Lost Vikings

By Thaelin

Bwaah dah nah nah naaaaah HIT IT! You are going to be running through two of Blizzard's oldest games, released on the Super Nintendo Entertainment System. This is a puzzle-platforming adventure requiring you to switch between the three main characters Eric the Swift, Olaf the Stout, and Baleog the Fierce.

They were three normal Viking warriors, spending their days headbutting walls down, hunting miniature blue T. Rex and…flying on their shields so they can feed their village? And then they get abducted by the alien Tomator and tossed through time? Wow, games were *really* weird in the 90's. Anyways, you have to lead them through several increasingly hostile time-periods before defeating Tomator and heading home. Then Tomator comes back a few weeks later and abducts you *again*, and you pick up a Dragon and a Werewolf in this one?

Well things are going to be weird, they are going to be deadly, and you're going to need to be on your toes. Take these 1,000 Viking Points (VP) to start and get going.

Age, Gender and Location: For this Jump, you can choose any *adult* age and your gender, while you MUST start on the ship of Tomator alongside the Vikings.

Stout Viking Perks:

You've taken the place of Olaf! You are rotund, though you carry your weight well, and act as a bulwark against harm for your friends. If this is your Background, take the 100 VP Perk for free and the others for half the listed cost.

Hyperactive Metabolism 100 VP: You can instantly convert any food, drink, or stored fat into healing (or hitpoints, if that is what you currently have). You can choose whether or not you let out a reverberating belch each time this is used.

Stout Strength 300 VP: When it comes to lifting, carrying, and pushing things you are an absolute *beast*, capable of doing so at 5x the normal peak for your current race. This will not

help you in punching or kicking things, and good footing and leverage *will* still be needed for maximum effectiveness.

Deflection Master 600 VP: You have a lifetime of experience in fighting, raiding, scrapping, and just generally 'getting into trouble'. Because of this, you have discovered an incredible talent, how to brace yourself to effortlessly deflect attacks. Any attack that you can block, parry, or deflect withOUT significantly damaging your shield, weapon, or armor, is completely and utterly nullified, dealing no damage or impact to you at all. In instances of AoE and Splash damage, they are guaranteed to never try and 'wrap around' you, always creating an open pocket of safe space directly behind you.

Stout Viking Items:

You have Olafs gear! If this is your Background, take the 100 VP Item for free and the others for half the listed cost.

Long Boat 100 VP: Your very own piece of historically accurate transportation! The sail is enchanted to attract the wind, the oars never break or get lost, the water barrels are always full of fresh, clean water, and the hull is immune to nature and the wear of normal use. Re/spawns in your Warehouse if destroyed, lost, or sold a week later.

'Viking Brand' Beans 300 VP: Each day, you will find a can of these Beans next to you on waking. If you eat them, you can fart on command until you sleep again, doing so with enough power to momentarily lift yourself into the air, crack stone underneath you, or propel yourself upwards and faster if gliding. You can choose how loud, wet, and/or smelly these farts are each time you fire one off.

Titanium Dwarfing Shield 600 VP: An absolutely indestructible techno-magical defense, capable of shrinking you down to 1/12th your normal size and restoring you on mental command. Anything striking this shield has its momentum and energy completely negated, being unable to damage *it* or those *behind* it. If you lift this over your head, you can float/glide safely during any fall, like a majestic eagle.

Swift Viking Perks:

You've taken the place of Eric! You are slim and lithe, searching ahead of your other party members for treasure or danger, and are a more or less considered to be the 'smart one'. If this is your Background, take the 100 VP Perk for free and the others for half the listed cost.

Hard Headed 100 VP: This doesn't make you obstinate or stubborn, but it *does* give you a head that can smash down steel doors and crack open stone walls. If you get a running start and slam headfirst into your target, you can inflict incredible damage to what you hit, at the cost of knocking yourself down and being momentarily stunned.

Strong Legs 300 VP: You are fast, at least 5x faster than other members of your race, and capable of jumping higher or farther by a similar amount. This jumping and speed increase will synergize with all other strength enhancing Perks, Powers, techniques, and all other abilities not listed.

