public School of Witchcraft!

Rewards: Well, look at you, you, **Little Sorcerer**. With this you can cast the various of spells that is being taught in Lecordier's Public School of Witchcraft. In addition, when it comes to spell casting you are an expert. **Broom Stick:** a modified broom stick that is also a shotgun as well as a spell casting focus. The Companions that you have purchased and imported will receive these rewards as well. Carol, Emily, Raggs, Julie, Professor, Meng, Blueberry, Jarl, and Shezara also get these rewards.

The spells in question:



Ignis Badaboum: Shoot forward a big fireball, exploding on impact and setting ablaze anyone unlucky to get caught in the blast.



Magnus Saltus: Summon a magical trampoline under your feet, making you jump to great heights !



Atchoum Fluctus: Make a nasty blizzard appear, freezing the poor souls around you.



Terra Daemonium: Call upon a demon of the underworld, smashing your foes.



Minima Persona: Shrink yourself, making you so much harder to hit !



Volare Natare: Become instantly weightless and able to swim around in the air ! And remember childrens, it's nataaaaaaaare.



Spectrum Invokum: Summon ghosts from the afterlife to attack your enemies.



Abra Isekai: Call upon the mighty ghost truck, sending your enemies to another world, where they can probably enjoy a life they dreamed about.



Nonoss Invokum: Summon Skellie bois to go annoy other students.



Vitibus Spiculum: Entangle targets in magical vines, damaging them and restricting their movement.



Peros Guirec: Shoot forward a mighty Storm, striking lightning on anyone unlucky enough to get close to it.



Lux Spharea: Fire a huge vortex that can bounce on any surface, damaging opponents.



Exponentia Sanguinis: Use the dark arts to steal lifeforce from your enemies.



Malum Cucurbitae: Fire a malicious pumpkin spirit, homing on your foes.



Catastrophe of the Moon: Well, this is interesting. You have discovered a surge of monsters in one area of Crearia and tracked the source to this rather snazzy castle. Might as well enter it and find the cause for sudden monster surges. TO initiate this scenario while doing the “**Get Back Bun Bun**” scenario, you will see a portal at that back part of Chroma Village. Ask Julkie about it, and you will be debriefed about it.

Rewards: Well done **Vampire Hunter**. You are adept at fighting vampires and their ilk. All your attacks deal double damage to vampires. Next is the Vampire Spanker. Think of it as a child-friendly version of the Vampire Killer from Castlevania, same effects but none of the traumatizing backstory of how its made.. Oh it can set enemies on fire. The Companions that you have purchased and imported will receive this perk. Carol, Emily, Julie, Meng, Blueberry, Romeo, and Jarl also get this perk.

Vampire Spanker



Cathedral





Middle School of the Dead: Well, this is concerning. The town of Cornbridge is overrun with zombies. And anyone who would be there to rescue has already left or has turned into zombies. So why come here at all? Well, the Professor said that there are four very special Magrail guns that the Corporation was working on there. And they can only be completed in that town. But don't worry the professor and Julie will walk you through the process and even help you get it done. Just follow their [instructions](#) and avoid being turned into zombie chow. Then regroup with them at a teleporter and get out of there! If you are doing the scenario **"Get back, Bun Bun"**, you can do this as you help Carol get back her bunny; to initiate it you will receive this request from the professor after making it to Glahalla from their all you have to do accept it and you will be teleported there.

Reward: Apocalypse Survivor. When everything was gone crazy and civilization comes crashing down, you will know how to thrive in those new conditions. Let it be Nuclear, Zombie, vampire, werewolf or whatever you can adapt, you can survive and you can thrive. **Blazerail, Plaguerail, Zaprail, and Cryorail:** these are experimental versions of the Magrail gun that work very similar to the standard version of the but each adds its own unique quirk. Blazerail set enemies on fire, Plaguerail infects enemies with a strange poisonous blobs that explode. Any enemy caught in the explosion that wasn't infected gets infected, and then they explode, you get the Idea. Zaprail is Electricute enemies causing the zapped and hocked for about 10 seconds. Finally, Cryorail freezes foes. **Nurse Outfits.** The Companions that you have purchased and imported will receive these rewards as well. Carol, Emily, Raggs, Julie, Professor, Meng, Blueberry, Jarl, and Shezara also get these rewards. **Empty School.** Not Much to it. But you can convert into your own personal base of operations, **Town of Cornbridge.** An uninfected and repaired version of this quaint town, with a working arcade and soda parlor

Blazerail



Plaguerail



Zaprail



Cyrorail



Nurse outfits

Initial Design



Intensive Careless Unit



Evil Nurse



Nurse Smoochies



Empty School



Town of Cornbridge





Carnival of Shadows: With the money you have paid Ragg for her services, she was able to open a new carnival to replace it. And she wants you to be her first patron there. But it seems like the magic she used to make it caused it to be a bit wonky in some areas. So she is asking you to go there and try the attractions just to make sure that they are working properly. Also, two sections of the place are being used as a base by a bunch of naughty Forces...do be a dear and get rid of them.

Reward: Ragg's Little Pumpkin. Jester Outfit. The Companions that you have purchased and imported will receive these rewards as well. Carol, Emily, Raggs, Julie, Professor, Meng, Blueberry, Jarl, and Shezara also get these rewards. **The Carnival** . Okay so this is NOT the same carnival that you just cleared out but a copy with all the amenities and none of the problems.

Jester Outfits

Initial design



Yes comes with the ball and balloons

Jester



Harlequin



Pierrot



The Carnival





Hunt! in Death Valley: WELCOME BACK FOLKS TO THE HUNT!!!! And this time in a spooktacular we are moving to a special location provided by Lecordier's Public School of Witchcraft. Though from what I heard, this is cursed? Contender will turn into a demon or something. BUT THAT JUST MAKES IT METAL!!!

Rewards: Demon Champ. Okay, so this perk is interesting because you are not truly a demon but you do have the benefit of one. Immunity to fire of all kinds except divine/holy flames, see in the dark; superhuman attributes (Strength, durability, stamina, speed, agility, dexterity, etc) that sort of thing. But more importantly, most demons will leave you alone. Note I said demons...not DEVILS those are different. Also you can look different at will. This doesn't change anything except for your looks and maybe the sound of your voice. The Companions that you have purchased and imported will receive these rewards as well. Carol, Emily, Julie, Meng, Blueberry, Romeo, and Jarl also get these rewards.

The Demon Look





The Old Carnival: If there's something strange in your neighborhood, Who ya gonna call? GHOST BUSTERS! Oh, right, they are not in Crearia, and they have been out of business since the 80s

Rewards: When Somethings strange going on in your neighborhood, WHO ARE YOU GONNA CALL?!

Ghoul Breaker!. You are a bona fide expert at dealing with ghosts. Heck, even your physical attacks cn harm a ghost. Don't Forget your **Ghost Hunter Outfit**. It is immune to ectoplasmic slime attacks. Then there's this beauty: The **Ecto Blaster**. This is basically Proton Pack, but it doesn't cause friendly fire. The Companions that you have purchased and imported will receive these rewards as well. Carol, Emily, Raggs, Julie, Professor, Meng, Blueberry, Jarl, and Shezara also get these rewards. **Abandoned Carnival.** This place was the first amusement park that Raggs had opened, and she has no use for it now she has her new amusement park. So she just gives it to you.

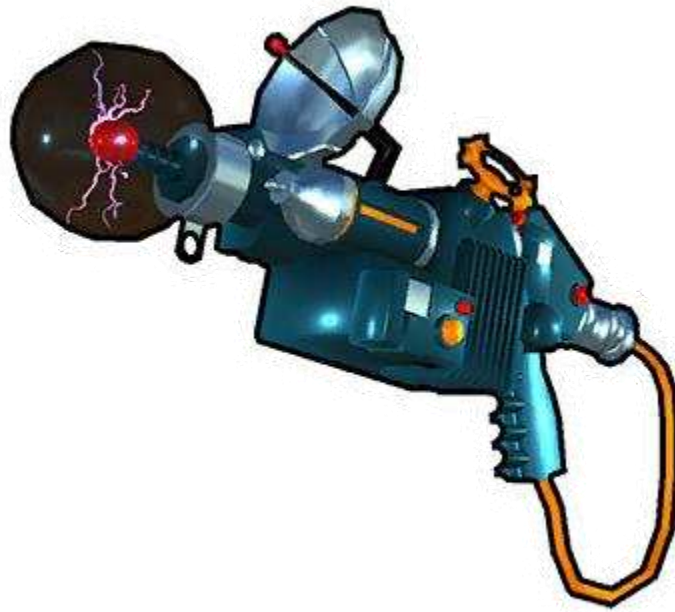
Abandoned Carnival



Ghost Hunter Outfit



Ectoblaster





Spooky Savior (must complete “Academy of Evil”, “Catastrophe of the Moon”, “Middle School of the Dead”, “The Carnival of Shadows”, and “The Old Carnival” scenarios first): Wow! Nicely done little spook. This calls for an award.

Rewards: Heroic Trick or Treater. Bunnymancer Outfit, Chosen Outfit, Spooky Specter Outfit. Some other Halloween Outfits that didn’t win the Costume Contests Halloween Tommy Gun. A Tommy Gun that has double the magazine size. **Cursed Lance.** An energy rifle that fires purple projectiles that are in the shape of cursed fireballs. **Staff Of The Bundeads.** A spooky witch's staff that summons a floating skull above its wielder's head. Each cast with the wand summons a spooky skeleton. Charging the weapon results in a horde of spooky skeletons accompanied by lightning to deal damage to nearby meanies. The Companions that you have purchased and imported will receive these rewards as well. Carol, Emily, Raggs, Julie, Professor, Meng, Blueberry, Jarl, and Shezara also get these rewards. **Lecordier's Public School of Witchcraft.** This large structure is basically like Hogwarts, but with guns and more Halloween-like.

