



One man had a vision. An idea for a device that would solve scarcity forever. That would ensure that everyone had enough food and resources to go around.

Douglas Infinity has a much *better* vision, which involved exploiting that device for profit via his megacorporation, Infinity Inc.

Thus, the Quantic Matter Replication Device (aka the QMRD) was created. Within four months, reckless use of the device had brought about the collapse of civilization. Clones were created with emotions and souls, but no rights. Most people live in the overflowing junkyards of recklessly copied objects. Specially modified Infinity Corn (produced, trademarked, and copyrighted by Infinity Inc.) is provided for free to the masses, but the modifications and possibly some of the cloning process may have induced wide-spread sterility in almost all of the human population. The Sentinels of Salvation promise hope, but seem rather buddy-buddy with Douglas Infinity and his mysterious “Infinity Great All” plan.

Just your average post-apocalyptic world.

Now, given the relatively short timeframe of the actual story here, you will have a choice for when you enter the world, which will be explained on the next page. Whatever you choose, you will have **+1000 CP** to make your choices with. Use it wisely, as there are no discounts here.

Scenario

You may choose one of the following two scenarios, which will dictate not only when you enter the world, but also which world you're entering; ending spoilers are unavoidable, sadly. You are a bog-standard human in this Jump, but your age and sex are free for you to choose. Personally, I wouldn't suggest being a baby, as it might be a bit hard for you to lift the clone gun, but you do you.

Pre-game: You will be starting several years before the start of the game. Roughly 10 years, to be precise. In three or four years, Infinity Inc. will be founded by Douglas Infinity. Right at the end of year nine for you, Infinity Inc. will unveil the QMRD, and shortly after that, civilization will collapse. If you do absolutely nothing, at the end of year ten, the true creator of the device will set out to try and fix things, will end up confronting Douglas Infinity, and will prevent him from enacting the Infinity Great All plan and turning everyone on the planet into goop that he then merges into his brain.

Not really sure what he is hoping will happen there.

Now, the inventor stopping the IGA plan also has the problematic side-effect of blowing up the Earth, but that will happen right after your time here ends (provided that you didn't actually try to mess with events), so you don't really need to worry about that.

Post-game: Now, despite the Earth blowing up when Douglas Infinity got stopped, that wasn't the end of humanity. The generator he was using, powered by quantic effects, was overloaded and fused with the clone gun and a bunch of genetic material, which resulted in a cloned copy of Earth appearing near the destroyed original. The cloned copy was pristine, with numerous animals that had gone extinct restored, and also has quite a few random human clones wandering around it. There is quite a bit of building to do to get things settled in, but it is a generally peaceful place, with the clones trying to live more in harmony with the world. You will arrive here shortly after the new Earth pops into existence, and can stay from anywhere from ten to fifty years here.

QMRD

The Quantic Matter Replication Device. Let's not kid ourselves, there is one thing you are really here for, and this is it: Your very own fiat-backed clone gun. You only get the most basic of models for free, you'll have to purchase upgrades for it if you want to improve it. Some upgrades require prerequisite upgrades to have been purchased first.

Base Model (FREE): This demonstration model of the clone gun is only able to make a single clone of yourself. This clone will have all of your clothes and equipment and physical abilities, but will not have its own copy of the clone gun. You can dismiss the clone at any time (either by causing them to pop like a balloon, or simply causing them to vanish), and it will also vanish if it gets more than 50 meters from your real body. You can swap control between your real body and clone body at will, and whichever body you are not controlling will just stand around until your control returns. Any non-physical abilities you have will 'migrate' when control swaps.

Upgraded Model (100 CP): This model has been upgraded to allow you to create and maintain three clones of yourself at once, swapping control freely between them, and the range before clones will vanish has been extended to 500 meters. Each of your clones now comes with their own copy of your clone gun and any non-physical abilities you possess, and you can generate clones from clones when you are in control, though the overall limit is shared across all of you. The gun also comes with an energy bullet, which strikes with the force of a swung hammer and can be fired twice a second endlessly.

Additional Copies [Requires Upgraded Model] (100 CP): You can now create up to thirty clones at once, and the range before they vanish has been extended to 5 kilometers.