Fireball 600 VP: Once every 10 seconds, you can thrust your hands forward and shoot out a Fireball that will travel up to 500 feet, damaging anything you consider a foe along its path. This Fireball will deal 10 times the damage of one of your unarmed strikes, delivered to the weakest point of the target. The Fireball passes through all shields and defenses in its way, and can strike intangible enemies.

Swift Viking Items:

You have Eric's gear! If this is your Background, take the 100 VP Item for free and the others for half the listed cost.

Good Boots 100 VP: Well made, custom-fitted footwear that will always comfortably fit you, will always provide perfect traction for what you desire at any given moment, and will prevent you developing any foot-related issues like corns, ingrown toenails, or plantar fasciitis. While the boots *themselves* are indestructible, they will provide no protection *to* you if they (or the area they cover) are specifically attacked.

Turbo Rockets 300 VP: Small metal boosters you can attach to any footwear you choose. While attached, these Rockets will let you make an additional jump while in midair (this will stack with other 'double-jump' methods acquired by other sources), to instantly reach full running speed without risk of damaging yourself, to slow a plummet into something non-damaging, or to manage an underwater-ram.

Smasho Gill Helmet 600 VP: A Hollywood Viking helmet that has been modified with highly advanced robotic components. This helmet will completely absorb all *kinetics* impacts, negating the drawbacks Hard Headed has when you use it. It will also always act to keep your vision clear of any irritants or impediments, and will provide an atmosphere perfectly designed to keep the wearer operating at peak exertion. One of the horns seems to have snapped off halfway up, though.

Fierce Viking Perks:

You've taken the place of Baleog! You are broad shouldered, heavily armed, and always willing to fight for your friends. If this is your Background, take the 100 VP Perk for free and the others for half the listed cost.

Naval Adept 100 VP: You can pilot any boat you are in control of. While this won't make you an 'instant expert', you *will* be able to quickly figure out how to maneuver and operate it in a competent manner. Spend enough time working at it, and you will *become* an expert at operating any boat. In this context 'boat' applies to anything that floats, that can hold at least you, and is something you are able to steer/direct.

Position Plotter 300 VP: You are capable of making completely accurate mental maps, plotting everything around you that could be a landmark or hazard with micrometer precision. If you are provided the appropriate materials, you can flawlessly transcribe the *mental* maps into *physical* maps (or any other medium.)

Combat Skills 600 VP: You can strike 5x faster and more precisely than any other member of your race, with any weapon you are trained in, including unarmed attacks. You can use any weapon you can wield unaided with absolute mastery, and can incorporate *all* weapon skills and fighting styles you know into a cohesive whole.

Fierce Viking Items:

You are equipped like Baleog! If this is your Background, take the 100 VP Item for free and the others for half the listed cost.

Longbow with a Lifetime Supply of Arrows 100 VP: A masterfully crafted longbow that magically creates an arrow each time the string is drawn back. An oddity of this bow is that the user is able to choose, before firing, if the arrow arcs in flight or flies as straight as a laser. The bow, string, quiver, and the arrows are all unbreakable (until those last strike a target).

Setting Appropriate Sword 300 VP: In 'real-world' or 'fantasy' setting, this is an unbreakable, razor sharp sword. In 'sci-fi' settings, it's a generic energy-blade weapon. Regardless of which setting you are in, it can cleave through all but the most potent defenses, and inflicts wounds that never heal properly without extensive and prolonged medical treatment.

Bionic Arm 600 VP: An Arm covering that multiplies the strength in the (single) covered organic arm by 10, with a hand that can be extended up to 100 feet to attack enemies or to grab/manipulate objects. This Arm is indestructible and never conducts any form of damaging impact or energy to the user.; any spells, abilities, powers, or other can be channeled through the Arm and hand as if a normal part of the users body.

Fuzzy Viking Perks:

You've taken the place of Fang, the Werewolf, you hail chronologically from sometime *after* the Vikings, from the second game. If this is your Background, take the 100 VP Perk for free and the others for half the listed cost.