Bunnymancer Outfit



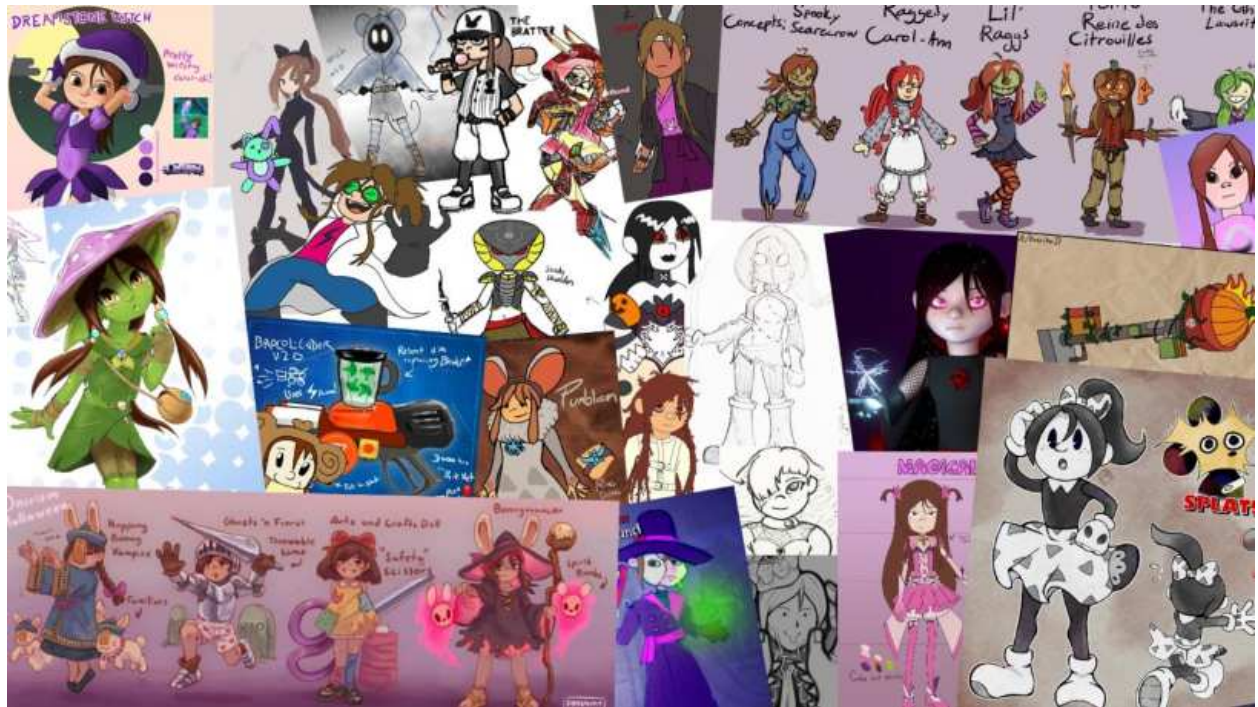
Chosen Outfit



Spooky Specter Outfit



Other Halloween Costumes



Halloween Tommy Gun



Cursed Lance



Staff Of The Bundeads.





Toyland Mayhem: SANTA NEEDS HELP! Like seriously, he does. See, while he was preparing for Christmas time, He asked for help with making the toys. Too bad he asked the wrong people because the Corporation didn't understand that they were making toys, not killer robots. So he turns to you for help. There is a Cottage that will take you to Toyland, where the rabid toys are being held. When you make it to the Festive Cottage, you will see eight teleporters. Each one will take you to a different area of Toyland. Once in clear out all the rabid toys by destroying them. But the last one will include a powerful enemy. A robot called The Grunch. Destroy it and put an end to this madness. You can initiate this scenario while doing the **"Get Back Bun Bun"** Scenario, by meeting Santa in Alpine City in the Alpine Summit.

Rewards: Well done, Santa will dub you an **X-Mas Soldier**. What this means is that you can fight in any amount of cold and when it comes to fighting for the sake of happiness and joy of others you gain a power boost that doubles all your attributes. Santa also leaves you with **Some Presents**, and they are:



Santa's Lil Helper



Starblade: Use the force! Not really but this is basically your own Lightsaber. Enjoy!



Frorcracker



Jolly Operator



Chocolat Burner: Flamethrower-like weapon that spews boiling chocolate. Like hot enough to be like flames. Such a painful and delicious way to go.



Dark Ranger



Miss Noel



Ruler Of Toys



Toy Soldier Outfit and a Toy Soldier that it is based on

The Companions that you have purchased and imported will receive these rewards as well. Carol, Emily, Raggs, Julie, Professor, Meng, Blueberry, Jarl, and Shezara also get these rewards.



Cruise of Lights: Okay while in Borealis Sea, you spot what appears to be a vacant Cruise Ship...with no one on it. Julie will inform you that the ship was once used for a Cruise Tour called the Cruise of Lights. A festive Christmas cruise that was popular until it mysteriously vanished. But here it is, the ship that was lost at sea....and despite it clearly being abandoned, it is still running. Well, about that. It seems whatever went wrong caused the ship to go off course, and whoever was on the ship at this time must have found a way off the ship. And so it's just there....with no one on it...or to stop you from taking it. Well, as expected you can get on board and take control of the ship. But it won't be easy. See the ship is somehow being guarded. But once you are on board, it somehow get harder because after a few minute rabid robots will board the ship. and start attacking you! AND you need to steer this ship away from the Borealis Sea and towards the nearest dock....and the only harbor that is the closest is Fishbone Harbor. All the way in Rotten Lake City. This will take at least 4 hours to get there. But before you can do that you need to fix you need to set the ship course to the Fishbone Harbor, and to do that you need to fix the ship's navigation. Which was broken into four parts. One is on the Main Deck one is in the ballroom, one is in the engine room, and the last one is on the 3rd deck. Put them together place in captain's rooms next to wheel.. Once all that is done hold the robots until they stop showing up. This means you have left the Borealis Sea and now home free!!! And you wish ask for a pick up so you can get back to the Borealis Sea. If you are doing the scenario "**Get back, Bun Bun**" you can do this as you help Carol get back her bunny; to initiate it, you have to be in the Boreakis Sea. You should spot it pretty quickly and Carol would definitely want to investigate when asked.

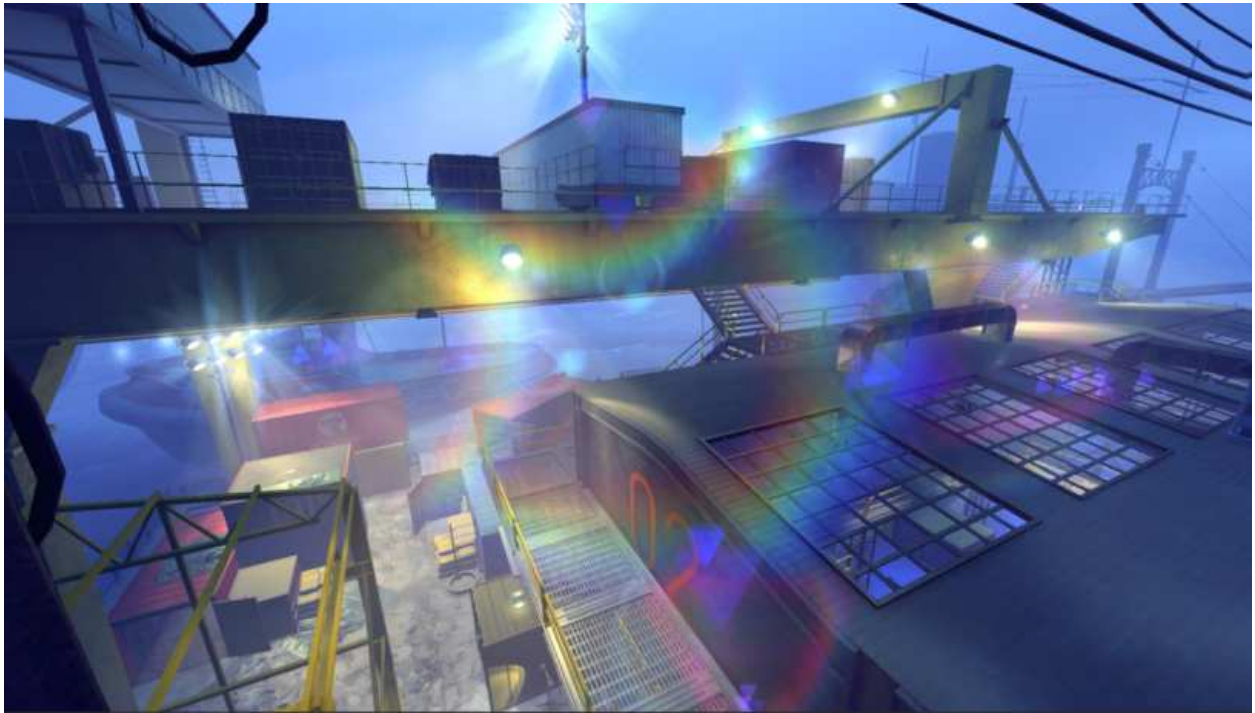
Reward: Well, aren't you **Festive Pirate**. Well this comes with several boons. First, when it comes to boarding and infiltrating ships, you are an expert. What this means is it doesn't matter what ship it is you can infiltrate it and navigate through it without issue. Second, for whatever reason, you have this air of Christmas spirit. What this means is that, despite the fact that you are committing piracy (of any kind) people will recognize you as a heroic/good person. The Companions that you have purchased and

imported will receive these rewards as well. Carol, Emily, Raggs, Julie, Professor, Meng, Blueberry, Jarl and Shezara also get these rewards. And of course you get the **Festive Cruise Ship**! This deluxe ocean liner is well insulated meaning you don't have to worry about getting cold. Also its very swanky. Finally you get the **Docks** to keep your large ships on.

