

The Jerry Springer Show

Jumpchain

Compiled by /user/randallReps



Ladies and gentlemen, welcome to the most exciting, scandalous, and downright absurd talk show in the history of human civilization. Yes, you guessed it - we're talking about the one and only Jerry Springer Show! You will spend one year in this jump, from 1995 to 1996, which was the peak of the show's popularity and controversy. You will witness firsthand the drama, the secrets, and the fights that made this show a cultural phenomenon.

But be warned - this jumpchain is not for the faint of heart. You'll witness things that will make your jaw drop and your stomach churn. You'll see people at their most vulnerable and their most vicious. And you'll learn that sometimes, the truth is stranger than fiction. So, buckle up, folks - because this is going to be one hell of a ride!

You start with 1000 CP.

Origins

The Producer



You are one of the people behind the scenes of the show. You are responsible for finding and booking the guests, scripting the scenarios, and creating the drama. You have a lot of power and influence over the show, but you also have to deal with the pressure, the stress, and the backlash.

You are always looking for the next big thing, the next shocking twist, the next ratings boost. You don't care about the truth, the ethics, or the consequences. You only care about the entertainment.

The Live Audience Member

You are one of the loyal fans of the show and you love watching it live. You enjoy the spectacle, the humor, and the excitement. You are always cheering, booing, or chanting along with the show. You are also eager to participate in the show, either by asking questions, giving opinions, or joining the fights.



You don't care about the reality, the morality, or the dignity. You only care about the fun.

The Recurring Guest



You are one of the regulars on the show. You have a lot of issues, problems, and secrets in your life. You are always involved in some kind of drama, conflict, or scandal. You are always seeking attention, validation, or revenge. You don't care about the reputation, the relationships, or the feelings. You only care about yourself.

Perks

Perks are discounted 50% for respective origins while generic perks are not discounted.

The Show Must Go On (100CP - The Producer)



You have a knack for keeping the show running smoothly, even when things go wrong. You can improvise, adapt, and overcome any obstacles or challenges that might threaten the production. You can also calm down or hype up the guests, the audience, and the host as needed. You are always prepared for any situation, and you never lose your cool. Post-jump this perk allows you handle any crisis or challenge with grace and skill.

Whether it's a natural disaster, a personal tragedy, or a zombie apocalypse, you can always find a way to keep going and make the best of it.

The Puppet Master (300CP - The Producer)

You have a talent for manipulating the guests, the audience, and the host to your advantage. You can influence their emotions, actions, and reactions with subtle cues, suggestions, or lies. You can also create or exploit any drama, conflict, or scandal that might benefit the show. You are always in control of the show, and you never get caught.



Post-jump this perk gives you mastery over the art of manipulation and deception allowing you to exploit any situation to your advantage, no matter how absurd or unethical.

The Ratings King/Queen (600CP - The Producer)



You have a genius for creating the most entertaining, shocking, and hilarious show ever. You can come up with the most original, creative, and outrageous scenarios, guests, and twists that will captivate the viewers. You can also generate the most buzz, publicity, and controversy that will boost the show's popularity.

You are always ahead of the curve, and you never get bored. Post-jump the perk gives you the gift of making anything and everything interesting, shocking, and hilarious. You can also generate the most buzz, publicity, and controversy that will make you famous or infamous and no one can ignore you.

The Cheerleader (100CP - The Live Audience Member)

You have a knack for expressing your emotions and opinions loudly and clearly. You can always cheer, boo, or chant along with the show, and make your voice heard. You can also influence the mood and atmosphere of the show and sway the opinions of others. You are always enthusiastic and vocal, and you never miss a beat.



Post-Jump the perk makes you communicate effectively and persuasively. You can always express yourself with confidence and clarity and make an impact on others. You can also inspire and motivate others to follow your lead, or at least listen to your point of view. You are always charismatic and influential, and you never go unnoticed.

The Volunteer (300CP - The Live Audience Member)



You have a talent for participating in the show, either by asking questions, giving opinions, or joining in the fights. You can always get involved in the action and make the show more interesting. You can also gain the attention and respect of the host, the guests, and the audience. You are always adventurous and courageous, and you never back down.

Post-Jump the perk also gives you the ability to take greater initiative and responsibility. You can always get involved in any situation and make a difference. You can also gain the trust and admiration of others and become a leader or a hero. You are always proactive and brave, and you never give up.