Beastly Body 100 VP: You are find yourself operating at about twice what a 'peak human' would be able to manage, while still needing the same amount of calories and nutrition. Furry body and muzzle are optional after this Jump, specifics chosen at the start of each Jump/decade.

Cutting Claws 300 VP: Your hand- and foot- claws are useful tools *and* fearsome weapons. You can retract or extend them as you need, they will allow you to climb smooth stone and hardened metal with ease, you can deal deadly clawing attacks, and can be used for finely detailed cutting, carving, and hole making. If damaged, cut off, pulled out, surgically removed, or in any ways rendered less than perfect, they will be restored within 12 hours.

Horrendous Howl 600 VP: Once every 90 seconds, you can unleash a Howl that will damage anything you consider a foe within 500 feet of you. This Howl will deal 5 times the damage of one of your unarmed strikes, delivered to the weakest point of the target. Attempting to use the Howl again before the cooldown is over will cause you tear your vocal cords due to the unnatural strain you have put upon yourself, and you will find yourself unable to Howl again for one full year.

Fuzzy Viking Items:

You are equipped like Fang! If this is your Background, take the 100 VP Item for free and the others for half the listed cost.

Magic Torch 100 VP: This eternally burning Torch sheds magical light for 100 yards in every direction, but only for the holder and those they designate. The flames will only burn what you wish, letting you hold meat over it in your hand to cook it, or melt ice, or have it burn underwater. This Torch can be mentally banished *to* and summoned *from* the Warehouse as wanted.

Bomb Satchel 300 VP: You gain a bag that generates up to 6 Bombs every day, with any excess being stored in your Warehouse. Each Bomb is strong enough to knock human-sized holes into walls of any design and mundane material. They can also be used to attack people, destroy floors, or wreck any computer. Once placed, they will explode after 3 seconds. This Torch can be mentally banished *to* and summoned *from* the Warehouse as wanted.

Teleporter 600 VP: You receive the designs for a 100% guaranteed safe set of teleportation units. These can take the forms of bubbling witches cauldrons, rune-carved stones, wrought metal arches, phone booths, or anything else you so desire. Each Teleporter can send up to 3 people (of any size) up to 250 miles away, reading the recipients *intended* destination from their

mind(s). If you have constructed sufficient Teleporters, you can have them chain the teleports together to drop the travelers off at their intended destination.

Scaled Viking Perks:

You've taken the place of Scorch the Dragon, picked up in the second go round against Tomator. If this is your Background, take the 100 VP Perk for free and the others for half the listed cost.

Dragon Scales 100 VP: Your body is covered in strong, fine green scales. These offer the same protection as high quality plate and are nonconductive to both heat and electricity, keeping you safely grounded at all times.

Beastly Breath 300 VP: You can launch some form of fearsome ranged attack. Whether it's fireballs, acid spit, conjured spines, ki blasts, or something else, you are able to deal damage and death from a distance. This attack has a tendency to punch straight through (relative to you) weak targets it hits and keep going, allowing you to hit multiple enemies in a row.

Wondrous Wings 600 VP: You can soar like a majestic Olaf! Er, wait, you can *fly like an eagle* for as long as you like with the same fatigue as walking, at 5x your best running pace. You are capable of gliding and floating with the same precision and skill as you would if you were walking. These wings are situationally etherial and unable to be caught, grabbed, targeted, or attacked with in any way you don't specifically allow.

Scaled Viking Items:

You are equipped like Scorch! If this is your Background, take the 100 VP Item for free and the others for half the listed cost.

Plundered Riches 100 VP: Loot, loot, baby! Each Jump you get a sack full of large diamonds, a chest of gold bars (your choice of whether or not they have any emblems or markings on them), and some high end machine/computer parts. If any of these are used up, sold, traded, or given away, then they will respawn six months later; if sold or traded carefully, it will be enough for a large family to live off of in comfort more or less forever.