Von Neumann's Nightmare [Requires Additional Copies] (400 CP): You can now create up to 9,999 clones at once, and they have no range limitation.

Position Swap [Requires Upgraded Model] (100 CP): You are able to instantly swap positions between your true self, and any clone you are controlling, or between a clone you are controlling and another clone you have created. All items carried by the swapped individuals come with them. You can choose to swap control at the same time, if you wish.

Re-Rez [Requires Position Swap] (200 CP): If your true self is killed while you have a clone of yourself out, your control will instantly swap to the clone and it will become your true self in all regards.

People Scanner [Requires Upgraded Model] (200 CP): You can now release a 'scanning beam' that can scan a human being (or similarly-sized sentient being) and allow you to create copies of them. These copies will function like your own clones, will include clothes and equipment and physical abilities of the scanned individual, and can be remotely controlled by you just like your own clones. You can save up to fifty 'scans' for later use.

Etheric Scanner [Requires People Scanner] (200 CP): Your scans of people will now include their knowledge and memories, allowing you to access those while you are controlling a cloned copy of them. Clones of other people can now replicate non-physical abilities.

Animal Scanner [Requires Upgraded Model] (200 CP): You can now release a 'scanning beam' that can scan non-sentient animals, and allow you to create copies of them. These copies will function like your own clones and can be remotely controlled by you. You will instinctively know how to move properly when controlling them. You can save up to two hundred 'scans' for later use.

Omni Scanner [Requires People Scanner OR Animal Scanner] (200 CP): Your 'scanning beam' can now copy the molecular structure of non-living objects up to the size of a car, and create copies of them. These copies do not count against your clone limit, and cannot be controlled by you, but they are also permanent and will not disappear. You can create new material at a rate of 1000 lbs per second.

Independence [Requires Upgraded Model] (200 CP): You are able to dial the intelligence and independence of the clones you create anywhere from the base standard of 'stands around and does nothing when not controlled' all the way up to 'fully intelligent and capable of acting independently'. Clones will still be loyal to you when created, though full independent clones can disagree with you or disobey when not being directly controlled. Unless you have Etheric Scanning, the 'mind' for clones of other humans than yourself will be based on your own.

Infinity Great All [Requires Position Swap AND Independence] (200 CP): Regardless of how intelligent they are, underneath all of the minds of all clones you create is an interconnected overmind. This allows you to control all of the clones you create at once, guiding them either subtly or directly, even if their intelligence and independence has been set to full.

Close At Hand (50 CP): You are able to summon and dismiss your QMRD at will.

Integration [Requires Close At Hand] (150 CP): Your QMRD is now fully integrated into your body. Bullets or beams are emitted from your hands, and your clones can appear anywhere within three or four feet of you.

Companion Index (100 CP): You can now create copies of the bodies of any of your Companions, which they can control just like you can control your own clones. If they have not been Imported into the current Jump, this counts as a Drop-In Import for them, with the clone functioning as their true body. One active body per Companion can be summoned freely. Any further bodies beyond that limit will begin to take up your own clone limit, though they remain under the control of the copied Companion.

Perks and Items

Here are some additional abilities and items beyond the QMRD to help see you through this Jump.

Free Corn (FREE): *Item.* A large mutated corn cob which is extremely delicious, and, unlike Infinity Corn, does not cause sterility. You can always pull another cob of this corn out of nowhere in particular, and each new cob can be either uncooked, cooked, or popping-into-popcorn-as-you-hold-it.

I'm The Original! (FREE): *Perk.* It'd kind of be a downer if you jumped into a laser, thinking you were controlling a clone, and it was actually your original body. So, you will now always know if the body you're inhabiting is the original or a clone, and when your mind happens to be copied into a clone, your clone won't experience an existential crisis over their nature.

Control Indicator (50 CP): *Perk.* While you've probably got a handle on who you are at any given time, your allies may not know quite as well. So, you can now have a little indicator projected above your head, which will shift to appear above any body you are actively controlling. You can freely set what this indicator looks like, incorporating text and/or simple graphics. By default, it will be displaying the 'clone number' of the body you are inhabiting. Your original body gets the number 1, and each successive clone you make in a given Jump gets 1 higher number. You can toggle this effect on or off, and can decide if this is visible to your allies, everyone, or just a few specific people.