The VIP (600CP - The Live Audience Member)

You have a gift for getting the best seats, the best deals, and the best perks on the show. You can always get access to the front row, the backstage, and the after-party. You can also get free tickets, merchandise, and autographs from the show. You are always lucky and privileged, and you never miss out.



Post-Jump the perk gives you the best opportunities and advantages in life. You can always get access to the most exclusive, prestigious, and beneficial places, events, and people. You can also get free or discounted goods, services, and favors from others. You are always fortunate and favored, and you never lose out.

The Spotlight Stealer (100CP - The Recurring Guest)



You have a knack for grabbing and holding the attention of everyone on the show. You can always make a grand entrance, a dramatic exit, or a memorable scene that will make you the center of attention. You can also handle the attention with confidence, charisma, and flair. You are always noticeable and memorable, and you never get overshadowed.

Post-Jump the perk gives you the ability to stand out and shine in any situation. You can always make a good impression, a lasting impact, or a positive difference that will make you the center of attention. You can also handle the attention with grace, charm, and skill. You are always remarkable and admirable, and you never get ignored.

The Crowd Pleaser (300CP - The Recurring Guest)

You have a talent for riling up and pleasing the audience on the show. You can always say or do something that will make them cheer, boo, or laugh along with you. You can also handle the audience with humor, wit, and sarcasm. You are always entertaining and amusing, and you never get boring.



Post-Jump the perk gives you the ability to connect and impress any audience in any situation. You can always say or do something that will make them like, respect, or admire you. You can also handle the audience with intelligence, creativity, and charisma. You are always likable and impressive, and you never get disliked.

The Show Stopper (600CP - The Recurring Guest)



You have a gift for making and breaking the show with your actions. You can always do something that will make the show more exciting, shocking, or hilarious than ever before. You can also handle the show with style, courage, and audacity. You are always unpredictable and surprising, and you never get stale.

Post-Jump the perk gives you the ability to make and break any situation with your actions. You can always do something that will make the situation more favorable, advantageous, or enjoyable for you. You can also handle the situation with skill, determination, and daring. You are always adventurous and successful, and you never get stuck.

Fun in Dysfunction (100CP)



You have a twisted sense of humor and a knack for finding amusement in the most chaotic and dysfunctional situations. You enjoy watching the drama, the fights, and the surprises on the Jerry Springer Show, and you don't mind being part of them. You can make witty remarks, crack jokes, and laugh at yourself and others, even when things get ugly. You also have a high tolerance for pain, stress, and embarrassment, and you can recover quickly from any physical or emotional damage. You are the life of the party, and the show.

Crocodile Tears (100CP)

You have a talent for crying and sobbing on the show to gain sympathy, pity, or forgiveness. You can always shed some tears that will make others feel sorry, guilty, or compassionate for you. You can also handle the tears with innocence, sincerity, or remorse. You are always emotional and convincing, and you never get exposed.



Logic Bomber (200CP)



You have a knack for confusing and baffling everyone on the show with your illogical and nonsensical statements. You can always say something that will make them question their sanity, reality, or morality. You can also handle the confusion with smugness, indifference, or amusement.

You are always irrational and hilarious, and you never get caught.

Gaslighter (200CP)

You have a gift for lying and denying on the show to manipulate and deceive others. You can always make up or twist some facts that will make others doubt their memory, perception, or sanity. You can also handle the lies with confidence, calmness, or anger. You are always convincing and deceptive, and you never get caught.



Items

Items are discounted 50% for respective origins while generic items are not discounted. Pls take note of any applicable conditions in **blue**.

The Camera (100CP - The Producer)

This is a basic but essential tool for any producer. It allows you to record and broadcast the show, and capture the best moments of drama, humor, and violence. It also has some editing features, such as zooming, cropping, or blurring, that can enhance or censor the show as you wish.



The Contract (300CP - The Producer)



This is a legal but dubious document that binds the guests to the show. It grants you the right to use their stories, images, and voices for the show, and prevents them from suing you for any damages or injuries. It also has some hidden clauses, such as non-disclosure, non-compete, or non-refund, that you can protect or exploit the guests as you

please. Post-jump you can use **The Contract** on anyone.