Interactive Map 300 VP: This Map, when activated, contains the whole layout for whatever 'stage' or building you happen to be inside of at anytime. This Map won't tell you *where* the enemies are, or *what* you need to do to proceed, but it is a great benefit for finding your path (and hidden treasures, as breakable walls, hidden passageways, power-ups, and treasures *are* marked on it). Once activated, this Map has a 3 day cooldown before it can be used again.

Smart Bomb 600 VP: This is a bomb that can utterly annihilate *anything* and *everything* you view as an 'enemy', right down to the conceptual level, in a 2.5 kilometer radius. Anything that is an avatar or projection *will* transmit this lethal energy back to the 'parent' entity at full power. You gain one of these every Jump, this DOES allow for stockpiling.

Generic Perks:

You and every Companion gets a 400 VP stipend to spend in this section only, and a **single** 100 VP Perk for free.

Three Hit Wonder 0/100 VP: You seem to be more robust and hearty than the average member of your race. You can take blows that would kill you twice over and still be in fighting shape, although a *third* such blow would most definitely be enough to finish you off. This Perk is free for this Jump, but must be bought to be carried over into future Jumps.

Snark and References 100 VP: Always quick with the snark and puns, eh Jumper? Now, no matter how dire and dangerous you always have something funny to say about it, something that is associated with Pop Culture.

Viking Hygiene 100 VP: You will always look your best, never losing muscle tone, never gaining unwanted weight, always have your sweat and waste instantly whisked away, and your hair (of all types and any equivalents) will always be the length, style, type, color, and amount of your choice.

Small Inventory 0/100 VP: You have a pocket dimension that you can always access. It is relatively small, only able to store 4 handheld objects at once, but anything you can hold unaided in one hand can be instantly placed into or removed from it. Not only can you store a plethora of food types and buffing items in here, you can use this to remove handcuffs, lengths of chain, screws from walls, and other obstructions you encounter with a bit of creativity. If someone else *also* has this Perk, you can freely trade items within them without needing to remove the item, you just need to be within 10 feet of them. This Perk is free for this Jump, but must be bought to be carried into future Jumps.

Grip Strength 200 VP: You are capable of hanging off of any solid matter for any length of time needed, and can pull yourself up with no issue for as long as you wish. Be the pull-up champion of the world, 'hang out' on a pirate ship, just get really into climbing, breaking your fall with a vine after hitting terminal velocity, those will now all be trivial.

Cussedly Lucky 200 VP: You have absurd luck when it comes to surviving dangerous situations and getting where you want to go. You will never be put in a 'no-win' scenario, there will *always* be a way to survive, a way to move foreword, a manner to escape. It might be difficult, it might require precision timing and a sacrifice on your part, but it *will* be survivable.

Mid-Air Maneuvering 200 VP: Whenever you have fallen, jumped, or been launched into the air, you find that like many video game characters, you are able to shift your position in mid-air fairly easily. This Perk alone can't and won't let you travel farther, faster, slower, or make midair jumps, but you *can* alter your trajectory at the same speed as your fast jog.

I can read minds 400 VP: You've retroactively expanded your lineage to include gypsy fortune tellers! Now you can effortlessly read any unguarded mind instantly, and slowly worm your way through any shielded minds in your presence. While this *is* powerful, it has a limited range of a 500 foot radius. The more you practice with this, the faster you can read guarded minds and the farther you can reach.

Another System Failure 400 VP: People trying to kidnap, imprison, assassinate, and/or humiliate you have the most bizarre streaks of back luck imaginable when operating against you. Guards fumble prisoner handoffs, bindings fall apart, vehicles break down, security systems backfire,

poisons heal instead of harm, it's like Murphy is both real and taken *great* offense with your enemies existence. The more lethal or life destroying the enemies efforts are, the harder and faster their efforts backfire on them.

Greater than the whole of its parts 400 VP: The best part of being in a team, is that the strengths of others can cover your weaknesses and vice versa, but only if they *know* they *need* to. Now, that is no longer a problem with any group you are a part of, you are all able to function flawlessly and with perfect coordination and no miscommunication or misunderstandings, no matter the distance you might be from each other.

