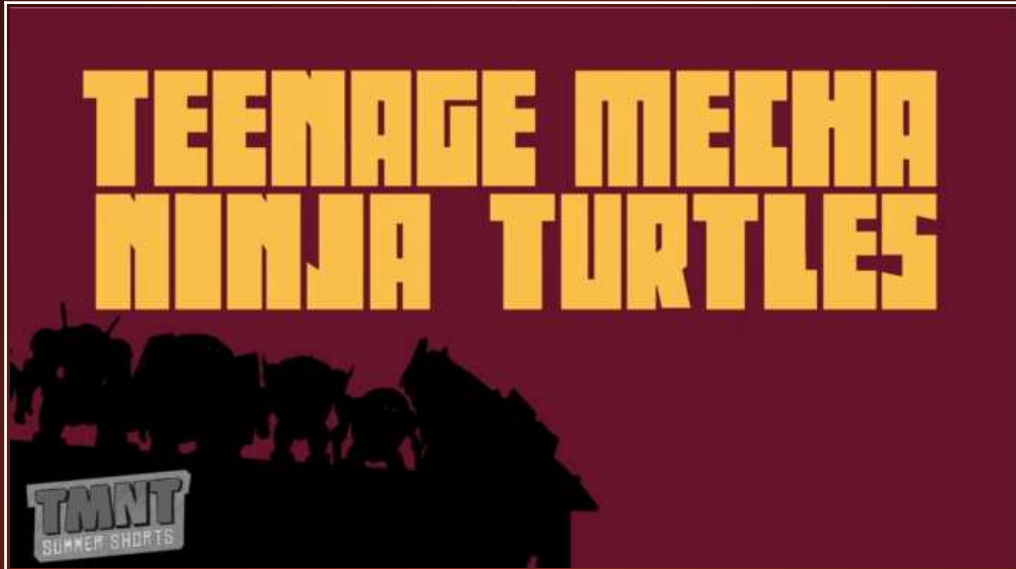


Teenage Mecha Ninja Turtles JumpChain

Version 1.0 – by u/Ekoplekton



Welcome to the world of the TMNT, Jumper. But maybe not the TMNT you're used to... In the year 2090, Michelangelo of the original Teenage *Mutant* Ninja Turtles mentors four human teenagers to become their successors with the help of special turtle-shaped Mechs designed after the original team and help defend the highly-futuristic New York from criminals – human and mutant alike. After all, in this society, mutated animals live right alongside mankind, instead of having to live underground or in secret. Though we've only had a short, five-minute insight into it, it's very clearly a world with much to explore.

So, to get us started, take these **1000 CP (Cowabunga Points, obviously)** and these **4 Turtle Tokens** that can be used to obtain something that costs **100 CP** for free or something that costs **200 CP** or more at 50% off.



Starting Location

The only place seen in the short was New York, in the year 2090, so that's where you're starting out as well. Any other personal details about yourself, such as age, can be freely chosen.

Perks

All Perks cost **100 CP**, unless stated otherwise.

- **Youngberg's Touch (Free):** This world has a sleek, dynamic and highly-expressive anime-like aesthetic to it, going in line with other works of Matt Youngberg. You can apply this same aesthetic to any other worlds you visit at will, making even the bleakest, most boring settings appear as vibrant and expressive as this one. Just... be cautious if there are any beings with some degree of cosmic awareness there. They might notice. Maybe they won't care and might even prefer it this way, though.
- **Mutant:** One of the many notable differences from other TMNT-based settings is that in this one, as a result of the passage of time, Mutants are no longer created by interactions with Mutagen and instead have become a "naturally-occurring" species. And you are one of them! Pick a species of animal. You are now an anthropomorphic version of said animal, and have up to two enhanced traits according to the species you pick. A dog Mutant might have a strong bite and enhanced sense of smell, whereas a rabbit Mutant could have enhanced agility and the ability to leap impressive distances.
- **Mech Piloting:** If you wanna be a Teenage *Mecha* Ninja Turtle, you'll need to know how to pilot Mechs. And that is exactly what this Perk gives you the ability to do! You're able to control and maneuver any walking vehicles with an impressive amount of skill, and even if its controls are different from any you've seen before it'll only take a few minutes at most for you to get used to them – not to mention the great accuracy and effectiveness with handling their weapon systems.
- **"Have Any of You Ever Heard of Teamwork?":** Luckily, you have. You're able to coordinate attacks and maneuvers with your teammates and allies in a way that you won't get into each other's way, instead increasing the effectiveness of both agents.
- **Parkour Prodigy:** Run, leap, climb, roll... you're a great *traceur*, Jumper! You can swing, crawl, vault and so much more with a great prowess, allowing you to travel through the futuristic NY's buildings and structures with impressive speed. In addition, you're able to detect or calculate what's the fastest way possible to get to your destination as you're running, with a greater amount of possibilities being found in structures you can use parkour techniques on to make your run time even shorter.

