



Sin & Punishment: Successor of the Earth (N64)

By BatsuAnon

Jumpable Edition (v1.0)

In the near future of 2007, mankind's prosperity has finally backfired on themselves, leading to overpopulation and food shortages on Earth. To combat the crisis, the world nations approved developing a new species of animal to be created for consumption, conducted in Northern Japan, who were the forerunners of technology at that time. Initially a success at first, catastrophe struck when a mutation in the lab specimens had taken effect, infecting the host animal and producing abominations related to their biological makeup.

These rogue monsters dubbed "Ruffians" escaped from the research facility and infected nearly 90% of Japan's animal species and the destruction of many small cities within Japan. This crisis followed a global sanction and quarantine of Japan and the creation of the Armed Volunteers, an army dedicated to eliminating the Ruffian threat, led by Brad, a man with mysterious powers. However, the Armed Volunteers also brutally oppressed the Japanese people while doing this, leading to the formation of the Savior Group led by the mysterious girl Achi along with Saki Amamiya and Airan Jo to take him down. Little does everyone know, that on July 15, 2007, things will quickly spiral out of control to an end that no one could predict, not even you traveler. Take these **1000 Choice Points** and try not to die within the next 10 years.

Locations

Roll 1d5 for your location, the jump starts on July 15, 2007

1)Tokyo, Japan: *"A Ruffian swarm is approaching our position!"* Welcome to Tokyo, a war torn city which is dealing with the Armed Volunteers eliminating the remaining of the Savior Group, save for Saki, Arian, and Achi. Soon the city will be further invaded by a large group of Ruffians led by a rogue Ruffian called Radan, then there will be earthquakes, and finally the entire city will be flooded and destroyed by a tsunami of blood. Yeah... Don't worry, you'll begin next to a nearby helipad with a working aircraft to leave early; although if you really want to get in the plot, I urge you to rendezvous with those 3 individuals ASAP for the best chance of survival.

2)Hokkaido, Japan: *"At least we won't grow hungry..."* Once a populated region of Japan, it now serves as the largest stronghold for the Ruffian menace. It is also the region where the outbreak started in the first place, other than that not much is known. You start within an abandoned house right next to a campfire and some leftover Ruffian meat. I suggest you find a way to leave the area fast lest the overwhelming Ruffian forces find you and tear you limb from limb.

3)Armed Volunteers Sea Fleet, Pacific Ocean: *"We shall remain in Japan to battle this new Beast!"* Somehow you managed to stowaway onto one of the anchored ships of the Armed Volunteers. Right now operations are underway to capture a Ruffian named Radan. If you can search around the ship among the chaos, there are a couple of armed speed boats that you use to travel somewhere else along Japan's coast. Or you can disguise yourself and march among the soldiers using leftover clothes in the hangar, but then you'll start heading towards the doomed city of Tokyo...

4)New York City, USA: *"NEW YORK!? AMERICA!?"* Yep that's right, despite the fact that the plot takes place in Japan, you happened to end up far from the shitstorm and right within a subway train riding through Long Island. Take a well deserved rest knowing you won't have to fight for your life for now, but be careful not to kickstart the end of this city (and later the country) too early, that will come within the end of the decade... specifically on **May 12, 2017** to be exact. How wonderful!

5)Stage Selection: *"Please select a stage!"* You wake up to a large black orb with big googly eyes and a smile made up of sharp teeth staring at you. It urges you to select a location from the giant globe within the big blue room you're in. Looks like you hit the jackpot, your choices are not just limited to the above, but anywhere on Earth.

Origins

You're free to choose your age and gender

Technically any origin can be a Drop-In if you desire

Unknown Survivor: "All of a sudden, things were all messed up..." It wasn't always like this, having to fend for yourself and others after the first wave of Ruffians invaded your city. You were once one of the many people trying to live their regular lives despite the effects of rampant overpopulation and food shortages setting in... or maybe you still are, who am I to judge? You can also just pop up out of nowhere in the true Drop-In way. It's not like you owe anyone a favor, you have your own path to follow.

Savior Group Rebels: "*Come on, we got work to do!*" You're part of a group that was formed to rebel against the Armed Volunteers once they turned their cruelty they once reserved for the Ruffian menace against their fellow men. Other than rebelling, your group also participates in killing Ruffians along with saving other survivors. Unfortunately, you're the only survivor left of your current group, the rest were found and killed by the Armed Volunteers. There is still hope though, word is going around that your leaders are still alive, last sighted fighting in Tokyo. Maybe this would be a good time to recruit new allies before you go...

Armed Volunteers: "*Join the troops intercepting the Ruffians!*" Whether you're hired, recruited, or forced into joining this group it doesn't matter, your job now is to eliminate and contain the increasing outbreaks of Ruffians from the surviving public. Sure, there have been several rebel forces that are trying to disrupt your job, but recent fights against them have pushed them to their breaking limit. Now only one group remains and they are not going to stand in the way of completing your newest mission! *If you do not desire the life of a basic soldier, you can choose to be a scientist working with Armed Volunteers instead.*

Mysterious Observer (600): "We had the same ultimate objective..." That's how you always lived by yes? Allying or helping alongside a person until the job is done, only to slink back into obscurity until the next opportunity. All attempts at digging up your past come up as blanks, leaving whispers of your actions as the only proof you existed. It's almost as if you're a simple puppet master and the events unfolding are merely part of a game. In reality however, you're now related to a hidden threat that could endanger the entire planet, notoriously hard to truly kill & even harder to pin down due to their unnatural powers which you now share as well. Unfortunately for you, since your peculiar existence has managed to alert beings who don't take kindly to such shenanigans, **you MUST take Galaxy Successor OR Outer Anomaly drawback for OCP.**

General Perks

Treasured Records (Free): The sounds from the wonderful future of 2007 sounds a lot similar to the songs of the 90's. So energizing, action packed, and yet capable of letting tension & sorrow flow through when the time calls. As a small gift for coming here, your journeys shall be blessed with songs & arrangements composed from Toshiya Yamanaka in all of its uncompressed glory. This can be toggled on/off or mixed with other soundtrack perks as you see fit.

"Ruffian" Blood (400, Mysterious Observer Forbidden): How peculiar, you're not entirely human are you? Were you revived from the brink of death like the likes of those Rebels? Or were you experimented on for a greater cause? In the end it doesn't matter, you are now a "Half-Ruffian": A human that has unlocked quite the unnatural potential thanks to possessing blood from the very same beasts that are ravaging through Japan.

Physically wise, you now have a higher degree of strength & endurance compared to the average human. It's enough to compete with top professional athletes, although you won't be easily smashing through walls anytime soon. You also possess the ability to regenerate any physical damage taken, however the process is quite slow & will not bring you back from the brink of death if your vital organs are compromised. Your newfound psychic powers are limited to a beginner's grip on telekinesis, telepathy, & teleportation for now; although you should take care when using the last one, it is noted to be "dangerous" as it requires a calm and clear mind planning out just where to teleport. Initially using these powers can burn up a lot of stamina at first, but with training it's possible to lessen the strain to nonexistent levels. At higher levels of mastery, it is possible for you to replicate attacks some Ruffians are capable of showing at a much smaller level such as firing off balls of plasma at enemies from the palm of your hand or creating seismic waves of psychic energy.