Tomator's genius 600 VP: Now you have the intelligence, education, and experience needed to design and build all the interstellar spaceships, death-traps, security robots, anti-gravity areas, forcefields, and other technology showcased in the games! These all function fine, but they *do* have their own quirks and oddities. If you want to iron those out, it's going to take a lot of effort and expended material to manage it.

NOT another system failure 600 VP: The things you build or maintain can now no longer malfunction or be hacked without your express permission AND assistance. If something you have built or maintained is damaged, destroyed, or the recipient of an attempted hack, you receive a mental alert of where, when, and how so you can take action to repair, reinforce, or replace it.

Generic Items:

You and each Companion gets a 400 VP stipend, to spend in this section only and a **single** 100 VP Item for free.

Food Stores 100 VP: Each day, you receive an assortment of a dozen various fruits, meat cuts, hunks of cheese, and mugs of frothy ale. Each one is guaranteed to be kept fresh and ready for use.

If you have Hyperactive Metabolism, these are twice as effective at healing as normal foods. Any not used will be stockpiled in your Warehouse.

Super Shields 100 VP: Each purchase of this will see you receive a set of 3 miniature, magical Shields the size of a quarter each week. Each one can absorb and neutralize one crippling or lethal blow, from *any* source, without harming or inconveniencing you. Any Shields not used will be stockpiled in your Warehouse.

Schrödinger's Key(card)s 100 VP: Each day you receive 3 amorphous blobs of metal and plastic. If these blobs are pressed up against a locked door or computer, they will reconfigure themselves into the needed form/password needed to use the door/computer. Once used up, they disintegrate into nothing. Any unused Key(card)s are kept stores in your Warehouse until needed, allowing you to stockpile them.

Flaming Arrows 100 VP: These arrowheads can be magically fused into any projectile weapon or ability you have to double their damage and ignore the targets immunities and resistances. You get 10 of them every week, with each additional purchase adding a digit to that number. Any not used will be stockpiled in your Warehouse.

Gravity Boots 200 VP: These fancy looking space-age boots allow you to operate in areas of gravity higher or lower from what you're used to without suffering any ill effects. You can wear them over or under any other footwear without issue, and make them undetectable to others if you so wish.

Schematics 100 VP: You now have the design specifications for the Gravity Boots, meaning you can produce as many as you want, and are able to make alterations and improvements as you wish.

Valkyrie Summoning Locket 0/200 VP: You have an infinite amount of 'extra lives' or 'do-overs' *for this Jump only*. A Valkyrie will show up and reset everything but you and your Companions memories of what happened, granting you the chance to do it over again but *better*. You get this for free during this Jump, but can pay 200 CP to get this as a one-time only 'extra life' in every successive Jump.

Exit Sign 400 VP: Once per year for each purchase of this, you can simply designate any task you technically *could* do, and succeed at it instantly. Make a presentation, defuse a bomb, sail across

an ocean, complete physical therapy, anything you and up to 4 others working together could accomplish will be done, leaving you free to reap the benefits.

Time Machine 600 VP: This device has suffered significant irreparable damage but does still *technically* function, at least after a fashion. You and any Companions you have imported into a Jump may use this device to travel backwards in time, and emerge slightly out of phase with that timeline. While in this new time, there are no animals or people, and anything that exists can be destroyed or taken back to your 'original' time without altering *your* timeline in any way. Useless for killing Hitler or retroactively preventing the fall of the Library of Alexandria, but perfect for snagging 'unique' or 'lost' items from the past or future. San Dimas Time *is* in effect here, the time you spend in other times is synced up with the base time of your Jump (so spending a week in the past means you come back a week later).

Companions:

Titular Trio 600 VP: Olaf the Stout, Eric the Swift, and Baleog the Fierce, all together in one purchase, they come with the entirety of their respective **Viking** Perk and Item Lines. They import as *one* Companion, but get their *own* copies of any Perk or Item they purchase (here or in the future). They are also considered to have Another System Failure and Greater than the whole of its parts, but only when *specifically* working with each other.