Festive Cruise Ship



Docks





Christmas Carol: Across the river, about 2 miles east of Rotten Lake City, is New Jolly City. Originally, it was a city that as lively, filled with people from all walks of life. Now it's most abandoned. Well, there must be a reason for it. Your job is simply investigate the place and find....OH! Nevermind it seems like the reason why its abandoned is because it's more active during Christmas! Oh, and its over run by killer robots that attack any organic being on sight. Yeah, that second one can be fixed. The goal is simple: find the lead robot, destroy him, then deactivate the machines that are making more robots. Once that is done, this place is safe again. If you are doing the scenario "**Get back, Bun Bun**" you can do this as you help Carol get back her bunny; to initiate it, just look on the horizon of the Firshbone Harbor

Reward: Well, aren't you **Jolly and Deadly**. This means you know how to find cheer even in dire situations. You can be in the midst of a grand battle and still be able to sing Christmas songs Christmas cheer. In addition, you are you're skills in weapon handling are improved to a level that makes it seem like you are every Action Hero Character that Arnold Schwarzenegger played in his entire action career. The Companions that you have purchased and imported will receive these rewards as well. Carol, Emily, Raggs, Julie, Professor, Meng, Blueberry, Jarl, and Shezara also get these rewards. **New Jolly City.** Yes the very same vity that you fought to free. Yeah you are receiving it as a reward.

New Jolly City





Hika no Saiten: Translated it says Festival of Lights. Also, this scenario can be called Shrine Panic. Anyways, this is the last Christmas scenario for this jump. You must go to this resort that seems to be designed to imitate Japanese culture. Heck, it even has a hot spring hotel. So why is it overrun with zombies?! Sigh. Well, it turns out the Corporation defiled one of the shrines. This one is dedicated to a wolf. And they also released a yuki onna. Okay, so in order you must find the 7 magatamas that each zombie holds. Then you must go to a basement in one of the houses and activate the seal. This will summon the Yuki onna. Defeat her, and the location of the shrine will be revealed to you. Return the Magatama back to the shrine and the zombie will vanish. If you are doing the scenario **“Get back, Bun Bun”** you can do this as you help Carol get back her bunny; to initiate it, you will have to speak with Captain Paddock.

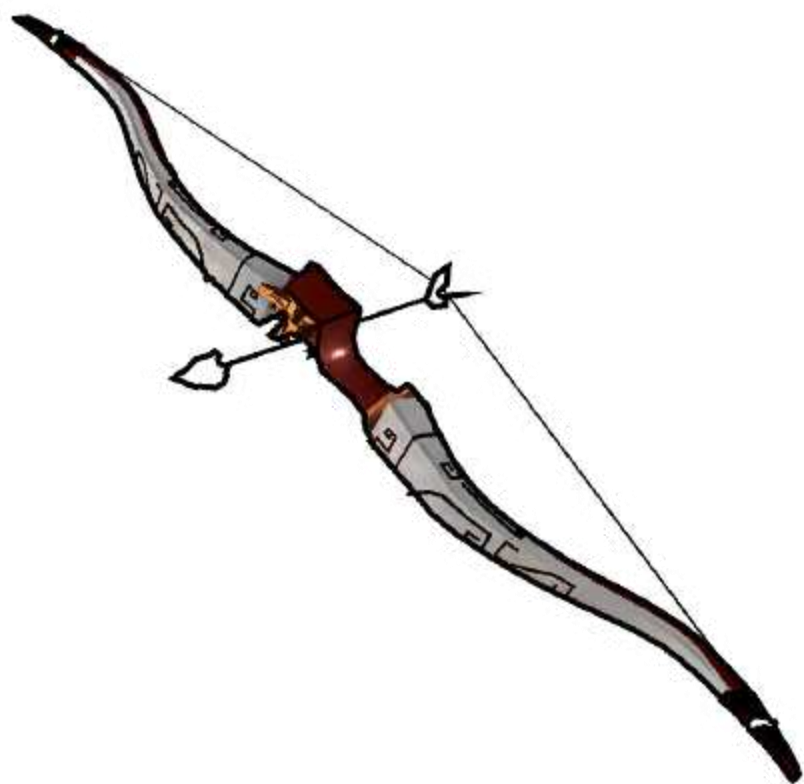
Reward: It wouldn't be a stretch to call you a **Yokai Slayer** now. When it comes to Japanese monsters and spirits you know how to dispatch them and you are even more dangerous to them. All your attacks are more devastating towards them. Yukata and Kimono. Okami. The Companions that you have purchased and imported will receive these rewards as well. Carol, Emily, Raggs, Julie, Professor, Meng, Blueberry, Jarl, and Shezara also get these rewards. Hot Spring. Festival Grounds

Kimono



Okami





HOT SPRINGS



Festival Grounds





Hero of Christmas (must complete “Toyland Mayhem”, “Cruise of Light” “Christmas Carol”, and “Shrine Panic” first): Wow....Thanks to you, CHRISTMAS IS SAVED! Just head to the Alpine Summit and Santa should be there to give you your rewards.

Reward: Would it be weird to call you **Santa’s Little Helper**? Nah. This perk makes it so that you immune to the cold. You are an expert at making, repairing, and disassembling toys. You can make any vehicle you drive to fly! If you play some Christmas music, it will fly faster. In addition, you gain a major boost in your abilities and attributes during the winter, like an 80% boost. During the Holiday season, though, this boost is increased to 200%. You will also receive the following costumes: **Xmas Dress, Xmas Sweater 2022, Holiday Operative, Ruthless Malyshka, Holiday Spirit, Blue Mountain, Carol of the Bells, Skelly party, Santa Frorc, and Ribbon cake. Some additional Christmas Outfits that did not win costume contests that were hosted for the game. Christmas Big Boomstick**, An enhanced version of the Big Boomstick stronger and has knockback. **Christmas Tommy Gun**. An improved Tommy Gun, stronger, smaller spread. **Christmas Doppellauf**. An improved version of the Doppellauf; stronger, bigger clip. **Christmas Wasserpistole 96**. An improved version of the original Wasserpistole 96; nothing much has changed except it has a freezing effect. If enough shots hit an enemy, they freeze for 5 seconds. **Jolly Launcher**. One of Sanata’s rejected toy ideas, what it is, is a grenade launcher that instead of grenades launches Christmas ornaments. The Companions that you have purchased and imported will receive these rewards as well. Carol, Emily, Raggs, Julie, Professor, Meng, Blueberry, Jarl, and Shezara also get these rewards. Now for the things that you alone obtain as the jumper. First is the **Festive Cottage**. This cozy place makes it the perfect spot to just snuggle up and drink some hot cocoa by the fireplace. A good, safe spot. Santa is very pleased with you so he decides to give you a duplicate of **Toyland!** Which is just an extension of the Festive Cottage, where you have shrunk to the size of a toy, and without the risk of anyone stepping on you. Also, you will meet some living toys while in this area.



Xmas Dress



Xmas Sweater 2022



Holiday Operative

The Other Christmas Costumes







Aurora Star Carol



@yuyami99



'CAROL'S LAST DREAM'



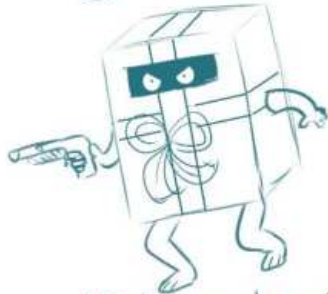
'NOT-A-CHRISTMAS MOVIE'



"Longstocking"



"Longstockings"



"Full package"