The Security Team (600CP - The Producer)

You get a team of four burly men in black shirts and jeans who will follow you around and intervene whenever things get too heated. They are experts at breaking up fights, restraining angry guests, and escorting them off the stage. Post-jump, you can summon them with a whistle or a clap, and they will appear to remove anyone who



annoys you from your vicinity. They are loyal, professional, and discreet, but they are not invincible. They can handle street level thugs, but they will be outmatched by anyone with superpowers, magic, or advanced weaponry. Use them wisely, and don't forget to tip them well.

Signed Jerry Springer Show T-Shirt (100CP - The Live Audience Member)



You get a grey T-shirt with the logo of The Jerry Springer Show and Jerry's signature on it. It's a souvenir from your time on the show, and a reminder of the chaos and drama you witnessed. But wait, there's more! This T-shirt has a special property: it can multiply itself up to 50 times per jump. That means you can have a whole wardrobe of Jerry Springer T-shirts, or you can give them away to your friends, enemies, or random strangers. You can even

use them as weapons, by throwing them at people or setting them on fire. The possibilities are endless! And don't worry, if you ever run out of T-shirts, a new one will magically appear in your jumpchain warehouse.

The Cardboard Sign (300CP - The Live Audience Member)

This is a simple but effective tool for expressing your emotions and opinions on the show. It is a large cardboard sign that you can write or draw anything you want on it. You can always hold it up, wave it around, or throw it at someone to make your point. You can also change it as often as you like, depending on the situation. But that's not all. This sign also has a special power that allows you to subconsciously affect those you flash it to. You can make them feel what you feel, think what you think, or do what you want.



You can use this power for good or evil, as you please.

The Chair (600CP - The Live Audience Member)



This is a dangerous but fun weapon that you can use on the show. It is an indestructible metal folding chair that you can use to hit, throw, or smash anyone or anything on the show. You can always start or join a fight, cause some damage, or make some noise as you like. You can also use it as a shield, a stool, or a prop as you need.

The Lie Detector (100CP - The Recurring Guest)

This is a fake but convincing device that you can use on the show to prove or disprove anything you want. It is a small gadget that you can attach to yourself or someone else, and it will beep or flash according to your wishes. You can always lie or tell the truth, and make others believe or doubt you. You can also expose or protect any secrets, as you please.



The Makeover (300CP - The Recurring Guest)



You get access to a personal makeover team that consists of a makeup artist and a stylist. They will help you change or improve your appearance, whether you want to look more glamorous, more professional, more edgy, or more anything. They have a variety of products, tools, and outfits to suit your needs and preferences. Post-jump, you can summon them with a snap of your

fingers, and they will appear to give you a makeover in minutes. They are friendly, creative, and honest, but they are also very sarcastic and critical. They will not hesitate to mock your fashion choices, your hairstyle, your skin condition, or anything else they find amusing. They will also give you unsolicited advice, gossip, and commentary on your life. They are not here to boost your ego; they are here to make you look fabulous. And they will do it, whether you like it or not.

The Bodyguard (600CP - The Recurring Guest)

This is a loyal but violent follower that you can have on the show to protect or attack anyone you want. A large and muscular person that will follow your orders without question. You can always defend, threaten, or harm others with your bodyguard. The bodyguard can handle street level thugs, but will be outmatched by anyone with superpowers, magic, or advanced weaponry.



WMAQ-TV Studio (500CP)



You get access to the studio where The Jerry Springer Show is filmed in Chicago. It comes with all the equipment, props, and furniture you need to produce your own trash talk show. It also comes with the following followers: a production crew, a show runner, and a generic trash talk show host. The production crew will handle the technical aspects of the show, such as cameras, lights, sound, and editing. The show runner will manage the creative aspects of the show, such as booking guests, writing scripts, and creating drama. The trash talk show host will be the face of the show, who will interact with the guests and the audience, just

like Jerry. You can change the appearance, gender, and attributes of the trash talk show host at will, to suit your style and preferences.

Post-jump, the WMAQ-TV Studio will be attached to your jumper warehouse, and you can use it to film your own show in any jump you visit. The show runner can arrange a Jerry Springer type talk show with the characters of any future jump you take, whether they are willing or not. You can invite heroes, villains, aliens, elves, monsters, gods, or anyone else you can think of, and watch them reveal their secrets, fight each other, or make out on stage. You can also join the show yourself, as a co-host, a guest, a spectator, or as a producer.