Speaking of Ruffians, taking this perk will also grant you a monstrous "Full-Ruffian" form that will become an altform by the end of this jump. This form can range anywhere in size from a human to several stories tall and can be based on any other Ruffian in the game or custom made to your own liking. By transforming into a "Full-Ruffian", your strength & psychic powers will increase significantly in scope, naturally the bigger you are the further your destructive range. As a bonus, buying to be a "Half-Ruffian" does not subject you to the unfortunate flaw of potentially going berserk when transforming into a "Full-Ruffian" due to lacking the willpower to retain one's humanity, completely removing the need for you to "fuse" with a partner to shoulder the mental stress alongside you. Be warned: The existence of your kind is new & is not known to humanity besides a few members. If word was to get out about your destructive potential, I doubt the world would take kindly to such news...

Origin Perks

All perks are discounted for their respective Origins, with 100cp perks being free

Unknown Survivor

R&D 1997 (100): Running & dodging. Fleeing & fighting. These are the basic essentials to surviving during these turbulent times. With this perk your body will find itself always ready to stand your ground (or flee to fight another day) as long as your body manages to stay in one piece, as well as run for several miles without having to collapse from exhaustion. Your maneuvering abilities have also improved enough to allow you to perform an “extra jump” after your initial jump as well as cartwheel through projectiles with a small frame of invincibility that lasts a few seconds.

Result of Victory (200): Drifting through several places has gotten you into very unusual situations, but the aftermath has been the same lately: left in a directionless state with no leads to follow. In a steadily worsening world like this, staying in such a state is simply unacceptable if you wish to survive. Which is why you’ve somehow gained this weird ability of receiving cutscene-like visions after pulling off a victory or notable feat against any obstacles towards your current goals. Not all visions will be equal in terms of length, clarity or information given, but will usually feature 1 or 2 key hints that can help you progress as you continue on your own path. Should you wish to switch gears and pursue a different goal based upon new information provided, you will be given a temporary motivation boost to keep yourself on top of your game. Consider it a small blessing for any opposition you will face in the future.

GET BONUS! (400): The satisfaction & thrill that comes from breezing through enemies as if you were under a time limit is simply sublime! So much in fact that you managed to harness your urgency into a beneficial perk. Activation of this perk will start a 99 second countdown timer that allows for the user to receive buffs by completing and moving through what could be considered designated "checkpoints" & "bosses/minibosses". These buffs come in the form of replenishing you back to full health & raising your overall attack or defense (you choose each time) by a small amount (1/4th of your natural strength/defenses) when facing off any enemy you encounter. Clearing through the designated "checkpoints" & "bosses" also resets the timer back to 99, allowing you to keep the bonuses going for as long as you can beat the clock. Should you run out of time, this perk will deactivate & your attack/defence buffs shall be revoked, forcing you to start over & reactivate the perk again if you desire those benefits once more.

Glass Soldier (600): The original name for this setting, a testament to the vision of the creators that gave the early version of this world life. A world where even the weakest hit can kill you, but in return bestowed many the power to become a one man army with enough skill. Such a world was deemed too challenging by the higher ups & in the end the creators were forced to lower its difficulty for the masses. Yet their original vision continued to strive on in spite of it; for now it resides brightly within you, empowering you to in its stead to become the literal embodiment of a Glass Cannon.

As a remnant concept of the past now to be used as a first & last resort for survival, the lethality of your attacks can now be increased in exchange for sacrificing your own defence & resistances. The increase in your attack power depends on how much of you decide to sacrifice your currently active defences & resistances. By default, sacrificing all of your natural defences will leave you as a literal 1-hit kill, but increase your attacks with enough power to kill a member of your kind twice over. Not only that, your attacks have also inherited a “piercing” quality as well, allowing you to break through enemy armor & barriers far easier than what most regular methods could provide. Surprisingly the greater the stakes of the situation your in, the more effective your attacks will scale to the threat your facing. Against something as unfathomable as fighting against a literal living planet, you will be the shooting star to bring them down into a fiery grave. Even then victory can only be guaranteed if you have the skills to avoid getting hit.



Savior Group Rebels

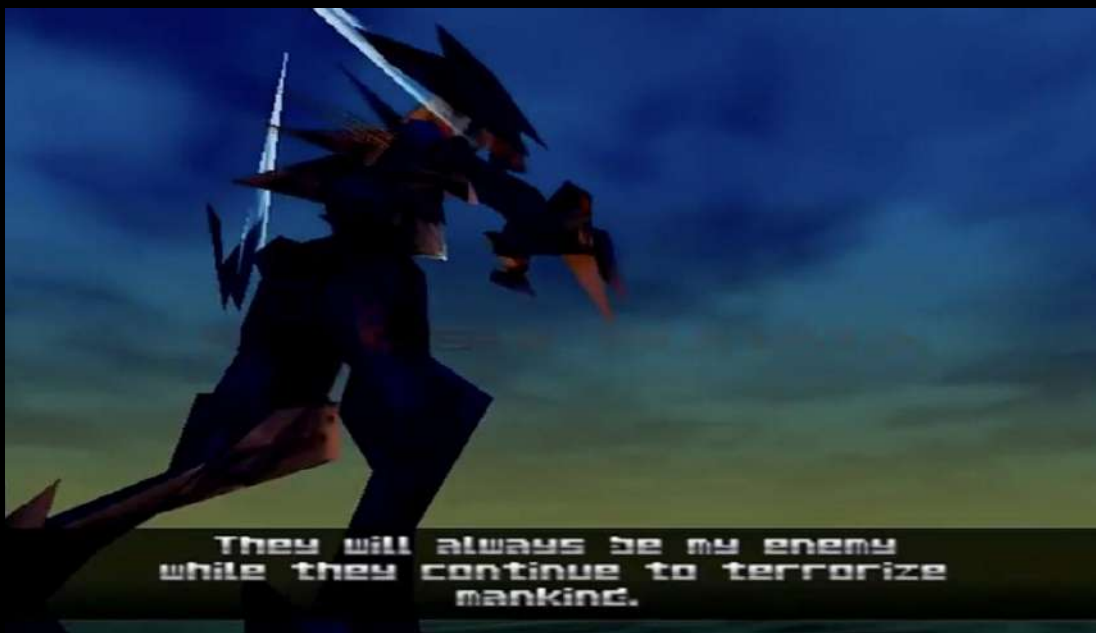
Within Earshot (100): When you're a standalone group hunted down by the very army that once swore to protect your people, one of the most important things you'll need if you want to keep everyone safe & alive is information. The newer & more accurate it is, the better your group's chances of survival will be. With how restrictive any new information travels in & out of these dangerous areas, you've developed a certain talent for finding & understanding any helpful news, rumors or warnings that come your way, no matter how vague or cryptic they appear to be. Not only that, you & anyone in your current group can easily pass messages to each other without any possible shenanigans distorting the original message in the process.

Solid Line: (200): To stay alive for this long while heavily outmatched and outclassed by 2 forces simultaneously is a worthy feat for a group with little to no outside support. Even with the sorry state your group has been reduced to now, you still manage to retain some skills relating to distraction & stalling enemy forces in order to buy time for allies while moving into the next stage of any plans you had in mind. With your quick improvising & newly acquired mechanical skills you find it easy to switch back and forth between creating and pulling off several large & small scale distractions in order to slow the enemy from progressing for a time. If you're lucky enough, it's possible to keep up the stalling charade for several hours. However in an unpredictable world like this, I would recommend moving to the next phase rather than dealing with any potential interference of unknown forces in the area...