A Lizard and a Marmot(?) Man 400 VP: Scorch the Dragon and Fang the Werewolf, together they have the entirety of their respective **Viking** Perk and Item lines fart. A formidable duo, who import as a single Companion, but who gain their own copies of any Perk or Item they purchase (here or in the future).

Friendly Native 100 VP: Each selection of this guarantees that you will come across an individual from one of the worlds and stages you visit, an individual that is peaceable towards you and wishes to travel with you. You can take any of the enemy or neutral individuals with you, with them appearing at the end if the Jump if they end up getting left behind first whatever reason.

Drawbacks:

All Drawbacks override Perks and Items, but will be canceled at the end of the Jump.

Where are we? 100 VP: You have an unfortunate habit where you wander around and don't pay attention to where you are going when you think about things. This means you end up is places you didn't mean to go and have *no idea* how to get back.

No wonder I'm so hungry 100 VP: Your stomach is bottomless, and your greatest sense of satisfaction comes from the act of trying to fill it. Now you'll devour any and all foodstuffs your team has within seconds, regardless of whether the others could use it or you actually *need* it.

Never fought *that* before… 100 VP: This alters you experiences in battle, making all enemies here are different enough from what you have fought before to make things considerably more difficult. Each time you encounter a new 'type' of enemy, there will be a brief period where you have to spend a considerable amount of time and energy learning how to counter them.

Forgetful fighter 200 VP: Now, that period of learning how to fight each enemy 'type' is reset each time you move to different a level. You will be forced to relearn how to fight the same enemies repeatedly, as you seem to have a *highly* specific form of memory loss.

Theres got to be a secret around here *somewhere*… 100 VP: You take extra time finishing each level, as you are *convinced* each one hides treasures and power-ups within it, and you aren't going to leave until you either find them or exhaust *every* possible location for a hidden secret. Expect each level to take between 3 and 10 times as long to finish.

Why did it have to be Teleporters 200 VP: These things would pop up quite often in your adventures, but now they don't agree with you. The base version of this makes it so each time you are teleported (magically or scientifically), you get debilitating nausea and a desperate need to evacuate your stomach (in one direction or the other); disgusting and distracting, but not much more than that.

ZAP ZAP ZAP ZAP 200 VP: Now, every time you are teleported in any fashion you feel excruciating pain. Not just for a split second, oh no, it seems to stretch on for several minutes each time. When you *do* finally arrive, you pretty much collapse barely conscious. Time and use will lesson the effects, but it won't ever *completely* go away until the 'game' is over.

Let's go, Hopper 200 VP: You friends and Companions think its funny to 'forget' your name and use alternate or punny versions. Especially while you're under stress and/or in combat, meaning there might be times you don't get important messages or plans because they were addressing 'Skippy' and not Jumper.

What's this big, shiny, metal *thingy*? 200 VP: What's it do, what's it *DO*? You are insatiably curious about everything, and fall for even the most blatantly *obvious* traps and tricks if there is a hint of uncertainty or mystery in the triggering mechanism. Expect lots of extra danger and deaths due to this, and an exponential increase in grief from your traveling companions.

Ouch, that was ROUGH 200 VP: You find considerably fewer healing items and food during this Jump. This also heavily nerfs any healing or damage mitigating abilities you might possess.

Sudden Death 300 VP: There are spikes, lava pits, dripping acid, falling blocks, and electrical barriers all over the place now. Touching any one of these for even an moment is instantaneous death. The only good news (if that can be applied to a Drawback), is that there will be be considerable warning before you encounter them, increased heat, the smell of ozone/sulfer, discolorations over the walls/ceilings/floors, etc.

No Sequence Breaking 300 VP: Before, so long as you have the correct items, you could present them in any order so you could advance. Now there will be a *single*, intended way to beat each level, and any deviations will see you having to start over again from the beginning. It doesn't matter if you have Perks or Items that should let you overpower or bypass these challenges, they won't work here and will in tact makes things *more* difficult if you try using them.