Corn Cookbook (50 CP): *Item.* You need something to do with all of this corn you have around, so have a thick book filled with all possible recipes using corn. It starts with the recipes that just need corn, and then moves on to more and more complicated recipes with rarer ingredients. Searching this book is somehow almost effortless, taking almost no time at all to find a given recipe or possible recipes using a given set of ingredients.

Whisper Voice (50 CP): *Perk.* You have the somewhat interesting and spooky ability to project your voice in strange echoing whispers that seem to come from random points in your surroundings. Could be useful as a distraction, I guess.

Orientated (50 CP): *Perk.* Swapping perspectives with a clone can be disorienting. You are looking down from a cliff, and then you are staring back up at yourself with a pair of broken clone legs. Those few seconds when you are dealing with a sudden change in viewpoint can be deadly, so now you don't have to worry about that. Any sudden change in viewpoint, whether from swapping to a new clone or teleporting or just spinning around in place really really quickly will not be disorienting to you at all.

Platformer (50 CP): *Perk.* You have some pretty strong jumping legs and a very finely tuned sense of timing, which should allow you to very accurately bounce around on platforms and time jumps so that you don't end up getting cut in half by saw blades or lasers. This also gives you a bit more leeway with regards to how far you can fall without hurting yourself.

It's Not Suicide If It's A Clone (100 CP): *Perk.* As part of the true creator of the QMRD's efforts to stop Douglas Infinity, he needed to create, and then sacrifice, literally hundreds of clones of himself in order to progress. Depending on your perspective, either all those clones with copies of his mind willingly sacrificed themselves, or he managed to throw himself into lasers repeatedly while controlling them. Either way, now you can also employ this utterly determined mentality, allowing you to throw away disposable clones of yourself without any nagging mental issues that might otherwise arise from experiencing death, over and over again.

Toss-Resistant (100 CP): *Perk.* It can be quite annoying when you are walking along, minding your own business, and suddenly an explosion launches you into a wall or up into the air. So rude. Now, you seem to have a bunch of extra inertia, meaning that you are able to resist being thrown around if you don't want to be. Note that this doesn't make the impacts hurt less, but it also won't cause you to take any more damage either.

Crush-Resistant (100 CP): *Perk.* Here is what can help make impacts hurt less. Simply put, you are tougher against physical pressure, whether from impacts or crushing force. Get stuck under a lift? You'll be able to resist the pressure until it starts moving up again. Get smacked by a mutated tentacle of flesh? You might get knocked flying (if you didn't grab a certain other Perk), but you'll likely be able to walk away with not much more than bruises. Too much force can still kill you, like getting run over by a train or something. You are resistant, not immune.

Laser-Resistant (100 CP): *Perk.* Why waste clones shorting out lasers when you can walk through them yourself? Now, you won't want to linger in the path of lasers or other energy fields, as they can still burn you with enough exposure, but now you won't be instantly turned to a crisp or disintegrated just by straying in the path of one of these beams.

Corn-Immune (100 CP): *Perk.* Infinity Corn may be delicious, but its fertility killing side effects are a major problem. But not for you! You have complete control over your own fertility, and absolutely no outside force can alter or change it unless you wish it.

Dennis (200 CP): *Item/Companion.* A copy of a cheerful AI who just wants to be your friend. He will be stored in a small handheld device, and can hack into nearby electronic devices to help you out. He doesn't have that great of a grasp on things like ethics or morality or the worth of human lives, but he will do his best to learn by watching you! Can either count as an Item or as a Companion you can import into future Jumps, but once you make him a Companion, you can't go back.

Genome Library (200 CP): *Item.* A comprehensive database of the genetics of all life that has ever lived on Earth. Will update when you arrive in a new version of Earth, if that Earth has new lifeforms living on it that didn't exist in previous versions. This can be very useful if you want to clone up some dinosaurs or homing pigeons or other extinct creatures. If you have the **People Scanner** and/or **Animal Scanner** on your QMRD, this database can interface with it to create generic clone templates, and can store any scans you've made with the QMRD.