Risk One's Neck (400): Straddling between the tightrope of life and death is a dangerous game, especially if you're trying to carry your group out of a tight situation. However, as long as there is a successful attempt, others can be inspired enough to gather the strength they need to avoid becoming a living load for the team. When working with others, genuine acts of self-sacrifice & protecting one another can boost the rate of others ability to improve & learn new skills they can use to stand their own ground or pay back the favor should you or others slip behind. This bungee method of competence can only go so far, its range of effectiveness limited by benefiting teammates that are reasonably within reach of each other (including you). Obviously making it out alive from increasingly dangerous situations without taking too much damage will strengthen the effectiveness of this perk. Purposefully using fate manipulation and luck perks to boost this perk's power will nullify the benefits until you stop.

Ally Risker's (600): If the Savior Group was still around in its prime, you would have been a fine candidate to become leader considering how well you manage to survive this crisis so far. It wouldn't even surprise me if you had a friend that you bonded well enough that both of you would risk your own lives for each other despite the overwhelming odds. Such strong bonds have managed to unlock a special power within you, not unlike a certain duo: The power to fuse with another into one being. In your fused state, one of you will take on the role of the "heart" while the other will serve as the "body", enduring through the struggles & challenges as both of you work together to survive this crazy world.

Initially in your fused state, the one in control of the "body" will simply receive the combined physical strength & endurance of both participants while the one in control of the "heart" is restricted to filtering & warding away any excess mental stress alongside serving as an advising voice & second pair of eyes for the "body". While this may seem insanely limiting at first, through developing & maintaining a close bond with your partner, both of you can achieve a higher level of "synchronization" & slowly achieve new forms of cooperation to take down the enemy. Allowing for your partner, the "heart", to assist in combat by dividing control of the fused body between you (representing the "body") controlling the legs to dodge while they can properly take aim at foes is just one of the many examples that you & your partner can achieve from high synchronization. Should either of you possess powers of any kind that you feel would work best in the other's role, it would also be possible to grant them access to use for as long as you're fused together. This fused state will last until both of you decide to split apart again or sustain a lethal amount of damage, in which the damage you take will be equally divided between the two of you. As long as you're both together, there's no challenge too dangerous to slow you down.



Armed Volunteers

Say My Name (100): Despite the questionable reputation your group has developed in the ongoing mission of exterminating Ruffians & restoring order, a mere soldier like you seem to have gained a natural air of charisma, attracting people from all sides to you like bees to honey. Your actions and words can slowly spark the first steps of interest to your cause, allowing you to recruit several loyal followers in droves should you truly dedicate yourself to it. But for those who you truly desire loyalty from, it's possible to "speed up" such a long process by bestowing them gifts or "powers" that could benefit them in the long run. *For those that took the Armed Volunteers Origin, instead of beginning the jump as a regular grunt/scientist, you can choose to become a commander of the same rank as Brad if you desire.*

Agave (200): It's quite difficult to keep a strong partnership between two powerful individuals without some form of opportunistic backstabbing these days. Unlike some traitorous vultures, you have methods to avoid such a tragedy from befalling your goals. When partnering with others, especially among powerful and/or mysterious individuals, working your way up to their favor & staying under the radar as you proceed to take advantage of their resources for your needs isn't as hard as one is led to believe. Somehow under their watchful eye, they will be much more lenient in letting you do whatever you want as long as there is solid progress towards the original goal both sides agreed on. But what if this partnership wasn't meant to last due to growing, conflicting motives? No worries, breaking it off with whatever you gained & lying low in the aftermath are also part of your repertoire. By the time they'll realize what you've done it will be too late, although I cannot guarantee you safety against their ensuring wrath...

Raid Blue (400): You have the materials & you have plans to use them to create and distribute the results on a grand scale. But that means nothing if you're low on time, which is especially apparent within a world that is slowly becoming worse as the constant interference of the Ruffian menace grows. First of all, you now have an incredible amount of experience in biology & research, enough to create your own Ruffians & the first of many enhanced soldiers like the commander Brad with their studies. While the process of creating Ruffians is new & mostly unknown, you'll be able to avoid falling into most of the pitfalls that can lead to particularly... unstable results. Second of all, this perk allows you & those you delegate the project to work under some leeway when it comes to the consequences of rushing the progress of any active experiments & researching. Should any accident or complications pop up, they would be reduced in severity, allowing you and your group to continue on despite the worsening conditions.

Dying Peace (600): You know, it's quite funny how the situation has turned out for the Arms Volunteers. They were originally created as a peacekeeping organization, yet their current commander just so happens to be one of the key figures behind causing Japan's collapse into a state of chaos. And yet.... instead of receiving widespread hatred & vitriol, the man is seen as a hero fighting against a hopeless situation. How utterly damning it must be for the opposition to see the man responsible acting so freely as he continues to fight in his own made up war for "*Justice & Peace*".

Even more so now that you can easily follow in his footsteps, setting yourself up as a pillar of hope & stability while hiding away the reality of the situation from the masses. By maintaining an act of bravery & selflessness in the face of a crisis, people will soon see you as a trusting figure, slowly overlooking & writing off any questionable decisions as mere coincidences or tasteless slander. Taking a proactive stance in combating the current disaster will certainly strengthen said notion as those that are especially loyal to your cause become extraordinarily competent in ensuring any potential enemies or damaging info that can undermine your progress are silenced before everything gets too out of hand. Of course if you happen to be one of the major factors behind the crisis worsening or even existing in the first place, expect to put up a larger effort against the few unfettered rats that would be undeterred from tearing your facade apart. At the same time, with so many desperate fools willing to trust your judgements, it would be relatively easy to keep your enemies occupied in a state of constant struggle fighting against the very people they're trying to tell the truth to.



Mysterious Observer

Blood Infactor (Innate, Mysterious Observer Only): Since you were so willing to pay up & bear the consequences for taking this origin, it is only fair that I disclose what you *really* are. You are a “being” that hails from “Outer Space”, one quite similar in nature to a certain “Holy Woman” that has been making waves within a notable rebel group. With no defined form or biology unlike the inhabitants of this “Inner Space”, you lack vital organs such as a heart or a brain to be targeted as weak points & can even recover instantaneously from serious injuries such as impalement through the body. As for that human form you have right now? Nothing more than a costume! Your malleable nature allows you to shapeshift into a variety of forms to disguise yourself. There’s no limit to what living creature you can disguise yourself as, however it’s expected that you’ll be using a lot of stamina to disguise yourself among larger lifeforms. If you can push yourself hard enough, it’s possible to take on a form that’s ridiculously large like a planet! Your powers are similar to those inferior Ruffians & “Half-Ruffians” except far more superior in raw power & range, able to use them to shrug off the attacks of most forms of weaponry from Earth’s forces when put to good use. Just like Half-Ruffians, telekinesis, telepathy, & teleportation are all powers that you can use. You have decent experience when it comes to using them efficiently, although you might want to dedicate more time to controlling the strength of your powers if you don’t want to end up easily exposed to those that could see you as a rising threat.

We also cannot forget about the very *unique* blood you possess: able to heal others from the most fatal of wounds as long as they’re still alive & when shared with others, they will receive powers similar in nature to you, although much less powerful in terms of raw strength. There *is* that “small” flaw of your blood mutating “Non-Outer Space” beings to become feral monsters, but that shouldn’t be a problem as long as no one is able to trace anything back to you...