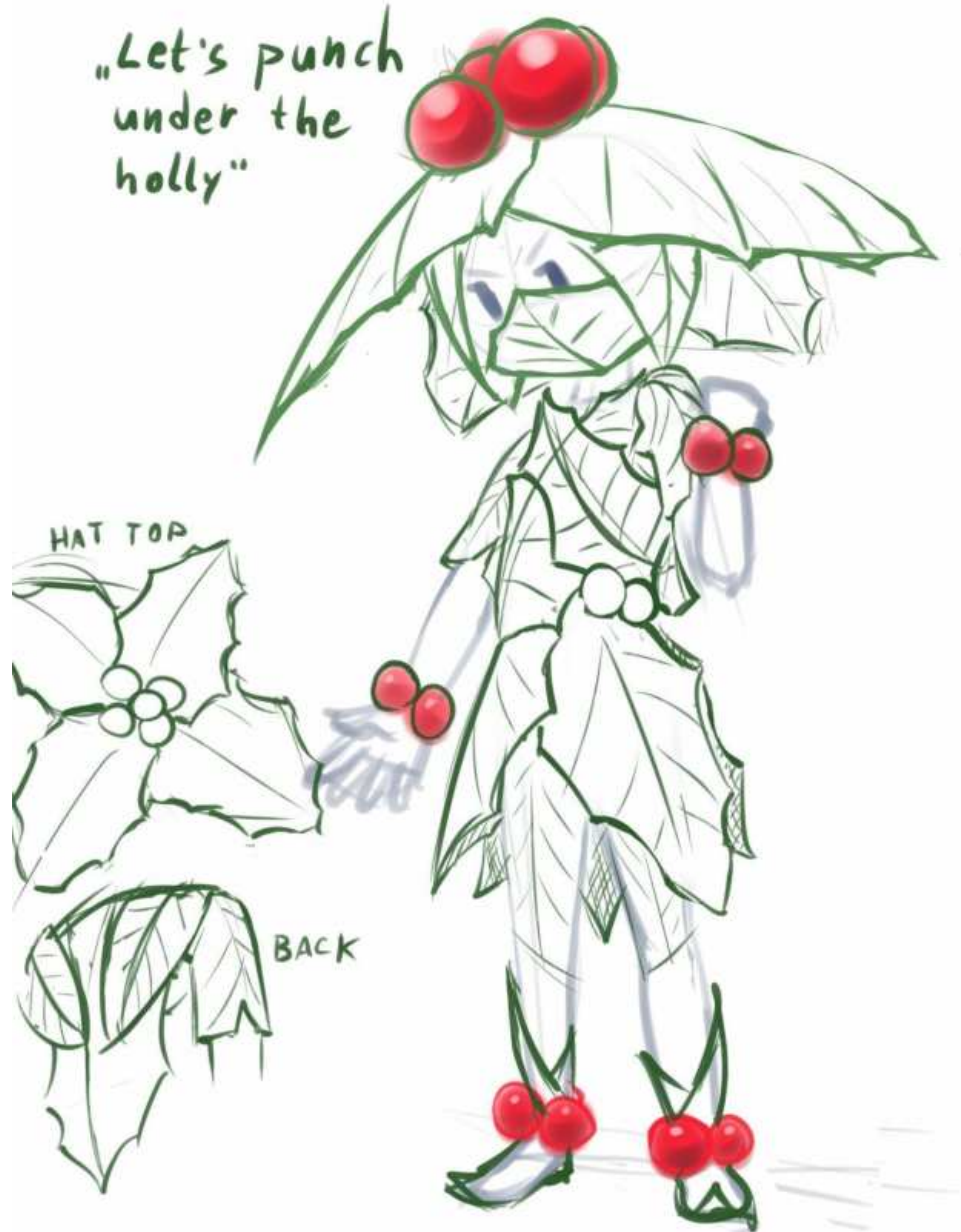




And yes, you also get the weapon that comes with this one



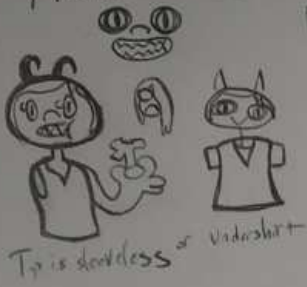
"Let's punch
under the
holly"



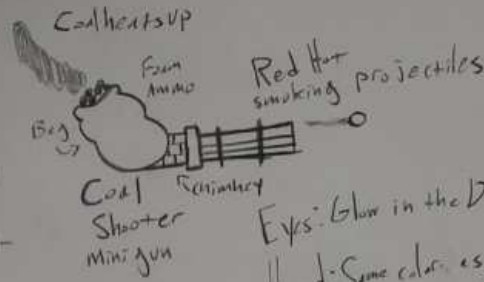




¡Feliz Navidad!



Tip is skullless or V-neck shirt



Coal heats up

From Ammo

Red Hot smoking projectiles

Coal Shooter Mini gun

Eyes: Glow in the Dark

Hood: Same color as

Arm Wraps: White or not

Arms: Bare Skin

Horns: Black

Head band: Gold

Metals: Whatever

The BELT is chain
I just suck at
drawing chain

CHRISTMAS
CRETIN
CAROL



No hood alt



Spiked Fur



More
Head band
on head



Cold Bubble
Boots
Ice cleats
Hoof shaped



Boots/Gloves: Black
Fur: White
Pants: Dark Brown
Wrist Bracc: Dark Brown







Reindeer Wrangler



Caroling
Street
Urchin







Costume based
on Saint Nicholas and
"Santa" outfits/dresse



optional hat

fluffy texture
on buttons/edges

GIFT-WRAPPED CAROL

Elf Green



GIFT-WRAPPED CAROL

Elf Green



Canadian Mountie Carol



Daseril







[Holiday Spirit](#)



[Blue mountain](#)



[Carol of the Bells](#)



[Skelly party](#)



[Santa Frorc](#)



[Ribbon cake](#)



Christmas Tommy Gun



Christmas Doppellauf



Christmas Wasserpistole 96



Jolly Launcher



Festive Cottage



Toyland



Valentine Hell: They are Rage, Brutal, Carrying Cooties. But you? You will be worse Rip and Tear til it is done.....Wait what? Yeah, turns out some demons showed up in the Inferno valley and they are kind of WAY too forward about Valentine's Day. Like they are using things like hypnosis and stuff. But the area they are in is too much for anyone in Crearia to handle. But Julie has intercepted the location of a suit that will make moving in such an area no problem and even enhances all of your abilities. All you need to do is find it in the factory...in Inferno Valley, then go to the lower areas of Inferno Valley and....As I stated before RIP AND TEAR!

Rewards: You are now a **Cootie Slayer**. You are immune to the effect of forced infacuation, lust and mind control. You have the mental fortitude to resist any affection that is being used as a bribe. And against demons, your attacks are basically their bane. So go forth. RIP AND TEAR! Til it is done. You know, such a title and perk should carry a testament with it. AHEM!

In the First February, in the first season of hearts, when the air first filled with pink and glitter, one stood.

Marked by the horrors of forced affection, her spirit hardened by the endless tide of candy, cards, and public displays of cuteness, she chose the path of absolute resistance.

In her unyielding defiance, she found no comfort, and with steely resolve, she marched through classrooms and crowded halls, hunting the source of the outbreak — the whispers of “Be Mine,” the flutter of paper hearts, the creeping spread of lovey-dovey chaos.

She bore the mark of the Anti-Cootie Wardens, and those who witnessed the swift strike of her “Nope,” the shattering of heart-shaped decorations, and the cleansing cry of “Keep that mush away from me!” named her...

The Cootie Slayer.

Yeah that will do it. Next you also have your very own **Praetor Suit**. This is just an exact copy of the Praetor Suit from Doom 2016 fully upgrade except it will always fit you. It also carries all of its features.

The Companions that you have purchased and imported will receive these rewards as well. Carol, Emily, Raggs, Julie, Professor, Meng, Blueberry, Jarl, and Shezara also get these rewards.

Praetor Suit (Well this one's Carol's but you get the idea)





Summer Slime Blast!: So Julie decided to grant you some time to unwind. You know relax a bit. AND LOOK WHAT HAPPENS!!! Ugh, so a bunch of slime creatures show up and ruin your vacation. There are all over the beach, Get rid of them and get back to your relaxation. If you are doing the **“Get Back Bun Bun”** Scenario you need to have gotten through the events of Chapter 6. Then Julie will give you the coordinates to this quaint beach. That is in peril.

Rewards: Warrior of Summer. This one is a simple one to explain. While fighting in summer weather. All of your abilities are doubled. **Summer Swim Suit Outfit.** Just a nice, tasteful, modest swim suit. Nothing else to it. Well, except for the fact that while you are wearing it you can breathe underwater and swim faster. **Modified Squirt Gun.** So this squirt gun has been modified slow your targets down with each hit. The Companions that you have purchased and imported will receive these rewards as well. Carol, Emily, Raggs, Julie, Professor, Meng, Blueberry, Jarl, and Shezara also get these rewards. Megafun Bounce House. Two in one: an on-land bounce house that features a ball pit, and a water one that looks like a lot of fun.

Summer Swimsuit Outfit



Modified Squirt Gun



Megafun Bounce House





Bile Boulevard: So there's this section of a mall that has this awesome Water Park called Splash Boulevard. But for whatever reason it is filthy in there. We need to clean it out. The only way to do that is to turn on the three water valves located in the park. Be careful, some rather unfriendly intruders have taken residence in there. Good news, they are weak to soapy water. So grab a Soaker and hop to it. If you are doing the "Get Back Bun Bun" Scenario you need to have gotten through the events of Chapter 6. Then Julie will flag down this water park and give you the option to do this mission.

Rewards: Well done, **Master Soaker**. When you weaponize water in sort of way it is thrice as potent and effective. Also, you can drench people twice as fast with water attacks. Good for summer splashy fun.

Water Worker Outfit. This is just a worker's outfit it is completely water proof and will never get a stain on it. But it is best used as spare clothing. The Companions that you have purchased and imported will receive these rewards as well. Carol, Emily, Raggs, Julie, Professor, Meng, Blueberry, Jarl, and Shezara also get these rewards. Finally, your very own **Splash Boulevard**. This is an exact copy of the water park. Can be used as a hang out or a getaway.

Water Worker Outfit



Splash Boulevard





Tiki Terror: Welcome to Thrill Aagoon. And we are CLOSED! Yeah.....little help here, there has been some serious issue here due to the Slime Gang messing with the water system. All you need o do is turn it back on, but... the area where you can turn it back on is guarded by some totally tough slime goons. Well, there is one thing that can help you beat them. THE JUGGERNAUGHT SWIMSUIT! In this theme par there are three pieces to the Juggernaut Swimsuit. Find them. Put it on and fight your way to the water control room and turn the water back on to flush all the nasty water out! But the only way you can do that is to explore every part of the theme park, hope you're ready! If you are doing the **"Get Back Bun Bun"** Scenario you need to have gotten through the events of Chapter 6. Then Julie will will mention a water park that you can go to for fun. Agreeing to go will trigger this scenario.

Rewards: DANG! Well done. Now we can open again but it seems like you have become **Tiki's Favorite**. Nah this doesn't mean you are blessed with the powers of the tiki gods. Nah it means when it comes to island culture, from its architect, to its people. You are a quick study. Also You have an easier time exploring tropical places. Oh yeah, you also don't get seasick. Water Park Explorer Outfit. Juggernaut Swimsuit. Hey, you went through a lot of trouble trying to find this thing...keep it. Equipping this suit will slow you down heavily and prevent you from doing any form of dodging, but absorbing 75% of incoming damage. You can easily take it off if you wanna move more freely and dodge. The Companions that you have purchased and imported will receive these rewards as well. Carol, Emily, Raggs, Julie, Professor, Meng, Blueberry, Jarl, and Shezara also get these rewards. **Thrill Aagoon.** Hey might as right. Now this isn't THE Thrill Aagoon but a copy of it. Can be used for revenue or for personal fun. When it's not placed somewhere in a jump, it will be attached to your warehouse...or whatever you have as a warehouse, or housing complex.

