

Roblox Tycoon Jump

something silly by Pionoplayer

So it seems that you're being sent to another one of these soft vacation jumps. Not because you need a break but because J-Chan decided she needs one and can't be bothered to assemble a fully functioning universe for you this time. On the one hand there's nothing here that will really threaten you.

On the other you get to spend ten years in a Roblox tycoon game. I hope you're good at entertaining yourself. Have **\$1000** to make your decisions with.

On Setting:

You're probably wondering how exactly this is going to translate. A lot of jumpers have infinite money, and also any tycoon that doesn't have hilariously malicious timewalls is going to last your average player maybe a day.

To start with, for those who don't play roblox enough to know what a tycoon is, they're basically idle games. You start with a couple of fence posts marking the entrance to your lot, a 'dropper' that will deposit a little piece of material every time you push the button on it, a conveyor belt that moves that material to a sell point, and a little ATM type thing where you can pick up the money you've made. Further upgrades of various kinds are purchased by standing on colored pads on the ground when you've got enough cash. Simple.

As for how that is changed here, scaling will be much slower. There will be more upgrades and longer waits between them, though not *too* bad. Barring drawbacks you'll have at least a couple income upgrade buttons an hour. The game will also be much more extensive, having upgrades and new features far beyond any real roblox tycoon. If you're diligent, you'll reach money numbers that pretty much need scientific notation to list by the end of your decade.

The realm it takes place in will be something resembling a large green baseplate, with one tycoon in each corner that each expands further outwards away from the center as needed to contain purchases. Each of the other 3 will occasionally have tycoons of varying states of completion pop in and out of existence over time, and you can interact with their owners while they're around. It's unlikely anyone else will stay for more than a couple of hours at a shot, but if you make a good impression they can choose to seek out your instance, and even bring friends of their own to visit.

As some extra notes, you're not using real money here. Your preexisting funds cannot be funneled into your tycoon, that would defeat the point. That said, perks which *directly multiply your non-perk income* (they can include your perk income but also have to affect non fiat backed sources) in ways unattached to specific methods or types of money will still function, and you'll find that the tycoon's content never actually seems to run out. Though purchases beyond what

you could have reached without income multipliers will likely become hit and miss and seem less coherent to the theme or the slow serial escalation that would normally be the case.

Finally, the dropper items used to make money are effectively just model replicas used to facilitate the game's design, they are not actually functional so if you do get far enough along to be producing death stars you can't pick one off the assembly line to use in another jump.

Beyond that, what you will have access to will be determined by your purchases further below, but before we get into that here's a special purchase for folks who are impatient.

Quick Session (\$100, no discount, repeatable): Do you think that spending 10 years in a glorified waiting simulator is boring? That's honestly a valid stance to take, especially if you haven't had time to stock up on things to do in your warehouse. You may purchase this up to 10 times, reducing the duration of your stay to, by ascending number of purchases: 5 years, 2 years, 1 year, 6 months, 3 months, 1 month, 2 weeks, 1 week, 3 days, 1 day. This will not change the scale of the tycoon to match, so the parting gift reward will be diminished with these decreases as well.

Tycoon:

Choose what the tycoon you play will be like.

Themes:

You get one theme for free, and can purchase extra themes at \$100 apiece to make a game that uses elements from all selected themes.

Tower: You're just trying to build a giant skyscraper. Without other themes the various upgrades are likely to be pretty generic, but the elevator and cleanly segmented upwards expansions means it'll be much easier to get around, as well as to know where your next upgrades will be.

Banking: You are running a major financial institution, and purchases will generally be stuff like printing presses, vaults, and other such items.

Factory: You're running an industrial facility that procures raw materials from thin air then converts them into a variety of finished products to be used elsewhere.

Farming: You own a cozy little (for now) farm, and upgrades will involve growing more and more kinds of crops and buying machines to harvest, process, and bring them to market.

Restaurant: Everyone loves a good meal, and you'll be providing it to these guests that mysteriously appear from midair, order, then vanish out the front door once their purchase is given.

Mall: For people who can't settle on one kind of store, you'll be working on upgrading a singular major megamall with new kinds of outlets with every expansion to your tycoon.

Town: Or if just stores isn't enough, you can instead have your tycoon revolve around constructing an entire town and city. Businesses, housing, landmarks, by the end you'll have an entire life size replica of a bustling metropolis!