From Ravine (200): If you intend on mingling with the natives, it's only reasonable to adapt to their mannerisms as well in order to avoid suspicion among those with keen eyes & curious natures. Masquerading an approachable personality to interact with others is quite easy to do; any “weird actions” that might expose your true nature would either fly over the majority of people’s heads or be excused as an eccentric trait. People also find themselves more willing to tolerate your more negative traits such as long as you show yourself to be harmless & or even helpful towards others. In this world, beggars can’t be choosers. That being said, it would be quite unwise to go past the limits of your masquerade, especially if you're planning to use others for your goals. After all, a few careless slips from the "Holy Woman's" loose lips is all it took for 1 commander & 2 rebels to turn against her & eventually decimate her plans into rubble...

Wait Soon Ripe (400): The humans of this world may be foolish & quite dim, reacting to strange powers with either hostility, worship or both. However this current crisis has certainly shown that there are diamonds in the rough that are worthy of your “help”. You can fake for a decent leader figure to others, easily encouraging & manipulating them on with vague promises of helping them achieve their goals... Of course once they begin to focus on the finer details & dig deep into finding out about your true nature, they often become defiant & swear to use the

advantages you gave them in an attempt to take you down. Try as they might, people's attempts at defying you will only empower you & your true plans. Their discoveries & successes can reveal to you glaring flaws that you can use to turn against them, forcing upsets & stalemates for them where there should have been guaranteed victory. The stronger their opposition is towards you, the more they are susceptible to unintentionally handing you the keys to your dominance over them.

Spiral Up Fortune (600): Have you no shame wretched invader? How many times have your hidden presence, your subtle actions, have undermined the "Gods" that lay claim to not only this Earth but through the rest of "Inner Space" as well? Then when all is said & done and you are driven away into obscurity, the survivors are forced to deal with the aftershocks of your decisions while you are free to start the cycle of upheaval again!

Escaping heavy or long lasting destructive consequences caused by your decisions is no longer an irritating struggle to overcome if you wish to deny your enemies delivering upon you a final defeat. In fact, I say the experience should be more like an easy game of keep away as you're given quite the breathing room now to avoid getting stuck in your own self-inflicted turmoil. Those that know that you were responsible for such a mess would find themselves unable to properly pursue you without first dealing with the immediate fallout of the events caused by your actions. Surprise incidents born from your decisions would either reveal loose ends ripe for pulling even more potential gambits in your favor or simply befall most of their negative effects upon another poor person to deal with. This will not stop the extremely determined few from trying to hunt you down regardless, so beware when dealing with such special cases. Your success is also heavily dependent on how much you've directly contributed to the problem; the higher it is, the easier it is for you to weasel yourself out of such messes.



Items

All items are discounted for their respective Origins, with 100cp items being free

Unknown Survivor

The Ultra 1997 (100): Well what do we have here? What initially appears to be just a standard Dolphin Gun reveals its true nature when you pull the trigger, revealing a long whip-like lazer sword and firing a moving orb of plasma. Unlike the standard Dolphin, this gun has been “slightly” modified with data based upon notable ruffians like the Lizard Seemer & Radon (at the cost of removing the Dolphin’s side functions entirely). Instead of basic lazer fire, this gun fires small orbs of lightning that travel in waves while moving towards your targets. The regular lazer sword the Dolphin is well known for has also been replaced with a sword whip variant, allowing the user to grab and swing any projectiles or bodies right back at the enemy instead of simply parrying/blocking them. If that wasn’t enough, holding the trigger allows for one to charge up their basic shot, firing a continuous laser of plasma that can cut through thick concrete.

Stage 0-0 (200): Congratulations Trainee! With the purchase of this property, you will gain a key that will transport you to a big blue room run by two silly A.I in the shape of black orbs. The purpose of this vast room is to allow you to play/fight through your experiences in current and past jumps in a run and gun format with a variety of different goals to select. While this may seem rather bland at first, the simulations the two will carry out will gradually adapt to your strategies and powers in an attempt to encourage the player’s ability to deal with disadvantageous situations. If you let it go on long enough, it might inspire the A.I to pull really unorthodox scenarios such as turning boss rushes into timed puzzles or a duel to the death becoming a chase sequence in the air. Training in this room will also see a growth in your flexibility, maneuverability skills & physical stamina. Getting killed in the simulation will just kick you out and earn some words of mockery from the larger orb. How rude...

Life Saver (400): Too many times there have been situations where you’re forced to carve out a path on your own in order to escape from a potentially fatal end. While this item might not stop that cycle, it will certainly make your getaways much easier to pull off. Able to shapeshift into whatever vehicle that would be useful in the heat of the moment (maxing out at the size of a small plane), this “Life Saver” has unlimited fuel and a few weapons focused on diverting incoming attacks and creating distractions just for any pursuing enemies that comes your way. It should be stated that this vehicle is not recommended for fighting head on, at best it can shove off one strong attack from a large Kaiju-sized Ruffian before becoming a scrap heap of metal.

Dark Wasteland (600): A “No Man’s Land” to rival all others, this rocky & desolate wasteland the size of a small town is filled to the brim with Ruffians of all shapes and sizes ready to tear apart anyone who enters their territory. Thankfully this doesn’t include you or your companions; they tend to turn a blind eye to your existence unless deliberately attacked. The real benefit that comes from owning these lands is that no matter how far you travel from the initial area, there will always be a little beaten path to the side that leads right back to the Wasteland, quite similar

to having a hub area in a video game. Leaving the Wasteland however is another matter entirely. Depending on how you choose to leave, exiting the area will place you right back on the beaten path you used to enter or around the initial area you decided to place said Wasteland in the beginning of each jump. If you play your cards right, this could be the perfect place for going incognito or setting up an ambush against enemies that dare to venture into the waiting deathtrap placed in front of them.



Savior Group Rebels

The Dolphin 2000 (100): Unlike the previous gun above which could be described as a modified monstrosity, this gun is the genuine real deal. The Dolphin Gun, also known as the lengthy "G&R-M64-JPC DOLPHIN POLICE STANDARD", is a gun capable of both long and close-range combat thanks to having a laser sword form that can be activated by pulling another trigger below the firing trigger. This sword is not only good for cutting through any vile Ruffian that dares to get too close, but also for deflecting most projectiles towards any direction you desire. The gun itself features 2 modes: Free Shot which is the default, & Lock-On, which automatically handles targeting threats in exchange for slightly reduced firepower. Surprisingly, this gun also has a miniature flamethrower mode. If you're down on your luck when it comes to food, I guess you can use it to cook wild ruffian meat...

Ruffian Rations (200): Speaking of ruffian meat, food in this world is still quite hard to come by, unless you're willing to risk your life on a constant basis hunting said beasts. And when you're leading a large group with no outside support of any kind, lack of food can be a slow and unmerciful killer. By buying this item however, such problems will (mostly) become a thing of the past! You will be given a variety of boxed Ruffian meat in several forms (raw, grilled, fried, etc), enough to feed at least 2 dozen people for a week. Not only does eating said meat fill up the stomach quickly, it also gives the person eating a small boost in energy and awareness in your surroundings that lasts for several hours. Never again will you let yourself be caught off guard by an enemy ambush!