Water Park Explorer Outfit.



Juggernaut Swimsuit



Thrill Agoon





SHREAD AND TEAR!!!: Okay, so some idiot vandalized the skate park....oh, it's the Slime Gang again. Okay this time we need to get rid of them FOR GOOD THIS TIME! Head to the District of Uchimizu and get rid of them. You should know how to deal with them by now. Just purge the slime out of the district's water system and then take care of any stragglers, and boom, no more Toxic Slime Gang. If you are doing the **"Get Back Bun Bun"** Scenario you need to have gotten through the events of Chapter 6. Then Julie will talk about a skate and give you the option to go to the skate park which will trigger this scenario.

Reward: With this the Slime Gang is Vanquished. I pronounce you **Slime Slayer!** With this perk you won't be impeded or harmed by any slime like area or environments. There could be an entire room where the floor is covered by Radioactive slime and you're not affected. Any Slime or oozy foes are not a problem for you. For you deal double damage to them with your attacks. **Extreme Sportsman. Rider Outfit.** Sports extreme sports are amazing and the perk makes you real good at them. Roller Blading, Skate Boarding, Biking, Scootering. All of this you are an expert at. But that perk would be rendered meaningless if you don't have something that can be used with it. So here is a **Scooter**, it's a scooter and it's indestructible. The Companions that you have purchased and imported will receive these rewards as well. Carol, Emily, Raggs, Julie, Professor, Meng, Blueberry, Jarl, and Shezara also get these rewards. **Skate Park.** A Skate Park that will receive more attention from other skaters.

Rider Outfit



Scooter



Skate Park





THE HUNT!!! Summer Edition!: Huh I didn't know that this island had an area dedicated to the Hunt...Wait what? This was a recent thing? Well, I am sure that we can just ignore this one and- THEY ARE OFFERING WHAT?! Okay Ahem. WELCOME TO THE HUNT! SUMMER EDITION! Okay so Ben set up this whole Summer Time Hunt Event and then was going to back out. But the Corporation decided to offer something really and I mean REALLY extreme as a prize. Neptune Marina! Yeah, that whole town that is the centerpiece of the Island that they own? They are putting that up for grabs that's how confident they are that no one will succeed. Well why don't you prove them wrong? Hehehe. If you are doing the **"Get Back Bun Bun"** Scenario you need to have gotten through the events of Chapter 6. Then Ben will talk about this sweet water town. Ask him where it is located to trigger this scenario.

Rewards: Facing those foes in this arena, feels like you learned something. Lets call it **Aquaduct Mercenary**. With this, any town, or city that you find yourself, you can find your way through and fight amazingly without any trouble. The Companions that you have purchased and imported will receive this perk. Carol, Emily, Raggs, Julie, Professor, Meng, Blueberry, Romeo, and Jarl also get these rewards. Neptune Marina. A copy of this Beautiful Marina is now yours.

Neptune Marina





Summer Games: Well, after taking out all of the Slime Gang members, you earned some time to have some fun! And look at that, there is a Water Park that wasn't attacked by slimes and is currently open for business. And they are holding a competition: The Summer Games. It consists of three events, Scavenger Hunt, Super Soaker Fight, and Splash Ball. Splash Ball is like a fusion of soccer and basketball. Simply make sure your team comes in first in each event. If you are doing the **"Get Back Bun Bun"** Scenario you need to find a water park that is open. Best place to look would be in Chroma Falls. Ask the professor or Julie and they will point you in the right direction.

Rewards: Wet Athlete. You are amazing at water based sports and events. If it involves water balloons, Water Guns, Pools, Volley Balls, and things of similar nature, you are an expert and can even weaponize these skills for combat. The Companions that you have purchased and imported will receive this perk. Carol, Emily, Raggs, Julie, Professor, Meng, Blueberry, Romeo, and Jarl also get these rewards.



Summer Preserver (Must Complete Summer Slime Blast, Summer Games, Tiki Terror, SHREAD AND TEAR!!!, and THE HUNT!!! Summer Edition!): Well done you saved your vacation! Now just sit back, relax, and enjoy a drink. Also, your rewards!

Rewards: Vacation Protector. While vacations are nice. Villains have a tendency to ruin them. While defending your right to relax and have fun on your vacation, your skills and attributes are doubled.

Summer Dress/Wear. Just something for you to wear for the summertime. **Dual Squirt Guns.** Now these are interesting. They look like a regular pair of Squirt guns but they instead fire water balloons, Big Ones. The Companions that you have purchased and imported will receive this perk. Carol, Emily, Raggs, Julie, Professor, Meng, Blueberry, Romeo, and Jarl also get these rewards. Now for the things that you alone acquire as the jumper. **Adventure Cove.** This awesome water park is yours. Water Slides Galore! Slip and slide, kiddie pools, and even....hot tubs? Hey its all good. Enjoy!

Summer Dress/Wear



Dual Squirt Guns



Adventure Cove





Lunar Rescue (Can only be taken after clearing Dry Rock,): Welcome Hunt fans to Corpopolis. We are hosting the grand finale of the Hunt! Ah, here they are, folks **THE JUMPER!!!!** Alright, Jumper this is it, **THE HUNT GRANDCHAMPIONSHIP!** Well, technically, it's called Lunar Rescue, but you know it's the Grand Championship. Anyways, if you can clear this final Hunt Challenge, you will be the Crearia Hunt Grand Champion! Now let's get this party started!!! Oh yeah, if you happen to be helping Carol "**Get Back Bun Bun**", just look for a special terminal in Corpopolis. Right by the helipad near Raggs. Good luck!

Rewards: HOLY MOLY FOLKS! We have our **HUNT GRAND CHAMPION!** Your extreme mastery of athleticism is without equal. When you get into a big brawl, you don't get tired as time goes by. You get stronger and more focused. Next. How about we give you **EVERY HUNT WEAPON!** And I do mean every single one. From their level one state all the way to level 3. The Pro Toaster, Pro Soaker, Pro Boomstick, Pro Nader/Zooka, and Pro Railgun are all yours! Finally, we have two more things for you! Seeing that this was all in celebration of the year of the rabbit, you shall be named **Ladybun!** You jump higher, run faster, have keen sense of smell, and enhanced hearing. And to go with this nice **Bun Ranger Outfit.** The Companions that you have purchased and imported will receive this perk. Carol, Emily, Raggs, Julie, Professor, Meng, Blueberry, Romeo, and Jarl also get these rewards. **LETS GIVE IT UP FOR OUR GRAND CHAMPION!!!** And well, seeing that this is loads of fun. **Ben and his robot pal Maxigro,** will accompany you. Sure, they have some experience in guns, but they can podcast your adventures.....when its action packed at least. More viewers mean more money for them.

Bun Ranger



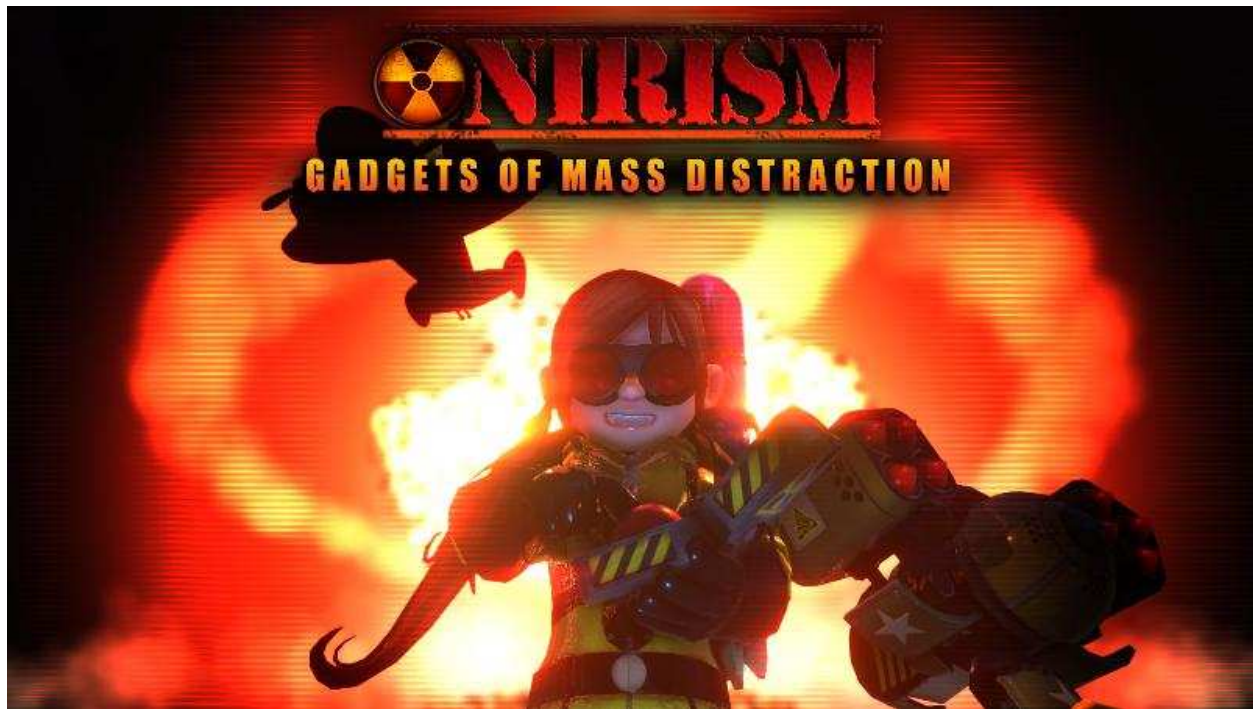
Ben and Maxigro





Treasure Quest: Okay, so it kind of sucks that you can't get every weapon in the item section alone, huh? Well, that's because the rest of the guns are out there in the wild, waiting for the brave adventurer to find. If you are doing the scenario **"Get back, Bun Bun"** you can do this as you help Carol get back her bunny, just keep an eye out for treasure. The goal is simple: each area has at least 10 chests. You need to find ALL of them. Once you do, you should be loaded and be locked and loaded

Reward: Finally, it's all yours... **The Complete Arsenal!** Every weapon from Onirism is now yours. The only exceptions are the weapons that you have received as a reward from the other scenarios. In addition, every weapon obtained from this jump now has INFINITE AMMO! In addition, you have a keen eye for detail. Like a Detective, an Explorer, or a Treasure Hunter. Actually, let's call this new perk of your **Treasure Sleuth**. The Companions that you have purchased and imported will receive these rewards as well. Carol, Emily, Julie, Meng, Blueberry, Romeo, and Jarl also get these rewards.