Space: The final frontier. Whether the tycoon is based on building and upgrading a space station, an entire fleet of spaceships, making lots of smaller outposts on different planets, or some combination, you'll be seeing stars for sure.

Defense: This tycoon is based around the idea that you're building a defensive position against some kind of endlessly spawning selection of enemies. Traditionally this is zombies, but you can choose another enemy type if you desire. Endless respawns means you're not really in danger of anything worse than the irritation of being killed while trying to buy external upgrades, but weapons also don't work outside of the tycoon enemies unless you take the Practical tycoon modifier purchase.

Battle: If you prefer a more competitive bent, your tycoon can instead produce soldiers and war material to battle it out with other players' armies in the center of the map. The players themselves are invincible and don't get weapons to prevent spawn camping at least. Just like with Defense, combat units are useless outside the tycoon unless you take the Practical tycoon modifier below.

PvP: Or you can just have weapons, armor, and whatnot for personal use to blow up the other players with. Unlike the other two combat oriented styles, you don't get any kind of benefits from fighting except the joy of beating kids at a video game. Also watch out for spawn camping and probably prioritize the owner access only upgrades. Just like the previous two themes, weapons only work in the tycoon unless you take the Practical tycoon modifier.

Franchise: There are a lot of fan content tycoons. Superhero themed, Naruto themed, Star Wars themed. Lots of options. Now yours is too, choose a franchise or general category of franchises. Your tycoon now revolves around it.

Other: These aren't the only options, just the most common. Want a cowboy themed tycoon? Mining or forestry simulator? Buy this to scratch your specific itch!

Tycoon Modifiers:

These are extra upgrades to improve the utility or experience of your tycoon. You do not get any of these for free, but may take as many as you have \$ for.

Minutiae (\$100): Having to wait between every purchase sounds kinda boring, doesn't it? Well this price will split your upgrades up into a bunch of smaller ones, meaning that upgrades and

new buttons will generally open up closer to every minute or two. Note, this will not actually speed up your rate of progression overall, just give you more to do.

Massively Multiplayer (\$100): This upgrade doubles as the companion import, separating the tycoon into multiple synergizing subsections; one for yourself and one for every companion you bring in. This will also increase the number of players that can come through... But also may result in lots of arguments in the chat over lack of coordination or someone joining in who's at lesser progression levels. This will not speed up game progression, but if a companion misses upgrades and falls behind they can be donated cash by the other sections to catch them up. You may import as many companions as you desire after you purchase this once, but maybe keep awareness of how crowded greater numbers might make things. Companions do not make their own selections on this sheet, instead getting their own copies of everything that you took in the Goodies and Drawbacks sections.

Well Decorated (\$200): Some tycoons have lots of additional decorations on them, something to make them feel like more than just an empty shell. Since you'll be actually living here, this does a little bit more for you however, with the living quarters and luxury upgrades (to say nothing of others) this adds being fully usable to give you a more comfortable stay the more you progress in your tycoon.

Complex (\$200): Actual gameplay? In *my* incremental game? It's more likely than you think, at least if you're willing to buy this upgrade. Maybe you actually have to go out and cut down trees, or you have to lead your soldiers out to their strategic points and direct them where to attack. Either way, this won't necessarily slow down or speed up your progress a ton as long as you're still engaged, but there's enough there to provide variance and actual entertainment between button presses.

Optimizable (\$400): Or you can buy this. Normally your progression will generally always go at roughly the same speed, but with this purchase good strategy and understanding of the game will allow you to drastically improve your rate of progression. How much will depend on exactly where in the game you are, but overall they'll average to about x10 the normal speed if you play utterly perfectly, but generally only around 2-3x faster if you're not abusing intelligence and speed perks for it.

Practical (\$1000): I'm sure a lot of you are bemoaning the fact that your super clone army factory can't actually be used to conquer the world with clones. Well, here's your option for that, with this upgrade all the stuff you purchase for your tycoon, assemblers, decorative features, all of that can be taken out of the tycoon and used as advertised. As a tradeoff however, the rate of scaling has been greatly decreased. While the amount of content remains the same, in the amount of time a non Practical arsenal tycoon would go from making wooden swords to making dual miniguns and missile launchers a practical tycoon might only go from wooden swords to steel greatswords and auto-crossbows. This also locks you out of making the tycoon something like "death star superfleet tycoon", you'll be starting at the *bottom*, not with WMDs. That said if

you're taking this option I'm sure you've got some plan to supercharge your cheese so enjoy your ex nihilo super factory I guess.