Second Wind (400): When I mentioned that your group was annihilated, I didn't expect there to be survivors. Or... could this be a new group entirely? What, you say you were never part of any group? Well then... either way a dozen of these lucky followers have come together under your leadership, each currently equipped with some armor and weapons that they managed to salvage from their surroundings. Each one is skilled enough in combat to defeat an Armed Volunteer soldier on their own and has a weakened version of **Risk One's Neck** to ensure that no one becomes a complete dead weight when the situation gets tough. If a member somehow bites the dust, another replacement will quickly appear to join you under your leadership. May you live to fight for a brighter future!

A Network of Hope (600): What's the point of calling yourself a group if the majority of your members are scattered across the land? To have no base to call home might bring its benefits in staying unpredictable & undetected. However, that advantage can be rendered moot when you cannot muster enough supplies to carry out your cause! This map of your choosing (physical or digital) leads to a series of abandoned AV bases across the land. Each base is capable of containing a plethora of weapons, vehicles & items once owned by AV for you & your group to take advantage of. Not everything within these bases will be considered complete & "unique/one of a kind" weapons like the Polestar will be out of your reach, but they will still be useful for whatever rebellious plans you have in mind. A word of warning: these bases were abandoned for a reason. Many of them are now infested with hostile forces & are still armed with lethal traps. The more valuable the loot inside the bases, the harder it is to break into. Yet if you can make it in, feel free to reap the rewards and give your members a second chance to rest and fight to live another day.



Armed Volunteers

Anomalous Samples (100): Due to your position in the Armed Volunteers, (or maybe a “friend” with connections) you have been given “access” to small stash of blood vials marked “RB” & a file full of notes detailing how to modify them and safely inject into humans. There's enough to test on 12 people in total and the blood itself seems receptive to any modifications you give it. By injecting them into humans it's possible to kickstart the same potential powers found in Ruffians, turning them into the next batch of “super soldiers” Brad has sought to perfect. Those injected start out relatively weak compared to the likes of Kachua, Brad & *especially* Achi, but with some adjustments to the blood & training, it's possible to make them into something greater...

AV Weaponry Research & Stash (200): In the mad rush to capitalize on the fight against the Ruffians forces, many weapons were developed by G&R, but only a handful were apparently approved for mass production. It would be a shame for all this untapped potential to go to waste, or even worse, into enemy hands... which is why you've been entrusted with “safekeeping” this classified disk. Many of the disk's contents contains the notes, instructions, & blueprints for the AV's weaponry such as: the Near Zero and Near Zero Minor aerial fighters, the hover tank “Vigilanced System”, Dolphin guns & much more. There's even a set of classified files detailing the location of a warehouse filled with unfinished/experimental weapons if you happen to be of the salvaging sort & *somehow* additional notes regarding storing & creating Ruffians... Just be careful not to let this info leak out, it's already bad enough that there's too many meddlers involved in this crisis.

Pacific Squadron (400): Setting up a long term stronghold onto Japan's lands has become quite difficult as of late; if the riots don't force you to pull back, the constant surprise attacks from random Ruffians packs will. With the seas left as the only “safe” option, the US government has managed to set aside an extra dozen ships & a large aircraft carrier under your leadership to help you deal with the ongoing problem. Armed with several cannons, missile launchers, planes & even a few mobile sentry armors to deal with enemies, this air & sea fleet combo will be a worthy site of operations for any leader. There is also no need to worry about managing this property or having to hire men to launch an assault for the entire fleet as it is always fully staffed by loyal soldiers ready to follow your orders anytime.

“Earth Eyelid” - Polestar (600): Behold! The crown jewel of G&R's efforts to help out in the ongoing extermination of Ruffian forces, this flying railgun cannon is a force to be reckoned with due to its numerous weaponry & redundant systems that allow it to stay operational under heavy fire. Missile, laser, & energy ball cannons cover both the top & bottom sections of the railgun to provide a barrage of lethal fire towards enemies that dare to get close enough to challenge its dominance in the skies. Sabotagers that try to attack from behind will find that even the orbital targeting system & engines located there are heavily defended by even more missile & laser cannons. The main cannon when properly loaded can shoot out a limited range heat bomb capable of killing a Kaiju-sized Ruffian head on if it fails to defend itself. If not, the sheer amount of firepower packed in will significantly damage them in some form.



Mysterious Observer

Flying "Shipyard" (100): The sight of rotting & rusting ships & aircraft lying in the sea makes a sorry sight for anyone expecting to bring them back to their former glory. For you however, these old vehicles might as well be your new training & improvising ground for your newfound powers if you wish to blend in with humanity. Practicing within these ruins will improve your skills when it comes to controlling the amount of force you put into your powers. They can also be used as a form of transportation if you're skilled enough to rip out & lift parts of the ships or entire aircraft to use. Sadly that's as far as this place can go in terms of helpfulness, but should you always desire to come back, this yard will follow you as you travel from place to place, usually appearing in large bodies of water or coasts partly buried into the ground.

Ruffian Pack (200): You think with how these monsters were originally created for food production they would be a little more lenient to being domesticated, but reality has shown that this is not the case. Lucky for you, I have managed to corral at least a dozen or so weak Ruffians led by at least one strong "boss" Ruffian to follow your every whim to the best of their abilities. What types of ruffians you receive & their defining mutation is up to you, though they must be based upon any fauna found on Earth. Although they can be used for a variety of purposes, they excel in causing havoc & destruction towards your enemies. Should one fall, another will quickly replace them like the useful vermin they are. And yes, before you ask, they are also edible & quite delicious to eat.

Seemer Train (400): The Ruffian infestation that plagued Hokkaido has done a number on many of the towns once occupied by humans. Many of the buildings here have become nests for these mutant beasts to make their new homes in & this abandoned train car is no different once you take a look inside. Loyal to you alone, this cancerous mass of regenerating flesh called a Birth Model Ruffian can release hallucinogenic spores that can temporarily wear down the mental resistance of those that breathe them in. By keeping them impaired as the spores exaggerate their fears & doubts into reality as twisted hallucinations, dragging people here will make it easier to make them susceptible to your conditioning or extorting precious information from them. The longer they stay under the effects of the spores, the stronger the hallucinations tend to be. The Ruffian itself, while not that smart, is capable of growing limbs & firing beams of plasma in order to defend itself & using said limbs to move the train car around to another location if you desire.

Uneasy Alliance (600): When you first arrived on this planet, somehow you managed to strike a secret partnership with assisting another leader of a moderately powerful organization in exchange for lending a hand to whatever grand plans you have. They may not be one of the top dogs when it comes to their influence on the rest of the world, but they let you have special access to plenty of useful connections from high & low that will allow you to keep tabs & mess around with those in your interests. In return you might be asked to do a few small favors that can ensure their continued status as a powerful organization. While the leader is friendly towards you & is willing to help out when you're in a serious pinch, the reality of having so many

connections actually limits them on how far they can pull around their influence without some backlash. That's where you come in & the true potential of this item really shows. Since you're not linked to the organization you're partnered with, what's stopping you from using *their confidential info* to turn their other partners into additional proxies & yes-men for any secondary goals you have in mind...a network of unaware puppets if you will....



Companions & Imports

Canon Companion (100): Did someone manage to catch your eye here? Did the thoughts of companionship or giving others a second chance to live a new life entertain you? For a small fee of 100 CP you can convince someone from here to come along on your journey.