Gadget of Mass Destruction: So there is a bunch of gadgets in Crearia. Go get them. And they are all available for purchase at Raggs. Basically this is the same as There is plenty of hidden treasure that contains pearls (the currency in this world). So go out there and find them. More importantly, there is a fortress that hides a vault containing enough pearls to buy half of the outfits that Haggs is selling. But you get the idea. Get out there, fight enemies, find hidden chests, and get enough pearls to buy every outfit that is available. If you are doing the scenario **"Get back, Bun Bun"** you can do this as you help Carol get back her bunny. if you are doing the scenario **"Treasure Quest"** 18 more chests will be placed in each area.

Reward: Wow....Well, you have quite the **Collection of Gadgets**. You have every single gadget that is in Onirism. The only exception is the Holy Hand Grenade that you have received as a reward from the scenario **"Gift from Antioch"**. Next, you are now considered to be **Ragg's Little Pumpkin**. What this means is that it you are more likeable to store owners and underground storefronts. The Companions that you have purchased and imported will receive these rewards as well. Carol, Emily, Julie, Meng, Blueberry, Romeo, and Jarl also get these rewards.



Favorite Customer: Doesn't get uncomfortable fighting in the same outfit all the time....why not go shopping? Hags and the Tough Corner have plenty of clothing for you to buy... the catch is buying them all. Yeah, and well. There is plenty of hidden treasure that contains pearls (the currency in this world). So go out there and find them. More importantly, there is a fortress that hides a vault containing enough pearls to buy half of the outfits that Hags is selling. But you get the idea. Get out there, fight enemies, find hidden chests, and get enough pearls to buy every available outfit. If you are doing the scenario **"Get back, Bun Bun"** you can do this as you help Carol get back her bunny. if you are doing the scenario **"Treasure Quest"**, 18 more chests will be placed in each area. Wait, this is basically the same as **"Gadget of Mass Destruction"**. Well here's the thing: the clothing is more expensive than the gadgets.

Reward: Wow....**A Full Wardrobe!** Every outfit, costume, and style from the game is yours. Actually, you get two sets — one that is normal and the other that is changed to fit your gender, of course. But more importantly, you also get the perk **Penny Pincher**. Very Useful.. The Companions that you have purchased and imported will receive these rewards as well. Carol, Emily, Julie, Meng, Blueberry, Romeo, and Jarl also get these rewards.



Hidden Cache (Must Complete “Treasure Quest”, “Gadget of Mass Destruction”, and “Favorite Customer”): So there is talk of a vault that houses a bunch of hidden weapons and gadgets and some outfits for anyone to take. The Problem is that it is WELL Hidden. All we know is that its in a Coporation Location and it is heavily guarded. So that narrows it down to Windy Valley, Oasis Greenhouse, Borealis Sea, Rusty Canyon, Inferno Peaks, and The Lunar Base. The only other clue is that the area is that the area is “Quiet with a nice view.”

Reward: Secret weapons. WOW, just look at all these weapons. The Corporation was just hiding these?! Well, yours now. Just give them a [Try](#)! In addition, you will also find **Excaliburn**. A special sword that the corporation had found and kept to itself. Now its yours, this glowing sword is very powerful and seems to allow the wielder to find secrets. The Companions that you have purchased and imported will receive these rewards as well. Carol, Emily, Julie, Meng, Blueberry, Romeo and Jarl also get these rewards.

Excaliburn





Crearia's Savior (Must have Completed Get Back Bun Bun): Okay now it makes sense. Why the Corporation needed Bun Bun was so they could trap Nightmare....but the plan was a temporary fix for growing problem. But there is a way to destroy nightmares once and for all. Well Carol got back her bunny and has an awesome upgrade to her laser dryer. And she likes Crearia, even called it her favorite world. Well one more time. Now, in-game Carol goes it alone. Here? EVERYONE fights. You, your companions, Prince Blue Berry, Meng, Jarl, Romeo, Julie, the professor, Emily, the generals, and any other companions you have purchased or earned from other scenarios. You must all travel into the nightmare realms and find the dream catchers and confront Nightmare once and for all. Find the Dream Catcher and then return to the top of Corpo Tower and then go into Nightmare's Lair and defeat him, ending his threat once and for all

Reward: Well, first of all, because of this, you are given the perk and title of **Nightmare Slayer**. This means creatures of fear, negativity, nightmares, and evil are now easier to kill for you because you have this aura of innocence and positivity to you, which makes all your attacks basically Evil's Bane. Meaning there is no evil threat that you can not harm, no nightmare you can not overcome. This also grants a general boost in courage. Okay, now the next thing you will be given is a Fully Upgraded Laser Dryer of your own. Every single companion that you have imported, purchased or earned from other scenarios get this reward as well. Third, the Corporation Generals. Aeon, Tut, Umbra, and Ullr. They are coming with you. Maybe because they felt bad and want to make amends. Or Maybe they want to keep an eye on Carol. Whatever reason they may have. They are joining.



Master of Dreams (Must have completed the other scenarios): Wow.....Impressive. You have done it all. Well, there is only one way to celebrate this success. PARTY!! Oh give you these rewards!

Reward: First up is **Hero of Crearia**. Everything you purchased or earned here will be a part of your body mod, same thing goes for your companions. Speaking of which, every single companion that you have imported, purchased, or earned from other scenarios will also be a part of your body mod, meaning you can import them for free without them taking up a companion slot. If a jump doesn't have an import option, you can import it with a budget of 1000 CP. By the way this also includes any jumps you hve used to supplement this one. Second is the world of **Crearia** itself. Now can be imported into future jumps as....an extension of whatever world you may end up jumping into. In addition, it is also part of your warehouse. With all of its inhabitants just living their lives.

Drawbacks



Punny (100): You can't stop saying puns....this WILL get annoying for some people. Like provoking them into an attack, annoying. Most will tolerate it, though.

Having Too Much Fun (100): Hey. HEY! Focus! Look, I get it this place is awesome with so much to do. And yes, you are having fun, but. HEY! Ugh...taking this will make it harder for you to focus on the task ahead because you are having too much fun.

Can't carry everything (200): In-game Carol can only carry her laser dryer, eight weapons, her umbrella, one elixir, and two gadgets. You also have this limitation. You can carry 9 weapons at a time, two gadget items, One potion, and a melee weapon. Everything else will be placed in your toybox after being dropped and left on the ground for 10 seconds. To get it back, you need to go to your toybox and swap items around. This is going to require some item juggling skills.

Can't Sleep Without it(200): You can't truly sleep. Actually, let me rephrase that you CAN sleep but it will be a struggle for you to stay asleep. Unless you have this specific plush toy. As long as it is on your person you can sleep just fine.....but if you don't have it or it gets stolen, you won't be able to sleep fine. If you are doing the **Get Back Bun Bun** Scenario this is worth double. After the jump the plush toy will become an item.

Why do they have that? (400): WHY DOES THAT FRORC HAVE A DRAGOON?! By taking this drawback, enemies will have more advance weapons compared to what they should have in-game.

They learned to think...smarter (400): Okay so enemies here must have took some lesson from competent soldiers because they fighting smarter. No longer just rushing into battle, standing out in the open. They will take cover, perform flanking maneuvers, and even set up ambushes. Be on your toes and ready.

Those Look Dangerous (600): This is your standard no out of context items ... but with a catch. You do lose access to any items you did not purchase from here. Except that occasionally, you may find rag selling toy versions of some of your items. They aren't like the real deal; in fact, they are nerfed HARD. But still can be used as weapons....and your enemies can gain access to these weapons as well. Great...after the jump, you receive these toy versions of your items. For fun.

Play Fair (600): Come on. I get it you are the big and powerful jumper but you have to play fair. So for the duration of the jump you will not have any out of context perks. Only the one you purchased from here.

Difficulty Insomniac (Can only be taken if you are doing the “Get Back Bun Bun” Scenario, Varies): Enemies will have double health and deal double damage. Additionally, there will be twice the usual amount. However, this one is a bit special. See, this Drawback will only work if you are doing the “**Get Back Bun Bun**” Scenario. Also it grant you more CP depending on how long you want this drawback to apply while doing that scenario For 100 Cp IT will only last until you reach Chapter 2, for 200 Chapter 3, for 300 chapter 4, for 400 Chapter 5, for 500 Chapter 6, for 600 Chapter 7, for 700 Chapter 8, for 800, Chapter 9, For 900 Chapter 10 and for 1000 CP doing the entire Scenario with this Drawback in affect. This will also affect the other scenarios....however besides the CP you will be granted additional rewards for each Chapter you complete with this Drawback being applied. See the Notes for details on these rewards. However if you decide to to apply this difficulty to **Crearia’s Savior** scenario, You will receive 2000 CP. There is also a reward.