Goodies:

You may take a single \$100 perk and item for free. Perks get no further discounts, but you may discount a single item at every price tier above \$100.

Perks:

Origin (Free!): Surprise! Everyone's a drop-in around here so there's no origin selection. Instead you get a free Roblox altform that looks basically like how you would want to look upon entering the jump except you look like you're made out of a LEGO knockoff brand. This avatar doesn't need food, water, sleep, or similar things, and is hard to kill in one hit without decapitation due to a lack of internal organs. If you *do* die your limbs and head will simply disconnect, collapsing into a pile on the ground. Unless what killed you was forceful, in which case they will comedically fly apart.

Oof (Free!): The physics in Roblox can be... Weird. Let's say weird. And also Jumpchan gave us basically no budget so we couldn't afford the machinery to fix it. If something ridiculous happens and you get your head lodged in a wall or stranded fifty kilometers into the sky or something, you now have this. You can die at will. This can only be triggered by you, of your own will, and if you would still agree to trigger it free of all currently active negative mental effects down to exhaustion and boredom. But it bypasses as many defenses, regenerations, etc as you want it to to make sure you actually die good and proper. This is unlikely to be helpful often in future jumps, because killing yourself with this *will* chainfail you if you haven't got anything like oneups or other resurrective immortality options to bring you back after.

Button Compass (\$100): You know what's the worst? When a tycoon generates new buttons back in an earlier expansion to react to upgrades in a later one and you can't find it because you don't know it's there to find. This nifty little mental notice will point you to two of the cheapest buttons currently active in your tycoon: the cheapest decorative/nonfunctional upgrade and the cheapest income related/progression upgrade. After this jump you can activate this sense whenever there are buttons to press and you need to know which one does something specific, the sense pointing out whichever button/switch/lever does the thing you want to do next.

Boredom Begone (\$100): Let's be honest, spending 10 years in a Roblox idle game is probably going to be boring unless you've got a really tricked out warehouse. In case you still don't have any anti boredom perks here's this, you'll never get bored, suffer from ennui, or mentally degrade from lack of stimulation. You might not be having *fun* but at least you won't get cabin fever.

Conversationalist (\$100): There *will* be other 'players' present. Not all of them will be the most chatty, or the most interesting if they are, but with this perk you'll at least be able to make a good impression on the ones who are. Your conversational skills are greatly improved, enabling you

to speak eloquently and easily connect to other people, as well as skillfully state your insights, make funny jokes, and keep people's attention. This can only do so much if you're a downright unpleasant person, keep insulting everyone, or are trying to kill them, but every little bit helps right?

Budget Mogul (\$200): There's basically only a single skill that's useful in a tycoon: budgeting. You are now a master beancounter, able to quickly take stock of how quickly you're making money, what your income sources and expenditures are, and unlike most real world accountants can get a good idea of what can actually be cut down to streamline your cash flow without undermining yourself two hours, weeks, or years down the line because you fired the only guy who knew how to do maintenance. In this jump particularly you get little info bits about what upgrades do so you actually have a way to reliably plan out and strategize your spending.

Fast Forward (\$200): This is like anti boredom but "better". You can now mentally fast forward through events, everything moving faster until some criteria you've set happens, or your attention is needed for something else. Keep in mind that your perception and mental processing are, from outside perspective, massively slowed down for this duration so you're not likely to get much accomplished while in fast forward mode. The mode can be set to any speed you like up to x100,000 (every day feels like a bit less than a second) and altered as you desire. Maybe go easy on the higher levels though, your benefactor might not be happy if you use this to try and skip jumps.

Money Money Money Money Money (\$400): All of your monetary sources of income are doubled. This doubles your money gain for the tycoon and thus your rate of progression, you cheater. This applies *after* your main bundle of various perks that improve your income in other ways, effectively taking what you would gain normally and then doubling it. For the sake of future jumps, a few clarifications: loans and borrowing don't count (your friend lending a few bucks will not act as a duplication exploit), refunds and people paying *you* back do not count (items being returned after being stolen, trading money back and forth with a companion, and change at the cash register all will not trigger this), and non-cash gifts do not count (sorry kiddos no duplicating gift cards). For cases that I may have missed, any exponentially growing infinite cash glitches or similar have been patched. If something *e/else* you have already lets you do that, this will still double its speed, but this perk won't let you start such a trick.