New/Individual Companion Option (100): If you are in need of a companion not from this world, you are in luck. Similar to the previous option, a small fee of 100cp is all you need to bring one of your lucky companions with you or create a new one entirely. Each companion will receive 600cp to spend on perks & items & a free Origin (except for the **Mysterious Observer** Origin which they must pay full price for). Companions can take up to 800 CP in drawbacks, although they cannot take **Long Island Dreams** as a drawback unless the Jumper themselves have taken it.

Group Companion Option (200): Is the thought of coming to this world alone too perilous for you? Do you desire to have strength in numbers? For the low price of 200 CP you can import up to 8 companions, each receiving 600 CP & a free Origin (except for the **Mysterious Observer** Origin which they must pay full price for). Companions can take up to 800 CP in drawbacks,

although they cannot take **Long Island Dreams** as a drawback unless the Jumper themselves have taken it.



Drawbacks

No Drawback Limit

Dengeki Issue #2001 (+0): Not too keen on living in this version of the setting for a decade? That's understandable, considering how FUBAR everything is now before you could even set a foot in this world. Would you like to settle for a variant where the stakes are a little less... unpredictable & escalation happy? Can't guarantee such an impossible thing, but I can guarantee a fresh new experience by allowing you to visit the manga adaptation of the game. And by manga adaptation, I mean the **very loose** manga adaptation of the game. *I would highly recommend going to the Drawbacks Notes section if you want to know about any differences between the manga & the game's plot.*

"Glass-Looking" Soldier (+100): Forget whatever you look like in the past, your new form has become rather sickly, thin, and frail; as if you became the literal visual embodiment of everything negative with being a 1-hit kill. While your strength, defense and powers remain unchanged, your chance to have a good first impression has taken a nosedive. Expect to be the first target for many enemies looking for easy pickings and for recruiting allies to be difficult due to your fragile appearance raising doubt in your ability to actually survive the harshness of this world.

Good Morning Arian... (+100/200/300): Oh dear, it seems like the quality of the world has taken a bit of a dive into emulating an old N64 game on its last legs. You're now plagued with either a terrible low-poly sight, everyone speaking in awkward voices including your own, or every noise you hear is compressed beyond recognition. Take your pick of suffering. For more suffering, I can increase the pain by allowing you to add on another of the above setbacks for an additional +100cp, maxing out at +300cp gained.

Could you NOT call me Mommy... (+100/200): There's this weird kid that's been showing up ever since you began this jump. They have taken to calling you their mother/father and occasionally getting themselves in dangerous situations that you can't help but step in to save them from. Yet whenever you try to directly interact with them, the child & the supposed harm befalling them dissipate as if it were a hallucination. Not even your dreams are safe from them or their shenanigans, leaving you rather rattled when you wake. Thankfully they don't seem to appear when you're fighting for your life... unless you took the +200 version, which not only makes the above scenario possible, but makes it so that even the harmful illusions that appear can hurt you. What? It's not like you'll be able to tell the difference!

Turbo Mode (+200): As if it was a flick of a switch, everything from projectiles to enemies is now moving twice as fast compared to you. Keeping up with the increased speed is manageable, although expect the consequences for being unable to stay on your toes to pile up quickly; each misstep pushing you closer to your demise.

Ground Zero (+200): Japan has certainly seen better times as it's forced to spend its last remaining days as a country torn apart by the constant confrontations between the battered Armed Volunteers & the dying Savior Group as each side seeks to end the Ruffian menace. Eventually both will reach a breaking point and each group will meet a sudden end. But it doesn't have to be the end for them if you take this. No, now it will be as if both sides are in their prime...of constantly trying to eliminate each other! Needless to say you'll be caught in their increasingly destructive fights no matter how far you go, rabid sympathizers of both groups will certainly ensure that within & outside Japan.

Ruffian Rumble (+200/300): You must have done something bad to make these wretched beasts single out your existence, since now you find yourself constantly hunted down by packs of Ruffians no matter where you are. These clever & adaptable packs are usually filled with weak mooks led by a "Boss" Ruffian. Killing the "Boss" will usually save you a few days of rest as their death will cause most of their subordinates to scatter to hunt another day. However, for +100 more, these packs will solely consist of only "Boss" enemies ready to tear you a new hole, unwilling to back down as the threat of death looks upon them in the eye. A small mercy is that the Ruffian packs will never ascend to the threat level of monsters like the berserk "Full-Ruffian" Saki and Kachua, but that doesn't mean you should underestimate them either. There's a reason why the situation has become as dire as it is the following months after the first outbreak.

Bullet Strafing Hell (+300): With the sheer amount of Ruffians tearing through Japan, it is only natural to counter their numbers with a larger amount of bullets and weaponry as well. But this...this is too much...The moment you engage in a fight (willing or unwilling), it feels like the very space around you is choked out by bullets, lasers, missiles and debris of all kinds from all sides. Dodging and strafing between the incredible rain of death is highly recommended if you want to survive in one piece after each encounter. Best of luck to you if you're fighting within a tight space!

Wake Up Saki! (+300): How could a simple monster outbreak lead to this? Who are these "Gods" that girl was talking about? Why can humans gain psychic powers and transform into those beasts?! You seem to be horribly out of the loop in regards to any important information and/or plot related shenanigans that comes your way, details get muddled into absolute nonsense leaving you to shoddily put the pieces together in order to understand what is actually going on or break from pressure under the unfolding events that will eventually endanger your life should you try to avoid it.

DEATH BONUS! (+400): You must be really desperate to accept this, sacrificing any chance at living a normal paced life for one hounded by death... Surviving through randomly appearing "time sensitive" incidents will now become the new daily norm for you as you're given 99 seconds to either: make your way out of the chaos & or eliminate all nearby hostile forces that will suddenly appear within the area. Teleporting & other instantaneous travel methods won't save you, only reset your progress by sending you right back into the chaos. Enemies will become "aware" of the time limit placed on you & will try to stall it out using any method they can. Similar to the **GET BONUS!** perk, beating through "bosses" or going through "checkpoints" as you try to fulfill one of the goals will reset the clock back to 99. *However*, you do not gain a health refill or any buffs after each reset. If you have the **GET BONUS!** perk, its benefits are disabled during these incidents. Failure to beat the clock before you can fulfill either goal will have you drop dead & your chain end as using any 1-UPs will be disabled for the duration of this jump. The clock is ticking, start running.

Thinking of Revenge? (+400): That's not a healthy mindset to fall back on, and yet you decided to drown yourself in it without restraint. Your mind is now clouded by severe aggression, driving you to make illogical decisions that can endanger not just yourself, but also your allies if you can't find a way to keep yourself in check. These decisions will also set off unintentional domino effects that enemies are all too happy to take advantage of & you **WILL** be making a lot of future enemies from your downright spiteful actions if you take this drawback. For those who also decided to embrace the blood of the Ruffians, their weakness of slowly slipping into mindless rampaging has made a great mark on your psyche, forcing you take great care to not lose your own humanity, lest you devolve into a feral beast unable to tell friend from foe. Failure to reclaim your sanity if stuck in your monstrous state by the end of the decade will count as a chain failure.

Railroad Runner (+400): My dear traveler, it appears that upon entering this world at least two aspects of you have become quite “fixed”: your mindset & your interactions with the plot. While I can fix at least one of these aspects, you’ll be forced to bear with the other setback for the rest of the jump. If you decide on keeping your mindset “fixed”, then unfortunately for you, it seems that your newfound “one-track mindset” has caused your fighting, planning & strategies to simplify to the point of going from point A to point B as if you were stuck following the mechanics of an on-rail shooter. Even when side routes, optional methods & deviations exist, you feel compelled to stick to the main choice & push your way through every single obstacle. Hopefully there's someone to pick up after anything you might have missed.