Jum Jum (1200): Okay so this is a combination of Those Look Dangerous and Play Fair, but with a catch. All your perks and items are connected to this one plush toy of yours. As long as it is in your possession, you have access to all of your perks and your warehouse. If not You will be restricted to your Boydmod and what you purchase here. If you have taken the Scenario, **Get Back Bun Bun** this is worth double because Jum Jum is also stolen and the corporation might be interested in reverse engineering the items in your warehouse. Upon completing that scenario with this drawback in effect will reward you with Jum Jum as an item you take with you. It will be given the special properties of helping you sleep while you hold it and making dark, corruptive worlds (Dark World ala Metroid or the Nightmare dimension) safe for you to travel because you will be completely protected from it’s harmful effects.

Ending



Time to Go Home

Stay Here

Dreams Continue

Notes



Made by Sonic Cody12/Sonic Cody123/Cody Majin

PLEASE check out this AWESOME Game!

Also check the subreddit that I made for this game

<https://www.reddit.com/r/Onirism/>

Changelog

8/1/2020: Started work on jump

8/2/2020: Put Jump on Hatus because game was still in early access

10/28/2025: Resumed work on jump

12/20/2025: Completed the Skeleton of the jump

2/1/2026: Finished Origins and the intro

2/25/2026: Finished perks for Dreaming Child

3/29/2026: Finished Scenarios

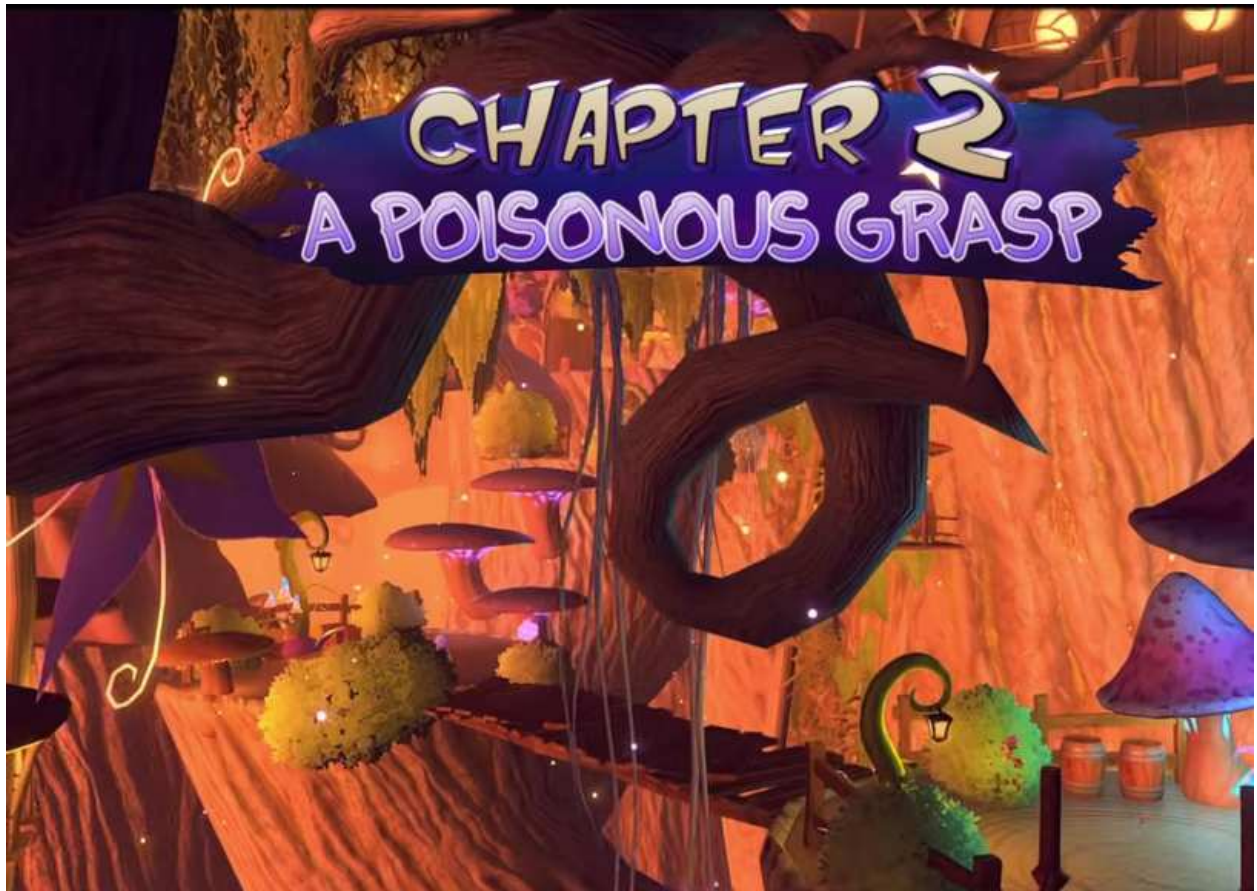
4/13/2026: Jump Completed

4/14/2026: Fixed wording of Ice Magic, fixed discount error for Corporate Trooper Rebel Perks.

Now for the rewards for doing the “Get Back Bun Bun Back” with the “Insomniac Difficulty” Drawback



For Completing Chapter 1, You will receive the perk. **Adaptable New Comer.** What this means that whenever you enter a new place. Let it be a town, city, country, world, or even a jump. You will be able to adjust to the area’s vibe. Meaning if you find yourself in a more horror-themed area, you won’t be easily scared as others. If you enter a desert, you won’t get thirsty as quickly as most newcomers. You get the Idea.



For completing Chapter 2, you will receive the perk **Wild Traveler**. This one speaks for itself. You have survival skills to thrive in Jungles and Swamp like area. You also have a proficiency in throwing Spears



For Completing Chapter 3. You will get **Icy Traveler**. This means while traversing an icy area, you don't slip and slide on ice unless you want, and even then, you never fall. You can use any snow-based vehicle with no problems. Finally, you know how to regulate your own body heat without having to worry about freezing to death.



For Completing Chapter 4 you will be given the **Resistance Leader** Perk. This makes it so that you're leadership skills are improved while leading a rebellion or resistance against oppressors and tyrant and people that deserve it.



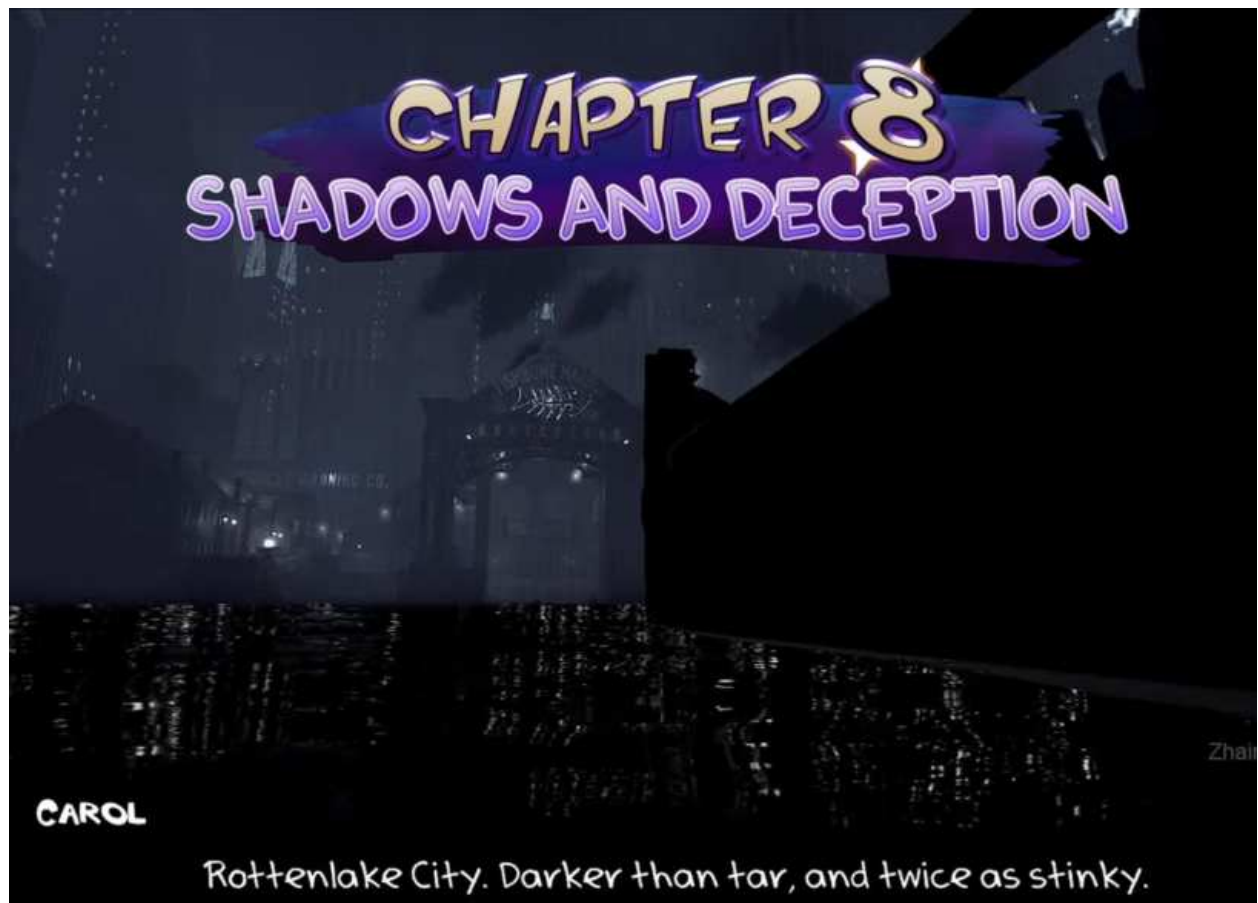
For completing Chapter 5 you will be given the perk **Two Hands Slicker**. When it comes to duel wielding weapons you're a natural. It will be like you are handling a single weapon at peak efficiency but with two of them. Perfect epic shootouts and standoffs.