- **Totally Boss:** That's what you are, *my dude*. You exude an "aura" of coolness, in a way, that you can turn off at will if you want to (but why would you?). All of your attacks, tricks, and even simple tasks done by you will look impressive and leave those who watch you do it impressed with your sheer coolness. Even failed attempts at performing something will look somewhat striking, making the fact you were unsuccessful less noticeable in a way. After all, even if it didn't work... at least you looked really cool while trying!
- **Criminal Mastermind:** Have you been hanging out with Grimm? You're a genius at devising plans for your evil schemes, such as invasions, robberies, ambushes or prison breaks, and have quite the guile to convince other similarly inclined people into joining in on them. Just watch out for the heroes, be they in a half-shell or not.
- **A Turtle at Heart:** The Teenage Mecha Ninja "Turtles" aren't really turtles, they just pilot Mechs that look like them. Likewise, you are more likely to be accepted in any group you try to apply into, even if you don't have all of the "requirements" to be a member. In this world, for example, you might not be a teenager, not a ninja or have a different type of mech (if you even have one), but if you try to join, as long as you too are a crime-fighter, there's a solid chance you'll be welcomed by the TMNT.
- **Beloved Hero:** You're no Sgt. Swat, but it'll do. You'll find that whenever you take a heroic stance, the people will be on your side. Cameras and spotlights will be following you, others may offer backup for the mission and in general, all the bystanders will be cheering for you, giving a morale boost even in the toughest fights. They also might be a bit more forgiving if you happen to slip up, as long as it's nothing inhumane or blatantly unexcusable. Being good feels good, doesn't it?
- **Conflict Solver:** As long as there are Ninja Turtles, there's gonna be some members butting heads and acting rebellious. And when that happens during a mission, things can go south real quick. You can't prevent those fights from happening, but you're great at helping solve those kinds of conflicts and preventing them from having disastrous consequences – be it on a small team scale or a whole planetary diplomacy level.
- **Follow my Lead:** Be it "red" or be it "blue", someone has to be the leader. And you, Jumper, are a *great* leader. You are able to coordinate your team and develop plans be it on the fly or contingently to take down your enemies, and they'll usually be respecting of your decisions – not that they'll always agree or blindly follow them, though, so keep that in mind.
- **"Turtelage":** Much like "Michelangelo-san", you have quite the talent for being a great mentor. Those who wish to learn or work under you will be very respectful towards you and all the training or studying they perform under your tutelage will be doubly as effective.