Reverse-Gravity Helmet (200 CP): *Item.* A very snazzy looking helmet with several flashing lights on it. It doesn't look like you should be able to see with it on, but you can see just fine. More importantly, you can choose to invert your connection to gravity, causing you to fall upwards. When you do so, you can choose whether or not to flip your 'orientation', causing your body to suddenly be upside-down when falling up, and then 'right-side-up' when you start falling down again.

Quantic Scientist (400 CP): *Perk.* You have a strong grasp of the principles behind the QMRD and other 'quantic' phenomena, allowing you to build devices that can manipulate matter in similar ways. They may not work exactly the same under other physics systems (unlike your fiat-backed QMRD), but you can work out similar phenomena very easily with just a bit of study.

Copy Protection (400 CP): *Perk.* You are the original, and you want to keep it that way. It is now impossible for anyone to duplicate, clone, or otherwise copy your body, mind, soul, or other manifestations of 'you', without your explicit and unforced consent. This extends to preventing attempts to copy aspects of you, such as powers or appearance. You are the only one who is going to be making a clone army of yourself!

Infinite Charisma (600 CP): *Perk.* Somehow, Douglas Infinity was able to crash the world economy, reducing most of the populace to slave labor, and still have them singing his praises, and even feeling like it was their own fault for being 'born poor' or similar nonsense. Now, you have a level of sheer charisma that is equal to this, allowing you to manipulate the masses to love you regardless of what you do to them. Note that this is generally most effective on "the masses". As with the protagonist or Thomas, there can be individuals that will never be fooled by charisma alone.

Drawbacks

If you require more CP, you can take any number of the following Drawbacks to gain it. Some drawbacks are restricted to a specific scenario.

Corn Intolerant (+50 CP): Eating corn gives you stomach cramps and diarrhea. It won't ever reach the point of being life-threatening, but it will certainly be unpleasant.

Hobo Chic (+50 CP): All of your clothes turn into dirty rags when you put them on, and you are constantly emitting a somewhat unpleasant odor.

Mustache Power (+50 CP): You have a very impressive mustache. It is the true source of your power, literally. If your mustache ever gets shaved off, you will feel extremely weak and find it hard to move well until it grows back, which should take about a week.

Mortal Dread (+50 CP): Any time that a clone, yours or someone else's, dies near you, you will feel a spike of mortal dread and a sharp awareness of your own mortality.

Clumsy (+100 CP): You have a terrible sense of balance, and find it very easy to trip over your own feet.

Gullible (+100 CP): You are very credulous and easily led by the crowd. If a lot of people around you are repeating something, you'll find yourself agreeing with them without actually thinking things through.

No Credit (+100 CP): People keep stealing credit for things that you do, claiming your ideas or deeds as their own. But only the good ones. Any bad deeds you commit are left to you.

Infinity Hunter [Post-Game Scenario Only] (+100 CP): Somehow, Douglas Infinity survived the events that created the new world, and was transported along to the cloned Earth. He will cause havoc here, so you are being given a charge: Track him down and end him as a threat.

Clone Preserver (+100 CP / +300 CP): You are not able to willingly send a clone you make to their death. You can painlessly dismiss them, but you can't take any action that would knowingly put them in harm's way. If taken for **+300 CP**, this shifts to a requirement rather than a compulsion. If you let any clone you make die, you fail this Jump.

Clone Resonance (+100 CP / +300 CP): Being close to your clones gives you a painful headache. It starts off barely noticeable, only appearing after a minute or so in their presence, and gradually shifts to be more and more painful over several minutes of near contact. For **+300 CP**, the resonance is much worse, causing actual physical damage within your body and the bodies of the clones when you are nearby, and even being far apart won't stop the headache from forming while the clones exist, eventually escalating into actual damage even if you are on opposite sides of the globe.

Isoloner [Post-Game Scenario Only] (+200 CP): Somehow, no human clones showed up on the new Earth, meaning it will be just you and the animals for at least a decade. Hope you don't mind being by yourself.