With this studio and crew, you can create the most epic and hilarious talk show in the multiverse. Just don't expect any sanity or dignity from anyone involved.

Companions

Special Note: You might not meet the other companions in-jump, but they will automatically join when you complete this jump.

Jerry Springer (200 CP)



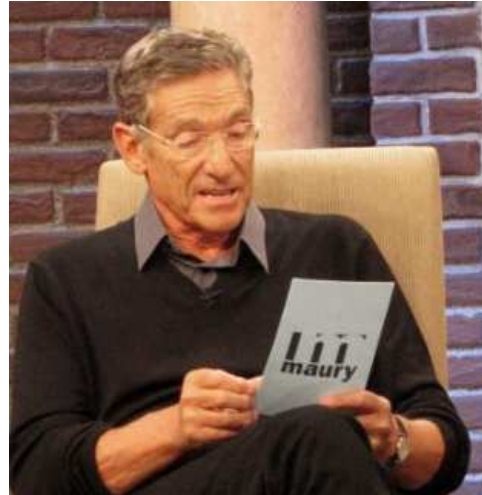
The host of the infamous talk show that features outrageous and hilarious guest confrontations. Jerry started his career as a former politician and a serious political commentator, but soon realized that the public preferred sensationalism over substance. He decided to embrace the role of the ringmaster of the circus and became one of the most popular and controversial figures in television history. Jerry is a great guy outside of his show, and often apologizes for the quality of his program. He is always ready to offer his final thoughts on any

topic, and to chant his own name along with the audience. Jerry is a loyal and charismatic companion, who can handle any situation with humor and wit. He is

also a skilled fighter, having dealt with countless brawls on his show. Jerry is not afraid to get his hands dirty and will always stand by your side.

Maury Povich (200 CP – includes **Connie Chung** as a follower)

You are not the father! This legendary talk show host has been revealing the truth about paternity tests for decades, and he's not afraid to stir up some drama along the way. He's also a seasoned journalist and a loving husband to Connie Chung. He'll join you on your jumps and help you expose the secrets and scandals of any world you visit. Just don't expect him to be very subtle about it.



Maury can tell when someone is lying or hiding something, and he has a knack for getting them to confess on camera. He also has access to various tests and methods to verify the truth, such as DNA tests, lie detectors, and polygraphs.

Maury is married to Connie Chung, a famous and respected journalist and news anchor. She's smart, beautiful, and supportive of Maury's career. She'll also join you on your jumps as a follower to accompany Maury, and she can provide you with valuable information and contacts in the media industry.

Geraldo Rivera (250CP – includes Geraldo's camera crew as followers)

This former attorney turned journalist and talk show host is the master of sensationalism and self-promotion. He's done it all, from opening Al Capone's empty vault to getting his nose broken by a neo-Nazi. He's also a confident and ambitious man who can pursue any story with passion and courage. He'll join you on your jumps and bring his investigative skills and camera crew with him, giving you a chance to uncover the most shocking



and intriguing secrets of any world you visit. Just be prepared for some ego clashes and publicity stunts.

Judge Judy (250CP)



You've got a judge in Judy! This former family court judge turned arbitration-based reality court show host is the queen of justice and sass. She's ruled over thousands of cases, from petty disputes to serious crimes. She's also a smart and tough woman who can deliver verdicts with logic and wit. She'll join you on your jumps and bring her gavel and robe with her, giving you a chance to settle any legal or personal issues you may encounter in any world you visit.

She can apply and interpret the law of any world, and she can use her experience and common sense to make fair and reasonable decisions. She can also enforce her rulings and impose sanctions or rewards as she sees fit. She can also help you

with any legal or ethical dilemmas you may face, and she can protect you from any injustice or harm. Just be prepared for some harsh words and eye rolls.

Drawbacks

The Lawsuit (+100CP)

You have a disgruntled and vengeful guest that sues you for everything you have. They are always trying to prove that you harmed, exploited, or defamed them on the show. They also have a good lawyer, a sympathetic jury, and a lot of evidence. You are always in court, paying fines, or losing assets.



The Scandal (+100CP)



You have a shocking and embarrassing secret that gets exposed on the show. It could be anything, such as a criminal record, a sex tape, or a family feud. It also gets leaked to the media, the public, and the authorities. You are always in trouble, losing reputation, or facing consequences.