- **Turtle Lifespan:** Perhaps you do have a small amount of Turtle genes in you. Those animals and their closely-related species are known for living for a very long time, after all. With this, not only you're guaranteed not to die of old age, but also to not *lose* your strength with age, instead remaining at your peak in agility, strength and toughness, just like Michelangelo (and Master Splinter, before him.)
- **I'm a Doggone Detective:** You're no police dog, Jumper, but, much like the one seen on the short (who may or may not be named McGruff) you are a great sleuth. You're able to mentally keep track of anything that might be an evidence or otherwise related to the investigation at hand (such as the potential suspects themselves) and connect them with ease to find out the culprit, motivations or consequences of a crime.
- **Speedy Getaway:** Hey, where did they go? Like the Turtles, you might have the habit of simply disappearing once the job's done, for whatever reason – or at least, you surely the ability to do so. You have the necessary skills to hide in and subsequently leave a location as long as you're unobserved by outsiders – hence why it's wise to knock out your enemies first. You are also a great escapist, being able to escape traps with rather ease.
- **The Art of Endurance:** Ninjutsu, as it is also known. You are incredibly skilled at it. Be it disguising, escaping, hiding or the more offensive applications of having an innate skill with unarmed combat as well as most weapons, including improvised ones, and perhaps most importantly, a never-ending patience. You can wait for as long as necessary without getting bored until it is the perfect time to strike on your opponents.
- **Stealth Takedown:** You may not even be an actual ninja, but if you have this skill you might not even need it. You have mastered the art of silently taking out your enemies. At will, you can project an aura of silence within a certain radius of your body that will make your movements undetectable by those who aren't looking at you, and you can more easily see opportunities and possible strategies on how and when to perform this technique. You could get into a building, grab a criminal and leap out *using a mech* with no sound of metal clanking or enemies screaming. Just keep in mind using it too many times in a short span of time will make other enemies alert to your presence, and that it can't be used when there's only one enemy – something about a question of honor or whatever.
- **It's in the Name:** Both the original and modern day iterations of the TMNT were named after famous artists. Like their namesakes, you are able to create beautiful visual works of art such as paintings or sculptures, translating your imagination into an image or a tangible object. If you want, you can choose a single type or style of visual art to specialize yourself in, but you'll still be quite skilled in all others as well. This Perk can be bought multiple times, with a different specialization being granted each time.

- **Tech Wiz:** Well, you're no Donatello, but... he probably would've liked you, wherever he is. You're a genius when it comes to creating, explaining and understanding technology as well as, and especially, modifying it. You could turn a common Mech into a highly customized one, incorporating brand new weapons and tools on par with the other technology in 2090, as well as create your own with some time... or a lot of time.
- **The Turtle Tingle:** Okay, maybe you don't wanna call it that, but it is a pretty accurate description of what this is. Whenever there's danger around – such as a bomb about to go off, a group of criminals raiding a nearby construction site, or a pile of debris falling down right on top of you – you have a sensation that alerts you to it beforehand and might allow you to escape unfazed. Granted, it doesn't tell you *what* the danger is...
- **Construction Worker:** You know, I kinda feel bad for the construction worker pig Mutant that got cut from the short. I bet he was *really* skilled at it. And now? So are you, Jumper. You're a great planner, designer and constructor and can operate heavy machinery to put your buildings up with ease. Any construction projects you participate in will get done twice as fast.

Items

All Items cost **200 CP**, unless stated otherwise.

- **Pizza Forever (Free):** Even in the year 2090, it remains one of the most popular foods ever – and a favorite of the Turtles. This box contains a delicious 8-slice pizza, and whenever opened again, it'll be completely replenished and in the flavor desired by whoever opens it. Even if they're more obscure, unusual or questionable ones. PIZZA POWER!
- **Custom Turtle Mech:** Much like the TMNT, you have your own custom Mech to pilot. It doesn't have to be a turtle, it can be themed after some other animal. It is twice as tall as an adult person, heavily armored enough to withstand being thrown around and damaged in a fight and surprisingly agile for its size. In addition, you gain a **1000 CP** stipend to use in the Mech Customization section.
- **Hijackers:** These nifty knife-shaped devices are mainly used by Grimm and his gang. When these objects' energy blades are inserted into the control panel of any technology, it will be activated, hijacked and thus able to be freely controlled. They come in really handy sometimes.
- **EMP Grenade:** This is a rather uncommon technology in this setting, judging by how Sgt. Swat was caught off-guard by it. This small round bomb, when activated, will detonate in a few seconds, releasing a powerful electromagnetic pulse that deactivates all non-shielded technology in an area about the size of a city block.