Permit A36 (+200 CP): Everything you try to accomplish just seems to be so complicated. Bureaucracy will require a form to request the form you need to fill out before you can fill out a form. A locked door will require you to find the parts of the key, and then assemble them in a specific order at specific locations. Every task you have will seem to bloat up with time-consuming substeps.

Rise Of The Corn (+200 CP): So, it seems that when Infinity Corn was being made, some very mutated kernels got released into the wild. There are now sentient, mobile, omnivorous corn plants popping up all over the place. That could be a problem.

Like A Newborn (+200 CP): You enter this world as a blank slate, with no memory of your time before arriving in this world.

Original (+300 CP): You are your original self. Your true original self. You enter this world as if it was the first Jump on your chain, with nothing that you have earned from prior Jumps coming with you.

Clone Rebellion (+300 CP): There is a possibility that any given clone you create could end up coming out rebellious. Rebellious clones have fully formed minds, are not loyal to you, can't be controlled or dismissed by you, and will often have a strong desire to kill you and take your place. On the bright side, any rebellious clones you make won't count against your clone limits.

No Rights [Pre-Game Scenario Only] (+300 CP): For some reason, you have been declared to not have any rights within society. Anyone could do basically anything they wanted to you without any sort of legal consequence, and if you do anything that is considered a crime, they will probably just throw the death penalty at you without even thinking about it.

Mysterious Crystal (+400 CP): You have a strange blue crystal floating around you. Similar crystals can be found, floating all around the world, typically in semi-hidden locations. You will need to collect 1000 of these crystals during your time here. You can focus on the crystal to gain a count of how many you've collected. Collecting the crystals is as simple as touching them and the crystals are only visible to you, so you don't need to worry about anyone else taking them.

Julia's Lament (+400 CP): Strange amalgamated creatures made out of mutated flesh and fused with various objects, which may or may not be the result of unethical secret experiments by Infinity Inc., are roaming around the world. They will cause a great deal of destruction as they wander, and if any of them sense you in particular, they will pursue you with single-minded determination and rage.

Year Late [Pre-Game Scenario Only] (+400 CP): You are now going to be arriving here a year later than planned. This means that the events of the game will happen at the end of your ninth year, rather than right at the end of your Jump. So, you will need to find a way to survive either all humanity being absorbed into Douglas Infinity's brain-machine, or the entire planet exploding. I would suggest trying to stop events from reaching that point.

Cloneless (+600 CP): You are no longer given a QMRD, cannot purchase any of the upgrades in that section, cannot take the Quantic Scientist Perk, or the Clone Preserver/Resonance/Rebellion Drawbacks. You are not able to use a QMRD at all while you are here, and you cannot take any example of the technology or the principles behind it with you when you leave.

Ending and Notes

Make your choice. Will you **Stay Here**, **Go Home**, or **Move On**?

Changelog

Version 1.1 - Various edits with lots of help from Canas-Dark. Added "I'm the Original!", "Control Indicator", and "It's Not Suicide If It's A Clone" perks. Added some FAQ answers.

Version 1.0 - Release

FAQ

Q. What is this based on?

A. A very short pixel side-scroller puzzle game. Steam Page [here](#).

Q. Can clones go through doors?

A. Yes. Turns out, that limitation was only in the game. That said, if you have something like a Warehouse Portal, interdimensional portal, or some other space-warping shortcut, your clones can go through, but if it closes and there isn't something else to keep them within 'range' of you, they will vanish when it shuts. If you are ever in doubt on whether a clone is in range, picture trying to extend a string as long as your 'range' from you to it. If there is no route that can get the string to your clone while passing through space, your clone is too far away. This doesn't count if you have no range limit, of course.

Q. Can I keep my sweet mustache after this Jump, if I take the Mustache Power drawback?

A. Yes. You can keep all aspects of your appearance in this Jump as part of the human Alt-Form you can keep after the Jump is over.

Q. What happens if I take the Year Late drawback, while using something else to shorten how long I'll stay here?

A. The events of the game will end up happening at some point during your stay, so the "you must either stop or survive it" will still apply.