For those who would allow themselves instead to be “fixed” to the path of fate, you’ll find yourselves unable to alter the plot in any meaningful way other than being forced to experience every threat firsthand like the protagonists. All attempts to diverge from this nonsense will only cause the plot to speed up the inevitable progression of events like a video that you cannot rewind or stop. And if it wasn’t enough of a sick joke, when the original plot finally reaches its end, fate will see to create another chain of events like the original, over and over again to live through until your time here is up. Do not get comfortable in the endless loops of repetition, lest something truly unexpected put you into an early grave.

Long Island Dreams (+600): I wouldn’t blame you if you think the current world as it is a lost cause. The Ruffian crisis couldn’t be quarantined within Japan; instead they managed to spread to New York, then the entire Americas, then the rest of the world. Saki was never able to control his Ruffian blood and regain his humanity, leaving him to mindlessly rampage as a Kaiju sized beast. The Armed Volunteers have been decimated, Airan is nowhere to be found, & it seems like even Achi has disappeared entirely, dissatisfied with the lost potential of this planet. Humanity has slumped into a losing fight for survival as their armies have been reduced to mere speed bumps against the wave of rapidly evolving Ruffians. If you want to move on from this wretched world, your goal is simple: Keep Humanity alive for the next 10 years against the unending horde.

Galaxy Successor (+600): The Creators (or “Gods” as called by Achi) of “Inner Space” have spent countless millennia, watching over and slowly growing and maintaining humanity’s fighting instincts to use them against their “Outer Space” neighbors in a war that has stalemated for quite some time. A stalemate that they believe is in danger of backfiring against them now that **YOU** have entered the scene, in all of your “**JUMPER GLORY**”. Convincing them to back down/make peace is impossible, they will not take any risks to an unknown anomaly derailing their plans. Although they cannot directly interact with you in the jump, they can send as many agents as they need to kill you. Even if it means damning the entire planet you live on to chaos & destruction. Expect to be constantly ambushed by groups of very experienced ruffian-like “humans” equipped with futuristic weapons not of this world. Weapons and experience specifically dedicated to countering your powers and tactics mind you...

Outer Anomaly (+600): Your arrival into this world has not gone unnoticed dear Jumper. Somehow you've managed to catch the attention of Achi, whose true nature as a spy of the inhabitants of "Outer Space" has allowed her to see your true nature in its entirety. In response to the sheer potential you now show, she now has 2 different plans for you: submit and become her "champion" or die & be "remade into the perfect soldier" by her hands. Needless to say that submitting to a lunatic like her by the end of the decade would result in a chain loss... Defiance of any kind will also not be tolerated as her competence and powers has taken a sharp increase to the point where she can hold her ground directly and indirectly against you. If you somehow manage to kill/permanently incapacitate her, the faction of "Outer Space" will be alerted by her failure and will take action by sending another capable spy to deal with you every time, each one using the experience of their previous fallen spies to try and counter your moves/skills.



Ending

Aka to Kuro: Go Home

Chikyū no Keishōsha: Stay Here

Sora no Kōkeisha: Move onto the next jump

Notes

Might as well be a wiki, I'm not willing to make others suffer looking for info about this niche setting as well.

What's so "special" about May 12, 2017?

Long story short, due to researching information about this setting as a whole, the sequel of this game exposed that the train/illusion level that had shown a possible bad future where Saki regressed into a feral beast (as shown in the pic above the ending options) became the **CANON** ending all along. This obviously means that through the 10th year everything will go to hell if you can't find a way to save Saki's humanity from completely degrading into a rabid beast. Of course the obvious & cruel way would be to kill Saki before he loses it completely. Removing/Reworking the ruffian blood within him is also another solution, although that's far easier said than done with the technology this world provides (they still haven't found a way to undo Leda's transformation). Otherwise OOC perks/items that can help ward off mental degradation or give him unbreakable willpower will also work as well.

Differences Between Having "Ruffian" Blood, Anomalous Samples, & Mysterious Observer Blood:

In terms of starting raw power (from weakest to strongest)

Anomalous Samples < "Ruffian" Blood < Mysterious Observer

"Ruffian" Blood (& General "Half-Ruffian" Info)

- By jump fiat, those who bought "**Ruffian**" **Blood** will never degrade into a berserk state. For everyone else, you will need an inhuman amount of willpower or for someone to serve as your "anchor of humanity" by fusing together in order to resist going berserk as you transform into a "Full-Ruffian".
- Shapeshifting is limited to being human, "Half-Ruffian", & "Full-Ruffian" states, although the state of a person's mental stability & willingness to accept their own "humanity" can "lock" them to a specific form for quite some time. The more the person rejects their humanity, the more monstrous they look. Of course for those that bought "**Ruffian**" **Blood**, your mental stability has no effect on which of the 3 forms you can take.
- Can breathe in space while in "Full-Ruffian" form.
- If you choose to share your own blood with others like Brad, **they will not** receive any fiat-backed protection from going berserk.
- Transfusing your blood to animals will create mutated versions of themselves AKA: **Ruffians**.
- Your blood cannot heal others (unless you modify it), it is too impure.
- You **CAN** go toe to toe with "Outer Space" beings like Achi as Saki & Airan was able to, but considering how she's still alive in the aftermath, it might take a lot more power to actually keep her dead for good.
- **Best choice if you just want the Ruffian powers upfront for yourself with no real drawbacks.**

Anomalous Samples

- The weakest out of all in terms of **initial raw power & ability**, must train/improve if you want to stand up to/surpass the likes of Saki, Kachua & Brad.

- To clarify on training: People who receive this type of blood transfusion (in its initial state) would most likely not immediately start showing off unnatural qualities such as enhanced strength (Saki) or weak but useable psychic-like powers (Brad, Kachua), heck they probably won't even be aware unless put in a dangerous situation that makes it easy for them to bring those qualities out.
- Highly receptive to changes, allowing you to customize each sample to your liking & if you dedicate yourself to it, stamp out the drawbacks of having Ruffian blood within humans & other living organisms as well.
- This type of blood cannot be used to heal others in its initial state, too weak in quality
- Not every result will automatically grow to be perfect/acceptable like Brad & Kachua if used in its initial state. There might be cases where the victim is forcibly transformed into a bestial state and can't transform back like Leda **OR tragic cases like Radan that you must do your best to avoid.** (where both their human form and mind are lost leaving a rabid beast lashing out at everyone).
- **Best choice for those of the mad scientist type or need their own enhanced soldiers/partners/etc.**
- **Synchronizes well with the Say My Name & Raid Blue perks.**