- **Special Weapons & Tactics Armor:** Or “the SWAT Suit”, if you’re feeling funny. This incredible power armor used by Sgt. Swat is equipped with an impossibly large amount of cutting edge weaponry, comprised mostly of missiles as well as other cannons and blasters, not to mention enough strength to go toe-to-toe with Mechs and easily toss a car (albeit not demonstrated). The main weakness is that despite all the firepower, the suit severely lacks mobility and defensive options in trade-off, to the point Sgt. Swat has to be taken to action on a vehicle and was easily shut down by an EMP. Maybe you could fix those issues, though?
- **“Turtle” Lair:** Like the Turtles present and past, you have your own underground lair that connects to both the subways and sewer systems of the city where you start at or an other city of your choice where it’ll be located in future jumps. It somehow doesn’t *smell* like sewers and has a dormitory with enough room to house you, your companions and a few guests, a training area akin to a *Dojo*, an arcade or gaming room, a laboratory, and a special door that connects it to your Warehouse and/or other equivalent personal realms.
- **Mech Storage Attachment:** Well, those Mechs need to be stored somewhere, and they would take so much Warehouse space... so, here you go! This special room made with adaptive technology can expand as necessary and create the necessary supports to hold up all of your Mechas, accordingly to their sizes. It can be added either or both as a special attachment to your Warehouse or as a part of your **“Turtle Lair”** if you bought it above.
- **Laser Cannon:** This weapon may not look too impressive, but rest assured it is quite powerful. These handheld blasters can release strong laser blasts, capable of blowing off the entrance of a highly-secured bank. It also doesn’t ever run out of energy or “ammo”, though it may overheat if you fire too many times in a row.
- **Construction Mech:** Or at least, that’s its intended purpose. This Mecha is more than thrice as big as the ones used by the Turtles, being able to easily overpower them in a one-on-one combat with its sheer strength and extendable, spring-loaded limbs. It’s also extremely durable and has a pair of retractable machine guns that can fire volleys of seemingly heated bullets simultaneously on its back... for some reason. Maybe it’s meant to be used for destruction instead?
- **Camera Drones:** These handy little robots can be used to record or to transmit in real time everything that’s going on around them and display it on any of your equipment that’s synchronized to them, thanks to the advanced technology of the year 2090, and you have a quite large supply of them that you can remotely control – a dozen to begin with, and that amount doubles with each Jump or every ten years. They can change into small capsule forms for storage and easier carrying, but do not have any functions in this form, and any that are irreparably damaged will be replaced within 24 hours.

- **Armored Vehicle:** You better be of age and have a license, Jumper. You have your own armored vehicle, such as a car or truck, made with future technology (or what is the present in this Jump, really) to be as efficient as possible in most aspects while also being incredibly resistant to most types of damage.
- **Jumper's Police Department:** Or should I say, "Chief of Police Jumper"? You have your own "army" of robotic cops armed with laser rifles as well as having cars, though neither as powerful as the ones you can buy above, and have a heightened degree of strength and durability compared to a human or mutant. You start out with just a dozen, but the number doubles each jump. They'll follow your orders and are completely loyal to you, just make sure they stay away from electromagnetic pulses, otherwise they'll shut down. And of course, a "station" is also included to house their numbers and vehicles and will be present at a place of your choice within your starting location each jump.
- **Construction Site:** You're gonna have fun with this, Jumper. This big Construction Site as large as a city block is yours to build on – or destroy on to train your abilities. It comes with a few basic heavy machinery for you to use – not futuristic ones, just regular stuff like tractors and piledrivers. Any constructions performed on it will be done twice as fast.

Mech Customization

All Mech Customization options cost **200 CP**.

- **Cloaking Device:** What kind of ninja wouldn't want this? Your Mech has a built in cloaking device that can render it entirely invisible to the naked eye – albeit those who look at it closely might be able to at least notice there's something in there. It does not affect any weapons unless they are built-in, however. This also slightly enhances the Mech's agility.
- **Roller Wheels:** Gotta go fast, Jumper! Your Mech's feet have built-in, retractable wheels akin to a roller skate. Whether they're inline or quads is up to you. With these, not only you'll be able to get around much faster with your Mech, but also perform all the sorts of tricks, such as riding on rails (provided they can withstand the weight of the Mech.) This also boosts the Mech's overall speed even without the wheels, though it'll obviously still be faster with them.
- **Extendable Shields:** Whoever said the best defense is a good offense hasn't seen these. On each of your Mech's upper limbs there are sets of extendable plates that can completely cover your front, and they are extremely durable, to the point of tanking and shaking off a volley of bullets from a Construction Mech at point blank. The rest of the Mech also gains a durability boost to go with them, though not to the same extent as the shields themselves.