Items:

Food and Social Tools (\$100): Robloxians don't have to eat but it's still nice. With this you acquire a teddy bear, a boombox, a neverending slice of pizza, a neverending slice of cake, a refilling can of bloxxy cola, a refilling can of mountain dew, and a regenerating cheeseburger. All of these are fiat backed and will respawn in your warehouse after an hour if lost, stolen, or destroyed.

Sword (\$100): This is a generic sword. It is perfectly normal in all ways except that it is physically indestructible, fiat backed, and will respawn in your warehouse the day after it is lost or stolen.

Smooth Ride (\$100): You're a big tycoon on a small map, you should be able to get around in style. This item gives you a small box that has three buttons on the side, each one corresponding to a different vehicle. One of them gives you a pro skateboard with excellent handling, one gives you a fast and sleek racing motorcycle, and the last gives you a sturdy and boxy but still fast car. Any of these vehicles can be folded back up into the box to deploy later and the motorbike and car can run indefinitely and do not need fuel, but if one vehicle is broken/destroyed the box form and thus the other two modes are inaccessible until the vehicle is repaired or the box replaced.

Gravity Coil (\$200): This large blue spring looking thing can be placed on your arm, sorta like a funky armband, and while worn will allow you to jump three times as high as you normally can, and weakens the downward pull on your way back down.

Sprint Coil (\$200): This large dark red spring wraps around your arm, and when placed there roughly triples your footspeed. It does not improve your reaction time, and cannot be worn on the same arm as the gravity coil.

Regen Coil (\$200): This bright green arm spring greatly improves your rate of healing while worn. While it won't let you recover from permanent injuries like missing organs or limbs, you'll recover from just about anything else in a minute or less. Cannot be worn on the same arm as either of the other coils, meaning you can only have two equipped at a time unless you have three or more arms.

Obstacle Course (\$400): It's always nice to have some physical enrichment. This is a hall with a small obstacle course leading to a little green pad at the end, the obstacles include things like checkerboard jumps, climbing, hurdle jumping, and similar... At least for this jump. Most of the obstacles have parts marked in red, hitting any red, even just the briefest brush, will transport you back to the start, while reaching the green at the end will do the same but also give you a reward of a few thousand of your tycoon's money.

Any time you or anyone else beats the obstacle course three times in a row, a new one of higher difficulty with a better reward will be added, which must then be beaten three times in a row to add the next. In future jumps this obstacle course will be a warehouse attachment, but will also reset the obstacle course to tailor the challenges and rewards more towards the local setting.

Path Dispenser (\$400): This is a large colored transparent rectangular prism a bit larger than a person with a sort of "handbar" on the front. When you or anyone touches the handbar, you'll be "equipped" with something called a Path Tool, a faint colored aura that allows you to walk on air by materializing a path made of immobile crystalline slices of color beneath your feet when you want, though the slices will disappear again after a minute or two. You get to choose what the

color of the path will be when you take it from the dispenser (it has to be a mundane color or color gradient though), the path is not indestructible but *is* surprisingly sturdy and can be used to obstruct other people, and there is no energy expenditure or limit to use making it easy to activate it while falling (though it won't dampen the force of impact, so use it carefully).

Owner Only Door (\$400): This isn't actually a door, instead being two strips of mysterious material that can be applied to the inside of a doorway, pair of gateposts, or other opening that serves a similar purpose. While applied you can set the doorway to only allow through yourself and people you have authorized, and anyone who tries to walk through it who you have not authorized will, depending on what you've set the door to: run into an invisible wall, be launched back the way they came, or be struck dead on the spot. This only protects the door it is set up on, nothing stops people from going around or using some other method to get in.

Flying Carpet (\$600): This is a fancy rainbow carpet with golden trim and enough space to fit a single person. It is capable of unrestricted flight at up to three times your own personal max speed, and can accelerate to that amount in under a second. It also, unlike the ones in actual roblox, can move at speeds other than "maximum" or "0 mph" and also handles like a dream besides so that you don't have to worry about flying off beyond the borders of the universe as soon as you sit down. Piloting it is as easy as sitting down in its center and thinking about which direction you want it to go and how fast.