THIS wasn't in the Walkthrough! 300 VP: The level layout, enemy placement/reactions, and item distribution are now completely different from the 'official versions'. Even the items that you DO get might have different uses or abilities, throwing the wisdom of eating randomly dropped meat haunches and fruits to the wind.

New World 300 VP: There is now an entirely new world you need to be beat, each level with their own set of enemies, traps, power-ups, and method of advancing. These levels will be completely unlike any of the others, making them that much harder to defeat. This can be taken up to 4 times, each adding one additional world's worth of levels to one game per purchase.

Irritating Idle Animations 400 VP: Expect to have your fellow Vikings, actual and honorary alike, to spam their idle animations seconds after they stop doing anything else. Olaf will belch and fart, Baleog will grunt and flex his muscles, Eric will take his helmet off to shake sweat out of his eyes, Fang will howl and yap in boredom, and Scortch will sharpen his claws on the ground and hock flaming loogies. Individually, these wouldn't be all that bad, but they are doing them almost *constantly* with no interruptions, you can hear them no matter where they are, and any willpower and patience Perks you have are all suspended in regard to this.

Difficult Enemies 400 VP: By selecting this, you open yourself up to having many enemies that are harder to hit, or have a long period of complete invincibility and a short period of vulnerability, or can only be affected by specific weapons. Expect lots of mummies, pirate parrots, and blue-Mohawked Neanderthals to be everywhere now, try not to get swarmed under them.

'Dibs on his *helmet*.' '*I* get his boots!' 400 VP: Your friends and Companions have now begun to give you tough love, only they completely miss the 'love' part. Every comment and interaction you have with them is laced with subtle innuendo and insulting barbs, stating plain as day that they neither trust nor respect you and are only tolerating you until the 'game' is over.

Here until you win 600 VP: This removes the threat of death from this Jump. How could that be considered a Drawback? You still have to beat both of the games, but with added bonus of experiencing all the pain and death each time *you or your Companions* fail to beat a level. If *any* of you die, you *all* start over at the very first level of the first game. Better hope that all y'all are good at puzzles, or you might be here awhile.

Oh, you *MONSTER*! 600 VP: Now, you are forced to restart at the beginning if you or any of your Companions reach the end if a level missing so much single point of damage.

GET HIM! 600 VP: Uh oh, you got *mugged* when you entered this Jump, and now all your outside stuff has been removed. No Perks, no Items, no Properties, no outside knowledge, nothing but your Body Mod and what you buy here. Can you beat this double-decker game with only your Bodymod and in-Jump purchases? Better hope so.

If this is your first Jump, you gain these points for free *without* the Drawback as a 'thank you for playing' bonus.

Well, you've strode across all of time and space, fought a plethora of enemies, and had a wild time of it. Now, the only questions that need to be answered are do you

Stay…

Go home…

Or

Move on?

Notes:

If you have both 'Viking Brand' Beans and either Dwarven Shield of Shrinking or Wondrous Wings, then the Beans will act as a speed increase *and* a height booster when wished.

Viking Hygiene is a reference to the Danish habits of bathing, grooming, and dressing that supposedly made married women of other countries super attracted to them. If you take the Fuzzy or Scaled Viking as well, you can alter your fur/scale appearance at will as well.

Baleog's Position Plotter and Scorch's Interactive Map are intended to be similar, but pointedly in the opposite directions. Position Plotter is about knowing *where you've been*, and Interactive Map is about finding out *where to go*.

Setting Appropriate Sword can be any style of melee weapon (hammer, axe, spear, pick, bat'leth, whatever), not *just* a sword, pick the shape at the start of each Jump/decade. When wielding it, it gives you a striking reach of twice your normal arm length regardless of the size or shape of the weapon.

Using Wondrous Wings *does* count as cardio/exercise, and requires exertion to use. Even if you exhaust yourself flying, you can still use your wings to glide/float gently.

A good Lets Play of the first game can be found here, and for the second game can be found here. They are by the same guy, and do a pretty good job of showcasing all the different ways both to beat the levels AND die along the way.