- **Gyrating Joints:** These should help with the ninja moves. All of your Mecha's joints can fully rotate, allowing you to better move around through your surroundings and attack from unexpected directions to surprise your enemies. This also improves the overall dexterity of the Mech by a small margin.
- **Twin Beam Katanas:** Impossibly sharp and impossibly cool. Your Mech carries two energy katanas that work much like lightsabers and were obviously inspired by them, with the hilts projecting blades that can cut through most materials – although it lacks the same defensive capabilities.
- **Retractable Claws:** On your Mech's wrists are hidden sets of blades that are by default like a sai's – three-pointed and slightly curved on the sides – but can be more like a Tekko-kagi's if you prefer. They're impressively sharp and made of a material as sturdy as the Mech itself, allowing them to tear and pierce through about anything else.
- **Spinning Nunchaku:** These are some *fun-chucks*! Hidden somewhere inside your Mech are two pairs of easily summonable Nunchucks. They have a built in mechanism that helps them spin around faster and more effectively, since it might be difficult to properly do it with the Mech's limbs, making them quite effective weapons.
- **Staff Weapon:** Simple, but rather effective. Your Mech can summon a metal staff to utilize as a weapon in combat. It is rather durable and can also be used to help in movement – for pole vaulting, for example. In addition, some other retractable end of your choice can be added to it – a hammer by default, but optionally something like an axe blade or spear end – giving it more versatility with offensive and utility options.
- **"Chainodachi":** Now we're getting into the fancy ones! One of your Mech's arms can retract to reveal a long and heavy blade akin to an *ōdachi/nodachi*... albeit with a powered, spinning serrated edge full of energy "teeth". Sort of like a chainsaw. This makes it able to cut through harder materials sooner or later, with the constantly moving blades, though its weight might impair your Mech's mobility.
- **Energy Tonfas:** In your Mech's forearms are installed a pair of retractable laser blades that can be projected outward or inward, making them great offensive options for close combat as well as defensive – being able to cut through most other weapons by merely guarding, for instance.
- **Built-In Drill:** Somewhere on your Mech – the dominant side's "shoulder" by default, but could be on a different location if you'd like it to – there is an additional appendage with a large drill on its end. This also makes your Mech able to readjust itself for underground traveling, and at a good pace at that.
- **Kusari-Fundo:** Your Mech has an extendable chain with a weight on its end that can be used for a variety of applications. In addition to being a swinging weapon with an impressive range, it can be used as a grappling hook or to constrict opponents. The weight can also project flames... for some reason.

- **Vehicular Mode:** “Transform and Roll Out!”...wait, wrong franchise. Well, the point is... your Mech can transform into a vehicle of your choice (that would be feasible considering its other features and general size / shape), which you can use for transportation and mobility purposes or for straight-up vehicular combat. Or perhaps even for “hiding in plain sight”? In addition, this option can be purchased multiple times, gaining an additional mode each time.
- **Size Boost:** So, as stated before, your Mech is twice as big as a human by default. If you purchase this option, though, you can double that – still being dwarfed by a Construction Mech, but much closer to its size and able to hit even harder. This Size Boost does not impact your Mech’s mobility in any way: As they say, bigger is always better. This option can be purchased multiple times, adding one “Mech” in height each time.
- **Extra Limbs:** Well, I’ve never seen a four-armed turtle before, but... if you’re gonna be carrying so many weapons, you’re gonna need a way to wield them all at once, right? With this option, your Mech gains an additional pair of functional limbs, with full dexterity, that, optionally, may be retractable. This option can be purchased multiple times, adding a pair of limbs each time.
- **Rocket Propulsion:** Sometimes, leaping acrobatically through the air and whatnot is not enough. What you truly need is to soar through the air. And now, you can! Somewhere on your Mech (conventionally on the feet) are a pair of rocket propulsions that are strong enough to take it through the skies at a decent pace for its size. Additionally, you can purchase this option multiple times to improve the flight speed!
- **Shuriken:** If you really want to put the “Ninja” in “Teenage Mecha Ninja Turtle”, then you gotta take this. In your Mech, there are hidden compartments that house Shuriken intended to be used against things just as tough – made of either incredibly sharp metal or pure energy, your choice. They can be used to surprise your opponents, catching them off guard or handicapping them, and though you don’t have a never-ending stock of them, you’ll find all the ones you’ve used up replaced by the next day.
- **Bombshell:** Being stealthy while piloting a huge chunk of metal might not be an easy task, but these could make it a lot easier. Hidden somewhere in your Mech (the shell, by default, assuming it takes a turtle-like form) is a large stock of smoke bombs that you can launch to blind opponents or detonate inside the Mech to cloud your presence. The mists produced stay in the air for just long enough for you to get away or approach to attack, and the Mech’s visors are enhanced to see through the smoke so you’re not blinded in the process. All bombs used by you will be replaced by the next day.
- **Custom Weapon:** Want a specific type of weapon that’s not listed above? With this option, you can design your own Custom Weapon – within the technology and power limits established by the above options – for your Mech to utilize, giving a flair of uniqueness to it.