VIP Room (\$600): This is a special room in a corner of the central spawn area that opens up to you and only you. Inside are a variety of neat and unfair but not truly gamebreaking handouts; an invincibility aura that lasts for 30 minutes, a rocket launcher that works on other players even if there's otherwise no PvP items, a money dispenser that starts you off with \$100k, stuff like that. In future jumps you will find a similar room, inaccessible to everyone but you, that holds a variety of unfair boosts and novelty items customized to the setting. Notably, the VIP goodies are *not* fiat backed and will not work in jumps outside the one you gain them in unless you have some other way to make them continue functioning.

Spawn Pad (Free here. \$600 to keep): You gain a flat rectangular box-pad thing with a star on top in the color of your choice. In this jump you're effectively immortal, any deaths switching you to third person view for about 5 seconds to watch your scattering pieces before you snap back into existence on the spawn pad minus any gear you had on your person when you oof'd it. In future jumps this relocates to your warehouse and acts as a once per jump/decade oneup as long as you have access to your warehouse and items.

Drawbacks:

Take as many drawbacks as you like, if you give yourself a decade long migraine that's on you.

Timewalls (+\$100, incompatible with Quick Session): Do you feel like standing around with nothing to do is a good use of your time? For the low, low payment of 100 CP equivalent you can massively increase the amount of time you stay here, dividing the rate at which your income

increases by an equivalent amount with each purchase! You can take this drawback up to three times, changing your time/income by $x2/x0.5$, $x4/x0.25$, or $x10/x0.1$ depending on your count. Are you sure spending a full century here is really what you want though?

Smells Like Broke (+\$100): The pettiest possible thing to go wrong, but for some reason you get half the income from everything in the tycoon, likely halving your rate of progression as well.

Robux Plz (+\$100): Roblox's landscape has, unfortunately, over the years degenerated into an abusive capitalist landscape desperately trying to claw money away from children. This tycoon will now reflect the more recent state of affairs, being littered with "Special Gamepass Exclusive" buttons. They fortunately aren't required to progress, since you can't actually buy them, but they're unsightly and if you accidentally touch one you'll have to dismiss the very distracting visual popup so that you can get back to what you're doing, which is likely to happen at least a few times since they're usually scattered in with all the buttons you can and *need* to use to progress.

Special Events! (+\$100)*: You want something to do? Here you go! The tycoon game you're playing has timed events that trigger every hour or so, varying from airdrops of tools and supplies to acid rain that damages anyone not under a roof to temporary zombie invasions. They have nothing to do with actual tycoon progression and are just mildly distracting and disruptive while active, but it's still something that can take up your time and attention. At least you'll get a little notification when an event is starting and a little blurb telling you which one it is.

Noobs (+\$100): Good news, you'll pretty much always have company in the tycoon! Bad news, it's because there's a very high volume of obnoxious little kids who won't shut up and figure anything out for themselves. They'll constantly spam asking for advice (that they won't take), donations (which aren't in the game), or tix (which hasn't existed for years), and unless the interior of your tycoon is fully inaccessible to unauthorized players they will inevitably manage to get lost and wind up inside, constantly getting in the way and asking why the buttons aren't working anymore until they wander back out or their parents call them for dinner after an hour or so and they leave again, soon to be replaced by another.

Trolls (+\$100, requires Noobs): Very few things are more irritating in a tycoon than when the tycoon creator inexplicably includes imbalanced PvP elements. Everyone now gets player-killing weapons even if you didn't take the PvP theme, and better ones are accessible at higher levels. In addition to the increased annoyance of the random noobs being able to kill you if you get careless two or three times a day you will have a troll whose tycoon is way higher level than yours join the server and then spend the next half an hour repeatedly murdering all the other players and absolutely nothing else. I advise getting the basic walls and owner only door up quickly, being an easy spawnkill target makes you a guaranteed spawn*camp* target. The PvP weapons are not considered a proper part of the tycoon unless you took the PvP theme, and will not be included in the exit reward unless you did so.

Hackers (+\$100, requires Trolls): On top of everything else, now, once every day or two, a full on malicious hacker will join the server for an hour. They'll spawn in extra things, kill people, rearrange the level geometry, edit saves, lock people in boxes... All kinds of extremely unpleasant and annoying effects. And unlike the previous two, they're fiat back guaranteed to have enough ability and options to screw with you at full strength regardless of what else is available to you instead of just the guarantee that they'll be distracting and annoying. Fortunately, all changes they make will be reverted after they leave, but for the time they're present you're basically guaranteed to not be able to make any tycoon progress.