Not Photogenic (+100CP)

You have a terrible and unfortunate appearance that makes you look bad on the show. It could be anything, such as a bad haircut, a weird outfit, or a nasty scar. It also makes you look worse on camera, as the show's lighting, angles, and filters highlight your flaws. You are always in shame, ridicule, or mockery because of it.



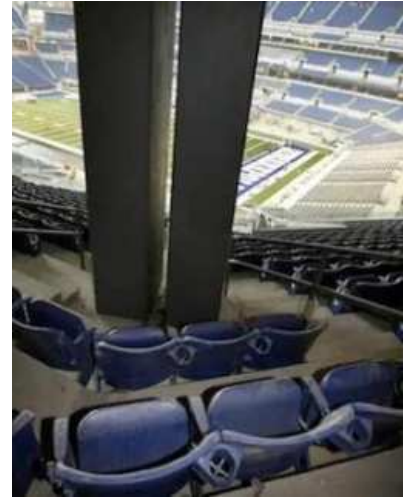
Target of Ridicule (+100CP)



You have a hilarious and unfortunate trait that makes you the butt of jokes on the show. It could be anything, such as a funny name, a weird accent, or a silly phobia. It also makes you the target of mockery, pranks, or insults by the host, the guests, or the audience. You are always in laughter, humiliation, or anger because of it.

Worst Seat in the House (+200CP)

You thought you scored a free ticket to see the Jerry Springer Show live, but you soon realize that you got the worst seat possible. You are seated right behind a huge pillar that blocks your view of the stage, and the only thing you can see is the back of Jerry's head. You can barely hear anything over the loud and obnoxious audience, who constantly boo, cheer, and chant "Jerry! Jerry! Jerry!" You also have to endure the smell of cheap perfume, stale popcorn, and sweat from the people around you. To make matters



worse, you are stuck in your seat for the entire duration of the jump, and you can't leave, change seats, or even go to the bathroom. You have to watch every episode of the Jerry Springer Show from this lousy spot, and you can't enjoy any of the perks or items you bought for this jump. You are just a miserable spectator of the trashiest show on TV.

Chair Magnet (+200CP)



You have a strange and unfortunate attraction to chairs, especially the ones that are thrown around on the Jerry Springer Show. Whenever a fight breaks out on stage, you can be sure that a chair will fly in your direction, no matter where you are or what you are doing. You can't dodge, block, or avoid them, and they always hit you with full force.

You suffer from bruises, cuts, concussions, and broken bones, and you have to pay for your own medical bills. You also have to deal with the embarrassment and ridicule of being the target of flying furniture, and the suspicion and hostility of

the security guards, who think you are a troublemaker. You are a living, breathing, chair magnet, and you hate it.

Brain Drain (+200CP)

You have a high IQ, a sharp mind, and a vast knowledge, but that's about to change. The more you watch the Jerry Springer Show, the more your brain becomes degenerate from the trash content. You start to lose your intelligence, memory, and logic, and you become more gullible, ignorant, and irrational. You also start to adopt the values, beliefs, and behaviors of the guests on the show, and you become more vulgar, rude, and violent. You have a brain drain, and you are dumbing down.



Jerry's Biggest Fan (+200CP)



You are obsessed with Jerry Springer, and you think he is the best thing that ever happened to TV. You idolize him, praise him, and defend him from any criticism. You also try to emulate him in every way, from his appearance to his speech to his actions. You are

constantly seeking his attention and approval, and you get jealous and angry when he interacts with other guests or audience members. You are Jerry's biggest fan, and you are annoying as hell.

You Are the Father! (+200CP)

You have a lot of children, and you don't know who their mothers are. You are constantly being summoned to the Jerry Springer Show to take paternity tests and face the angry women who claim you are the father of their kids. You also have to deal with the drama, drama, and more drama that comes



with having multiple baby mamas, child support, custody battles, and family feuds. You are the father, and you wish you weren't.

Springer Fever (+200CP)



You have a contagious disease that makes you act like a guest on the Jerry Springer Show. You are prone to lying, cheating, stealing, fighting, and making bad decisions. You also have a low self-esteem, a poor sense of morality, and a lack of common sense. You are constantly getting into trouble, and you don't care about the consequences.

You have Springer Fever, and you need help.