For Completing Chapter 6 you will receive **Arabian Knight**. You can traverse hot and very dry areas without needing to stop for water or worry about the heat. Kind of like a camel. More importantly you know the ins and outs of using scimitars. Plus some skill in belly dancing.



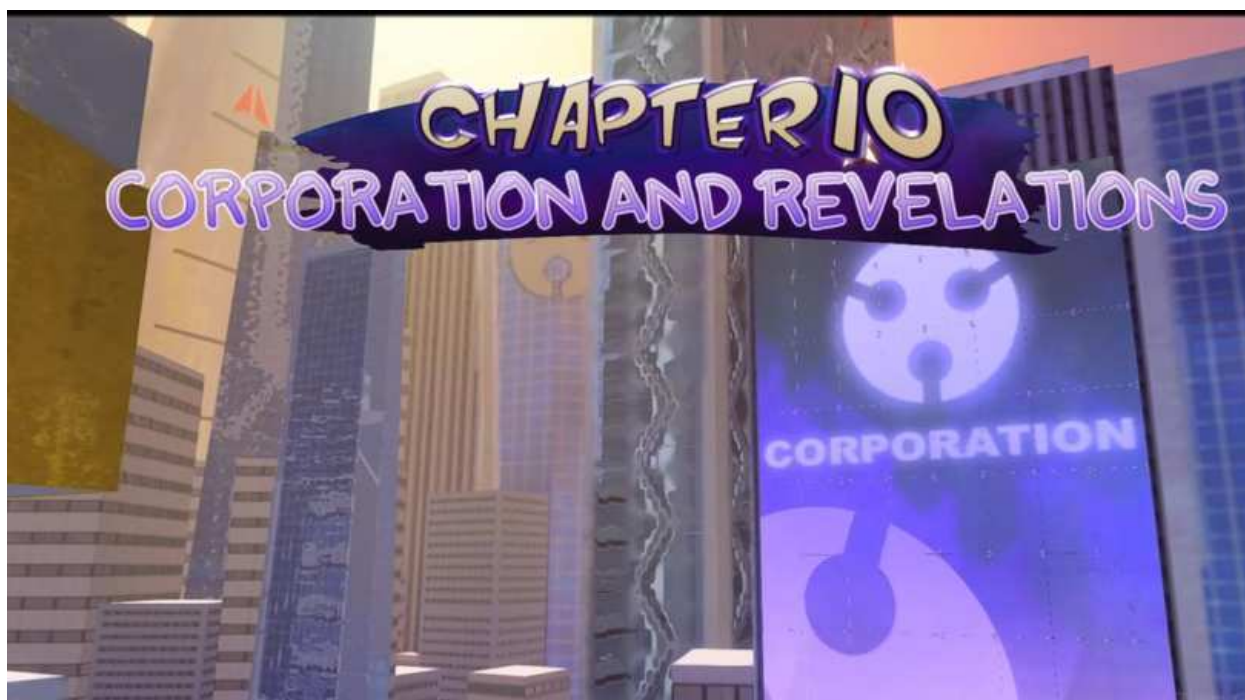
For completing Chapter 7 will net you the perk **The Height Never Bothered Me**. Basically you don't suffer any of the side effects of being in high altitudes, temperature, thin oxygen, air pressure, the wind. None of that is gonna effect while in high altitudes. Key work ALTITUDES, not space. That is a different perk all together.



For Completing Chapter 8, you will be known as **The Noire Goblin**. You have an air of brooding to you....that can be toggled, you can go into Noire like monologues, You have skills in detective work, plus some skills in criminal mischief.



For Completing Chapter 9, how about we make you a **Rocket Scientist**? Okay outside of the obvious, you being a rocket scientist, you are also an expert at navigating space, in a rocket as well as making rocket-based....well anything really. Weapons, Armor, Gadgets, Shoes. If it requires a rocket, you can make it.



For Completing Chapter 10 you get, Stay with me on this, **Corporate Revelations**. Okay so how this one works is simple. When you need the backstory of some megacorporation or international conglomerate one of your companions will suddenly have all the exposition you need to understand that corporation or conglomerate. Also, from this exposition, you can get a rough idea of how to take it down faster.

For Completing **Crearia's Savior** with **Difficulty Insomniac** drawback being applied to it, You will be rewarded with the perk "**You're not scary!**" It is impossible to induce fear in you without actually scaring you. Which in itself is a nigh impossible thing to do. Aura of fear, spells to make people panic, scarecrow's fear toxin? No effect. Going up against someone that feed on fear like IT? They will go hungry if they try to feed off of you. Beings that gets stronger the more you fear them, like Freddy? They will get noticeably WEAKER when they go up against you.

Some of these Scenarios are based on Maps for the game's multiplayer mode, A survival mode called The Hunt and finally a mode that is similar to COD Zombies.

Things for the future

Shores of the Damned Scenario (As well any other Tales Scenario)

Maybe a crossover scenario (There have been pictures of Carol, Hat Kid and Beebz hanging out together)

Bye Bye!

You still here?

It's over, go

Go.

What you think there is one more baddy to get? Wait, hang on, there is! Eh what's one more? Because there is one particular person who got away scot-free. And she does have a bounty on her head now. So

LET'S GET HER

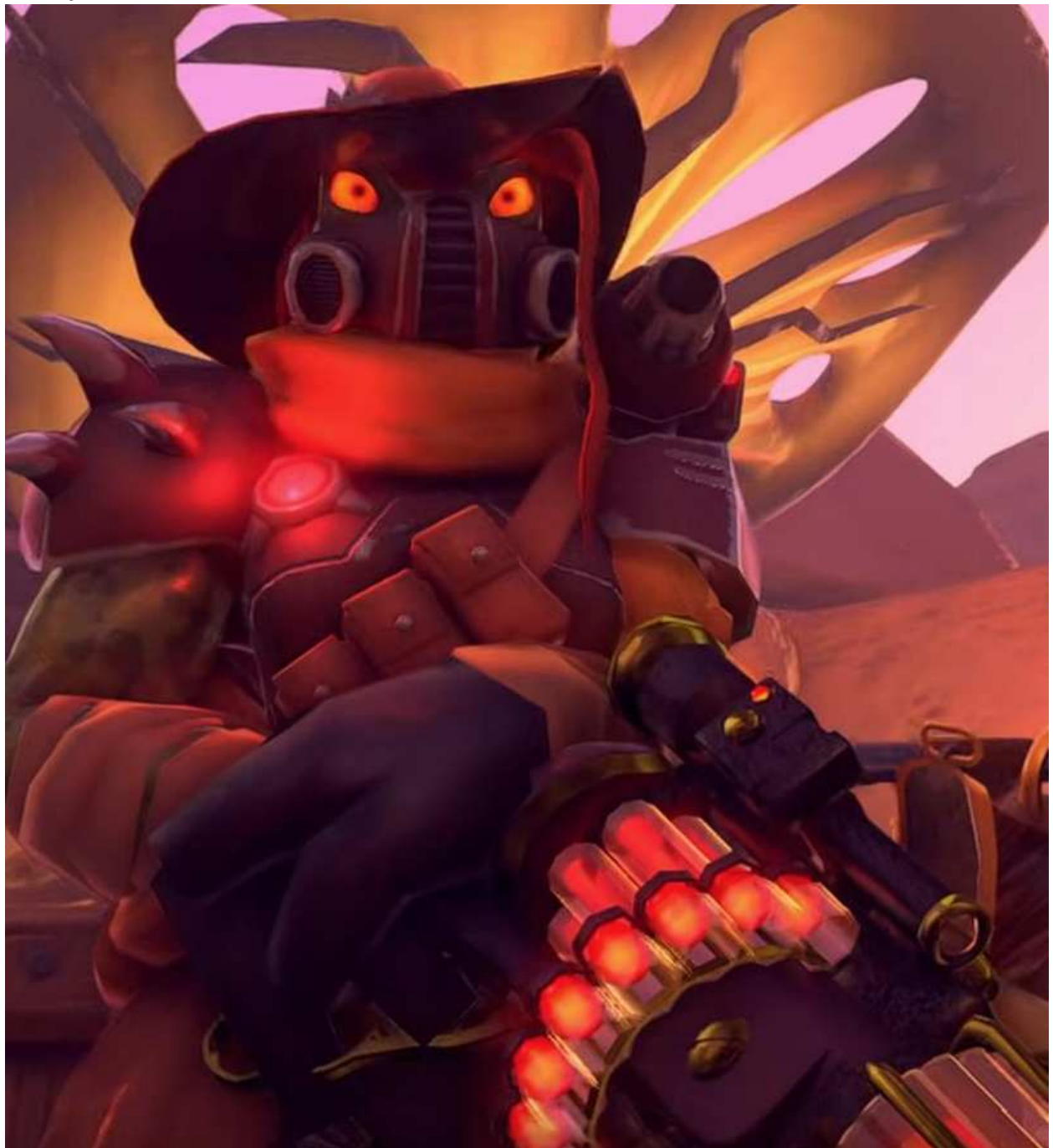
Bonus Scenario



Daisy's Last Stand (Must Complete "Crearia's Savior"): This bounty Hunter....PECKING jerk. Oops wrong game. Anyways, Daisy tried to kill you and got in your way while trying to get back Bun Bun. Now she has a Bounty on her head. She is currently trying to lay low in Rusty Canyon. Track her down and bring her in...ALIVE! The Corporation wants take her in so she won't be a problem for any innocent people in the future.

Rewards: Well, there is one reward that you deserve for bringing in this criminal in. Your Own **Bounty Hunter Suit**. Basically, a copy of Daisy's own suit. Features a jetpack, a flamethrower, rocket launcher. And energy shielding. Enjoy. Every companion you have imported, purchased, or earned will also receive their own Bounty Hunter Suit.

Bounty Hunter Suit



Okay for real this time

SEE YA!!