LAAAAAAAAAAAG (+\$200): It seems like you're having trouble connecting. The entire time you're here your movement will be jerky, conversations with others will be difficult as messages take a few seconds longer to send and receive, and you'll occasionally snap back to the location you were a few seconds before when your server connection dies. This will never be completely debilitating, but when every action you take has the potential to be briefly delayed you will quickly come to appreciate the lack of connection issues in most other worlds just from how frustrating it is.

Roblox ##### Filter (+\$200): Don't you love poorly implemented and hyper-aggressive chat filtering systems? No? Neither does anyone else but you get one anyways. Every time you or anyone else in the server talks every word, no matter which word it is, has a 10% chance of being filtered. Swears will always be filtered if you or your companions say them, same with any number with more than four digits for both you and other players. Yes this means that the children get to curse but you don't, it's a drawback you had the choice not to take it.

Exploit Prevention (+\$300): Uh oh the anti hacker scripts actually worked for once. You have been reduced to just your body mod and the purchases you made in this jump. You *can* access your Warehouse and the stuff in it still, at least, but it counts as a different game and you are unable to bring anything back out of it.

Prestigious (+\$300): I'm not sure who came up with the idea of making you play the same game over and over again with basically no changes between runs in order to make progress but a curse upon their name. Your tycoon now includes prestige mechanics, where every so often you'll have to restart your tycoon, trading off your progress in exchange for better income. This is *not* a good deal, because it's part of required progression and you will slowly grind to a total halt if you don't engage in it. If you play *absolutely perfectly*, including being able to press all the purchase buttons fast enough to keep up with your ludicrously increased income at the start and managing to guess when the game thinks the optimal time to prestige is, you will progress more or less at the same rate you would have without taking this drawback. As it stands, it is going to get in your way, require you to play the most annoying parts over and over again, and just generally be a shoehorned mess to artificially inflate "playtime".

Database Issues (+\$600): So there's an itsy bitsy teenie weenie really big problem in the server backend. Every second you are here, there's a one in five million chance unmodified by luck abilities that your save file gets corrupted and all tycoon progress gets erased, setting you back

to the start. This means that, on average, it'll happen twice, maybe three times during your stay. Or maybe you'll get lucky and it doesn't happen at all? Fingers crossed.

Why Are You Here (+\$600): If not to play the game? Jumpchan has insisted that you're not allowed to do anything interesting while she's not watching. Access to your warehouse has been barred, your ability to train up abilities unrelated to the tycoon has been locked down, you can't write stories, watch tv, or replay old battle scenarios in your head. Everything you do here is going to involve the tycoon you're playing and its elements. I hope that you're really good at managing your boredom.

Quit:

Well, ten years (or not if you took options to change it) have come and gone and Jumpchan is finally ready to let you get back to actually doing stuff. But, as thanks for being patient, you get something special.

Tycoon Kit: A copy of your tycoon is added to your warehouse as an extension. You can't access the upgrades that were beyond you when the jump ended, but every single upgrade you ever purchased (even if you lost it to drawbacks like Prestige or Database Issues) will be included. Decorations, furniture, and similar will still function inside the tycoon, making it a neat hangout spot, and if you took Practical the stuff it produces can be used too (that's why that upgrade even exists if you hadn't clued in on that yet). Additionally... Even though you can't convert other kinds of money into tycoon bucks... You *can* freely convert tycoon bucks into other forms of currency, with an exchange rate where tycoon bucks are equal to about 1 USD each circa 2010. Given how high this tycoon goes, that's probably more income than you'll ever need. Have fun!

Now it's time to make the choice. You know the one.

You can choose to **Go Home**. Are these jumps getting too weird and stupid for you finally? Not my place to judge, but take everything you've collected across your chain and head on home. Or you somehow managed to chainfail here, if you did this is your only option and you lose all the purchases you made here. You get to keep the tycoon though, partly out of bewildered pity and partly because Jumpchan has nowhere to put it.

You can choose to **Stay Here**. I have absolutely no idea why you *would*, but if for some reason this is where you want to settle down you can, punching away at your little red and green buttons making a nearly meaningless number go up forever.

Or, as most of you will, you can **Move On**. This may not have been the most memorable jump of all time but it was a jump. I'm sure we can all agree on that, at least.

Notes:

Changelog:

v1.0.1: editing pass. Thanks to everyone who reviewed it!

v1.0: jumpdoc assembled and jumpable.