- **Custom Module:** Perhaps you want to give your Mech some other unique capability or built-in mechanism not listed above, too? With this option, you can design a Custom Module that gives your Mech a single additional ability or system not listed above (again, within the limits established by the other options) to enhance it even further.

Companions

- **Import or Create (200 CP):** It's right in the name – you have up to eight slots to be filled by Companions, be they pre-existing or brand new. In any case, they each have **600 CP** to spend on anything for themselves as well as **2 Turtle Tokens**.
- **Teenage Mecha Ninja Turtles (200 CP):** That's right! You can take any and all of the TMNT (plus Michelangelo-san) with you through the rest of your Chain! They don't get any CP to spend in this Jump, but come with some Perks by default:
 - All of the Turtles have access to the following Perks: **Mech Piloting**; **"Have Any of You Ever Heard of Teamwork?"**; **Parkour Prodigy**; **Totally Boss**; **Speedy Getaway**. They also have a **Custom Turtle Mech** each.
 - Frida additionally has the **Follow my Lead** Perk. Her Mech has the **Roller Wheels** and **Retractable Claws** Customization Options.
 - Jackson additionally has the **Stealth Takedown** Perk. His Mech has the **Cloaking Device** and **Twin Beam Katanas** Customization Options.
 - Kusama additionally has the **The Art of Endurance** Perk. Her Mech has the **Gyrating Joints** and **Spinning Nunchaku** Customization Options.
 - Basque additionally has the **Tech Wiz** Perk. His Mech has the **Extendable Shields** and **Staff Weapon** Customization Options.
 - Master Michelangelo has the following Perks: **Mutant**; **Totally Boss**; **Conflict Solver**; **"Turtelage"**; **Turtle Lifespan**; **The Art of Endurance**.
- **Canon Companions (100 CP each):** If you wanna take someone else with you in your journey – say, Grimm and his gang, Sgt. Swat or that poor Construction Pig that only appeared in the storyboards – you can buy this option, as long as you can also convince them to tag along.

Drawbacks

In case you need some more **CP**, you can pick any amount of the Drawbacks below (as long as you can handle them).

