

Cannibal women in the avocado jungle of death

Jumpchain v1.1

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East of San Bernardino lies the avocado jungle. Producing 98% of the United State's avocados, it is the only thing that prevents a major avocado gap from forming due to recent communist expansion. However, recently those who have gone too deeply into the jungle...never returned.

According to legend there is a feminist commune within the jungle, the Piranha Women, who kill and consume their men after sex. A legend the U.S. government has found to be true and lost three armored divisions attempting to round up the Piranha Women and resettle them in Malibu. The government asks Dr. Hunt to negotiate with the tribe, who only accepts after learning another respected feminist professor, Dr. Kurtz, was sent in two years ago and never returned.

You arrive just after Dr. Hunt leaves the university and begins searching for a jungle guide.

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You may choose your age and sex for free.

You begin somewhere in California. Either at the same university as Dr. Hunt, or somewhere along her path. You may even choose to begin within the jungle, in the wilds or at a tribe's location if you think you can handle it.

You'll remain in this rather silly world for 10 years. Have 1000cp to make it a little more bearable.

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Backgrounds

Man

You're a man, a manly man, and you won't let anyone else tell you otherwise. Not who you are, if the way you act is appropriate, or even to just pull over and ask for directions.

Woman

You're the only sane gender on this rock, and you won't hesitate to make sure everyone knows it. You're going to educate those around you whether they want to hear your voice or not.

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Perks

100cp perks are free and the rest are 50% off for the matching background

Man

100cp - You gotta deal with it

All men have their quirks, it's just part of being manly. People have to accept that whether they like it or not, and now they will. This isn't enough to keep you from being eaten by a tribe of feminist cannibals, but it will keep your quirkiness from grating or being a deal-breaker when it comes to dealing with others. Just don't push it.

200cp - Act like a man!

Everybody needs a little encouragement now and then, and you know how to light a fire under their asses. It isn't guaranteed to make them act in a smart way, or for the changes to stick, but sometimes getting people to stand up for themselves, if just for a moment, is what they need.

400cp - Strength

It's a simple fact. Men are strong. The life of a man leads to strength and being strong makes you a great man. You're one of the strongest men around, both in body and mind, able to endure physical and mental hardship that would break lesser men without flinching. Those who see you exercising this strength will never believe it's a trick or undeserving of the recognition for it.

600cp - Masculinity

You are, unquestionably, a man. You can do any sort of manly thing like change a tire, light a campfire, throw a punch or shoot a gun with a decent level of skill. Nothing can separate you from your manliness, not mundane things like age or any sort of supernatural power. Attempts to sap your strength and virility will fail, and when you wish, no one and nothing will fail to recognize your inherent masculinity.

Woman

100cp - Can't we just talk it out?

Women do seem to enjoy talking more than action, but when action might involve getting stabbed you can see why. People are more willing to give you a chance to explain yourself, and will listen to what you say. They may not agree, and won't stop to chat if they're already dead set on the stabbing, but in most other cases you should always be able to get a few words in first..

200cp - Out of respect for your culture

You're an outsider trying your best to fit in, and people acknowledge that. You have some leeway when it comes to the expectations of the society you're in, letting you bend the rules as long as it doesn't cause too much trouble for others. Maybe this means staying at the party if you don't quite meet the dress code, or letting you have sex with a man without killing him afterwards when among amazons. Someone else can always kill him later, right?

400cp - Wisdom

It's a simple fact. Women are wise. The life of a woman leads to understanding and being wiser makes you a great woman. You're perceptive and compassionate, able to cut to the heart of the matter and understand people better than they understand themselves. Those who receive your attention will always know you are someone they can open up to and speak freely with.

600cp - Femininity

You are, unquestionably, a woman. You can do any sort of womanly thing like cook a meal, sew, comfort the ill or make a house into a home with a decent level of skill. Nothing can separate you from your womanliness, not mundane things like age or any sort of supernatural power. Attempts to sap your wisdom and fertility will fail, and when you wish, no one and nothing will fail to recognize your inherent femininity.

Items

100cp items are free and the rest are 50% off for the matching background

Man

100cp - Manly makings

You receive a set of 'stuff.' What 'stuff?' Why, you stuff you need to be a man, appropriate to your background in this world. If you're a jungle guide, it's a gun or machete. If you're a ninja, then it's your choice of ninja weapons. Ditto for 'crazed Vietnam vet' and so on. Well-crafted but nothing unusual. Post-jump, the weapon's base form can adjust to better fit a new setting.

200cp - Knitted gifts

An assortment of nicely-crafted stuff, from hammocks to tea cozies. Not very manly but certainly comfortable and better used as gifts. Girls and the girly love these things, and you'll always be able to pull something out of this pile that will be appreciated. Best applied singularly and directly, no lady likes being bombarded with random textiles.