Jerry's Final Thought (+200CP)

You have to listen to Jerry's final thought at the end of every episode, and you have to agree with everything he says. You can't question, challenge, or contradict him, and you have to nod and clap along with the audience. You also have to follow his advice and apply it to your life, no matter how stupid, irrelevant, or harmful it is. You are Jerry's final thought, and you are screwed.



Incompetent Security (+250CP)

The security guards on the Jerry Springer Show are incompetent, corrupt, or absent. They don't stop the fights, they join them. They don't protect the guests, they harass them. They don't enforce the rules, they break them. They are a security breach, and you are in danger.

Surrounded by Idiots (+250CP)

You are the producer of the Jerry Springer Show, but you have to work with the most incompetent and idiotic crew ever. Your cameramen can't focus, your sound engineers can't mix, your editors can't cut, and your writers can't script. Your crew is constantly making mistakes, causing delays, and ruining your show. You have to deal with their incompetence, laziness, and stupidity, and you can't fire or replace them. You are surrounded by idiots, and you are frustrated.



Faulty Equipment (+250CP)



You are the producer of the Jerry Springer Show, but you have to deal with the worst equipment ever. Your cameras are blurry, your microphones are crackling, your monitors are flickering, and your computers are crashing. Your equipment is constantly

malfunctioning, breaking down, or exploding, and you have to pay for the repairs or replacements. You also have to cope with the poor quality, low ratings, and negative feedback that your show receives because of your faulty equipment. You are the producer, and you are cursed.

Ten Years of Trash (+300CP)

You thought you could escape the madness of the Jerry Springer Show after one season, but you were wrong. You are stuck in this jump for the full 10 years, and you have to deal with the consequences of your involvement in the show.



If you are the producer, you have to keep coming up with new and outrageous topics for the show, and deal with the constant pressure from the network, the lawsuits from the guests, and the backlash from the public.

If you are a live audience member, you are addicted to the show and can't stop watching it. You have to attend every taping, and cheer, boo, and chant along with the crowd. You also have to deal with the security guards, the flying chairs, and the occasional guest who tries to attack you. You have no life outside the show, and your family and friends have abandoned you.

If you are the recurring guest, your life is an unending chain of different scandals. You have to appear on the show multiple times, and reveal your secrets, lies, and betrayals to the world. You also have to face the wrath of your partners, exes, relatives, and enemies, who confront you on the show. You have no dignity, reputation, or privacy, and everyone hates you.

Twenty Years of Torture (+400CP)



You thought 10 years of the Jerry Springer Show was bad enough, but you decided to stay for another 10 years. You are insane. You have to endure 20 years of this hellish show, and there is no way out.

If you are the producer, you have to deal with the consequences of your actions. You have ruined countless lives, corrupted the media, and degraded society. You are hated by everyone, and you have no friends or allies. You also

have to face the legal, financial, and moral repercussions of your deeds. You are constantly in court, in debt, and in danger.

If you are a live audience member, your whole life is about the show. You have no other interests, hobbies, or goals. You have no job, no education, no skills, and no future. You have no relationships, no family, no friends, and no love. You have no health, no hygiene, no sanity, and no happiness. You are a mindless zombie, who only lives for the show.

If you are the recurring guest, your life is an existential horror. You have no identity, no personality, no dignity, and no self-respect. You have no secrets, no lies, no privacy, and no peace. You have no choices, no options, no alternatives, and no escape. You are a pathetic pawn, who only exists for the show.

Final Thought

Congratulations, you've completed The Jerry Springer Show jumpchain! You've survived the most trashy and sensational talk show in history, and you've witnessed the most outrageous and entertaining stories of any world you've visited. You've also gained some perks, items, and companions, along the way, and you've learned some valuable lessons about life, love, and yourself. Now, it's time for my final thought. Remember, no matter how crazy or messed up your jumps may be, there's always someone out there who's worse off than you. And if you ever feel like you need some drama or excitement in your life, just tune in to The Jerry Springer Show, where you'll see that anything is possible. Until next time, take care of yourself, and each other. And don't forget to spay and neuter your pets. Thank you for jumping and good night.

You can now choose to “Go Home”, “Stay”, or “Move On”

Addendum

Other Jumpchain Documents by /user/randalReps

[Cryptobros Jumpchain: The Blockchain Adventure!](#)

[Keeping Up with the Kardashians!](#)