- **Supplement/Crossover Mode (0 CP):** You may use this Jump as a supplement to another Jump of your choice. Alternately, you may fill two (or more) Jumps of your choice and merge all of the settings into one.
- **Future Shellshock (0 CP):** It's unclear in which of the many TMNT continuities these events take place in – it's likely in one of its own rather than any pre-established one - but you can change that, Jumper. You can have this Jump take place in the future of any TMNT continuity, including ones you have been to before through other Jumps. Perhaps your influence causes some changes to the 2090's?
- **Extended Stay (+100 CP):** Interested in seeing the turn of the century, Jumper? Or do you just wanna spend more time with this new generation of Turtles? Perhaps even see a new one rise? For each purchase of this Drawback, you'll stay here for 10 more years.
- **Go Green Machine (+100 CP):** Really, Jumper? No one says that nowadays. For some reason, when you talk, you tend to use incredibly old-fashioned expressions that would already make you hard to understand in the 2020's, let alone the 2090's.
- **Jumper Power(less) (+200 CP):** All of your perks that were acquired outside of this Jump will be disabled, until you leave this setting. I hope you have other ways of defending yourself!
- **Outdated Gear (+200 CP):** All items you bought in past Jumps, as well as your Warehouse, will not be accessible for the duration of the Jump – after all, most of it would probably look out of place in the 2090's, right?
- **"Dis-turts" (+200 CP):** For some reason or another, the TMNT don't seem to really like you. They perceive you as a threat that should not be trusted: you'll have to fully commit to being an ally if you want them to take you in, and the slightest slip-up could be seen as trying to betray them. Good luck trying to befriend them, Jumper...
- **Loose Wiring (+200 CP):** As the years go by, people became more and more reliant on technology – to the point the TMNT now rely on Mechs to combat criminals. Unfortunately, no matter how much *you* like technology... it doesn't seem to like you too much. You'll often find any device you put your hands on will occasionally malfunction in random manners. Maybe the blaster will misfire or fire something else entirely, perhaps your Mech will have the controls reversed or start displaying pop-up ads to obscure your vision, and so on. It will always be totally unpredictable, though it'll never be a serious enough disturbance that it could kill you, being usually just a big annoyance.

- **Swatted (+200 CP):** Sgt. Swat is rather impressed with your skills and wants to see if they can be matched by his own. This will make him a friendly rival of yours at first, as he continuously upgrades his armor to a power level that matches your own powers and gear, with battles and competitions that would probably cause a whole lot of collateral damage. If you take on a more villainous disposition however, Swat will do everything in his power to take you down, seeing you as his very own arch-nemesis – not to mention the rest of the mostly robotic NYPD would be on your tracks.
- **Mutants² (+200 CP):** So, as mentioned before, mutants live among humans now and are mostly harmless. But there's a small problem... some of these mutants are undergoing *secondary* mutations that turns them into "Super-Mutants", able to go toe to toe with Mechs and displaying evolved versions of their natural abilities, and most of them just happen to be evil or specifically target you for some reason. If you have taken the **Mutant** Perk alongside this Drawback, you may optionally receive a "Super-Mutant" form of your own post-Jump.
- **Crime City! (+200 CP):** It appears 2090's NYC is a well-organized, mostly safe technological metropolis... well, no more. If you take this drawback, it will be completely overrun with criminals of every kind and become much less safe in general as the advanced technology that was once in the power of the (now much weaker and partially corrupt) police department falls into the hands of villains. Good luck dealing with that.
- **Enter the Shredder (+400 CP):** You have the weird sensation that you're being watched, a lot of the time. Periodically, large, but surprisingly nimble humanoid Mechs will be sent after you, each one deadlier and more advanced than the previous and seemingly bent on exterminating you. For some reason, each of the Mechs have a footprint decal on them... Take down enough of these "Foot Ninjas", and their leader *will* come after you: a brutal, incredibly strong mechanical warrior known only as "the Shredder".

Endings

After your stay here, you have three options... What will you do? Choose one:

- **Back to the Sewer:** Go home?
- **No Fly Zone:** Stay here?
- **Fast Forward:** Move on to the next Jump?

Notes

- Based on the short of the same name made by Matt Youngberg as part of the “TMNT Summer Shorts” festival in 2017. I highly recommend watching it – those are some five minutes you’re not gonna regret spending. Because of how short (pun not-intended) our insight on that continuity is, I had to get creative and draw references from some other TMNT continuities and make some educated guesses in order to get a full Jump’s worth of content.
- **Mech Customizations** bought can be applied to the **Construction Mech**, though the **1000 CP** stipend is only received, and can only be used, for the **Custom Mech**.
- If you bought **Jumper’s Police Department** as well as **Armored Vehicle** or **Laser Cannon**, the Robo-Cops’ equipment will be enhanced to match those.
- **Construction Worker** and **Construction Site** do stack, allowing you to build four times as fast in the right conditions.
- With **Tech Wiz**, you would be able to reverse-engineer any technological Items bought here and incorporate them into other tech – adding **Mech Customizations** into the “Swat Suit”, for example. This includes tech acquired outside of this Jump.