400cp - Armored Division

You have an entire Armored Division of almost 10,000 men under your command. This includes infantry, armored vehicles, artillery pieces and support personnel. You can summon this force to appear at your location from 'off-screen' whenever you like, but losses are not replaced until the next jump. Post-jump, the troops are armed and equipped appropriate to your current jump.

600cp - Malibu reservation

A lovely little village full of all the best modern amenities. However, anyone who moves in will slowly find their culture and values shifting to whatever standard you decide upon. Want a tribe of strong, independent women to become submissive homemakers? The bigger the change, the longer it takes, but it will happen eventually. This is a kinder, gentler form of brainwashing, and if done carefully your guests will never notice the changes and never want to go back to the way things were. Post-jump, you can freely alter the design and appearance of this place.

Woman

100cp - Jerky

At any time you can pull out a strip of jerky from your pocket or any other place one might be found. It's plain but filling, and probably isn't made out of past lovers.

200cp - Manifest manifesto

It's not enough to tell a few men how idiotic and insensitive they are. If you want to make real social change you need a book deal and an audience. This sheaf of blank papers takes ideas very well, making writing out and communicating the nuance of your thoughts far easier.

400cp - Feminist tribe

A tribe of one thousand strong independent women recognizes you as their leader. They are more than capable of surviving by themselves in the jungle and know how to use the terrain to their advantage, but don't otherwise have any special powers or knowledge. Post-jump they'll adapt to be equally capable in whatever biome they first arrive in.

600cp - Avocado jungle

Lush, fertile, and perfect for cultivation, this jungle seems to maintain a tropical temperature even year-round, no matter its location. Dense and trackless, invaders will have a very difficult time finding their way around and something about the jungle itself helps even the odds when it comes to warfare. Any advantage your attackers enjoy will suffer due to something they'll never fully account for, whether that's dense foliage interfering with radio signals and troop movements or foreign magic not working quite right. Full of avocados to begin with, but you can introduce new plants and changes made will be retained between jumps.

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Companions

100cp - For a very dangerous job

Having some friends along might make this place more bearable. You may import up to eight companions, they receive a background with its freebies and 600cp to spend.

Alternately you can use some of those eight slots to take some locals along as companions, if you can convince them to join you.

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Drawbacks

Take as many as you like

+100cp - Just jungle problems

You're going to the jungle which means all the weather problems you would expect.

Intense heat, powerful wind and torrential rain, and mosquitoes. Can't forget the mosquitoes. Even if you don't go into the avocado jungle, bad weather of some kind seems to follow you everywhere.

+100cp - I bet you'd like to eat me, huh?

Anyone you meet immediately lumps you in with a group they aren't on good terms with. It'll make dealing with them harder, but it's not impossible to eventually convince them of your good intentions or at least show that the two of you can work together.

+200cp - Everyone else is a stereotype

Everyone here has elements of their personality exaggerated, being hyper-masculine, a complete ditz, an oversensitive female stereotype or something equally annoying. Don't expect to find any normal people here for the duration of your stay.

+200cp - You're the stereotype

You're a parody of your sex in one direction or another. You might be an obnoxious misogynist, or a scrawny weakling with an inflated ego. A female supremacist or a ditz airhead. Any lessons you might learn won't stick and you'll be stuck like this for your time here.

+300cp - Natural advantages

Whatever the sex of your background, the other sex is now in effective control of the world. This control is maintained and enforced through both society's structure and the simple fact that the other gender is just plain better than the other in almost every way.

The ruling sex have a vested interest in maintaining control and will view any sign of change as a heresy to be stamped out through increasingly harsh methods.

+300cp - If jumper will not go to the jungle...

Something very strange will start to happen once you arrive. The Avocado jungle will begin to spread explosively, overtaking the nearby town of San Bernardino within a week and covering all of California within a few months. The government will frantically attempt to contain the spread of the jungle as the wealthy fight to prevent a shift to an avocado-based economy. This will only delay the inevitable. And where the jungle goes, women will grow to take up the domineering, amazonian lifestyle first pioneered by the Piranha Women. They will split into tribes, and while most will be cannibalistic others will turn ditzy as social camouflage where men dominate. A gender war is inevitable in America, and eventually the entire world, as roving bands of feminist raiders assault the remaining bastions of male power. Of course, you won't have any out-of-jump powers or items to help you survive this strange new world.

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The end

Your 10 years in this world are up. Do you wish to **stay here, return home or move on?**

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CHANGELOG

v1.1

Added companion section

Tweaked/added drawbacks

- Natural advantages
- If jumper will not go to the jungle...