Mysterious Observer

- Blood can heal even the most fatally wounded, but not the dead
- Raw power & abilities **the highest out of the 3**, everything Half-Ruffians and Feral Ruffians can do, you can do better to a larger magnitude, regular weaponry like the Dolphin Gun might as well be useless on you when you use your powers.
- Don't need sleep & can breathe in space just fine.
- No real "weak/vital points" like Humans & "Half-Ruffians" due to your nature, you won't die immediately if someone shoots through where your heart is supposed to be, but if you're trying to blend in this will raise suspicion to locals who catch you recovering from seemingly fatal hits easily in the act.
- Shapeshifting potential by far the highest, imitating & morphing into any creature you wish, can even transform into a mimic of a planet with enough effort.
- This is only for disguise purposes, **there's no power copying nonsense to be found here!**
- Mental state of yourself has no influence over what form you take.
- ~~Considering that these powers/mutations can be traced back to your kind,~~ transfusing your blood to other humans will result in "Half-Ruffian" hybrids like Brad & Saki that would immediately show unusual qualities like enhanced strength or a beginner's grip of psychic-like powers. **They will not** receive any fiat backed protection from going berserk. Can also create **Ruffians** by sharing your blood with animals.
- "Half-Ruffians" like Saki **CAN** go toe to toe against you if they can overcome their flaws; they might not be able kill you in one go, but they can surely deliver a crippling beatdown upon you if you don't take it seriously.
- **Best choice for those who just want the highest available power in this jump, although you do have to deal with hostile beings who rival in strength as you. A group of**

enhanced “Outer Space” hunting “humans” with the experience & weaponry to back it up or an obsessive invader that is willing to pull out all the stops in order to make you subservient to them alone. Choose your poison outsider.

(Special/In-Jump) The Sea of Blood in Ruined Tokyo

- You have to be a madman to try & harvest all this useful blood, but there's nothing stopping you from trying
- Blood appears to be really potent considering how after Saki & Kachua fell in the sea (both already tainted with ruffian blood), both emerged as building sized feral “Full-Ruffians”
- I don't know where this blood came from, the game & background info never gives proper context behind this, fanwank an explanation.
- If you take the **Dengeki Issue #2001** drawback, **Tokyo will never be flooded, making this option inaccessible.**

Perk/Item Notes

Stage 0-0: You can always toggle/reset the adaptive settings off or down a few notches if it becomes too intense/annoying to bear.

Network of Hope: If you desire, when going to other worlds, the contents of the bases can be replaced with a “large army” equivalent within that setting that will function just the same. If there is no equivalent in another world or you desire not to replace, they will default to the contents of what the AV has.

Uneasy Alliance: The type of organization you'll partner yourself with depends on what you want. However if you can't think of any, it will just default to a generic peacekeeping organization.

Item Restocks/Replacement & Imports

Reappears/Replaces right when you need it

Life Saver, Ultra 1997 & Dolphin 2000

Restocks/Replaces after 1 Week

Ruffian Rations, Seemer Train, Pacific Squadron (Either the Air Carrier or Sea Fleet respectively. You can choose which part of the combined fleet recovers first.)

Reappears/Replaces after 2 Weeks

Pacific Squadron (As a whole) & “Earth Eyelid” - Polestar

Restocks after 1 Month

Anomalous Samples

Items that can have another vehicle/weapon imported into them

Life Saver, Ultra 1997 & Dolphin 2000

Can be merged with another property or kept as a standalone Warehouse Property

Stage 0-0

Drawback Notes

Where do I even begin with taking **Dengeki Issue #2001** (A.K.A the Sin & Punishment Manga continuity drawback)? If you were expecting to read a good manga with good art....this is not for you. If anything it feels like someone's first attempt at making a manga, "*decent*" but very messy. It's just as much as a mindfuck like the actual game though. But you're clearly not here for my rambling, you're here to see the changes in the plot. For starters:

- Everything takes place in Tokyo, none of the MCs move around to places such as Hokkaido or the AV sea fleet in the Pacific Ocean like in the game.
- Brad & Leda stay **ALIVE** in the manga, unlike the games where they die during their fight with Achi & Airan in the Pacific Ocean.
- The divergence point from the game's canon starts right at the beginning during the fight with Radan & Kachua when Achi (instead of Saki) steps in to cripple the latter by throwing her off the building with her psychic powers.
- Brad suddenly appears & steps in to fight Radan then throws their body from the roof at the dying Kachua down below, killing both. He seems to have no love at all towards Kachua unlike the games...
- Kachua doesn't turn into a feral "Full-Ruffian" at all in the short time she's alive & there's no earthquake + blood flood that destroys Tokyo immediately after the fight.
- Leda can transform into a large beast that can fly as well as a cute(?) girl. She can also use illusions to disguise herself as someone else. She's a bit on the dumb side & she doesn't fight at all in this manga...
- Saki's transformation into a feral "Full-Ruffian" is triggered when he's beaten to near death by Brad & one of the brutish AV soldiers instead of drowning in a sea of blood. After a missile strike led by Brad fails to damage him in his feral state, he will let loose **a devastating energy shockwave large enough to destroy the surrounding area & kill anyone too close to his location** before going dormant.
- Speaking of Brad, the dude will not simply stay back & watch/wait from afar like in the game. Once he fights & kills Radan in Tokyo, he will immediately try to fight Achi & Saki (in both his human & feral "Full-Ruffian" form) as well. He also relies a lot more on his psychic powers than his sword. The arm braces with chains also serve as weapons (& possibly restraints to his powers?). Despite being a "Half-Ruffian" & later gaining tattoos over his arms from use of his powers, he never transforms into his "Full-Ruffian" form.
- Achi is still the same as canon, although she's far more active & ruthless in fighting others. She drops her "Holy Woman" act once Brad enters the scene & will use her shape shifting to use her hair as weapons. Then she becomes bald (yeah that's a thing)

as she transforms into her final form (which looks more like a RahXephon dolem controller & not a planet-sized mimic of Earth like in the game. Shame....) Still, **don't underestimate her powers or her illusions.**

- Airan & Saki do not fuse together in order to beat Achi like in the game. Instead Brad & Saki (in his "Half-Ruffian" form) team up to defeat her, with Brad restraining her & Saki dealing the final blow. She flees the Earth, but is not killed. After that, Brad & Kachua will part ways with Airan & Saki, complete with the former saying the generic "This isn't over yet!" **Story differences ends here.**

Taking **Turbo Mode** is the equivalent of the game's Turbo Mode option. Taking **Bullet Strafing Hell** is the equivalent of the game's hard mode with a little more Bullet Hell influence. Taking both drawbacks is the equivalent of this game's Hard + Turbo Mode with Frame Skip Mode occasionally added into the mix which is extremely difficult to survive but possible. Good Luck.

Taking **Turbo Mode + DEATH BONUS!?** Congratulations! The timer will move twice as fast as it did in the game. Stop standing there and start fighting!

Taking the Drawbacks **Galaxy Successor & Outer Anomaly** together might lead to situations where both factions will declare temporary truces in an attempt to deal with you, however they will never truly become allies obviously. They hate each other's guts just as much as yours & will prioritize their mission above anyone else.

The enemies featured in **Galaxy Successor's** drawback are based upon the Nebulox/G5 of the second game (although they're not nearly as powerful/supplied as the Nebulox, treat them at best a really dedicated Saki/Brad equivalent that's managed to achieve mastery over their powers & given a few specialized weapons as trump cards to your powers). The real danger that comes from this drawback is that fighting them is the equivalent of a Swiss Army knife; no two hunters will be the same in terms of how they deal with you, leaving you at an increasing disadvantage should more than one appear to fight you directly.

On the other hand, Achi under the **Outer Anomaly** drawback might as well be a literal Houdini towards those who underestimate her or are severely unprepared for how far she is willing to go in order to use you for her needs, especially when your death won't set her back in her plans (compared to Brad & Saki). Putting you through living out illusions of possible futures, raising a bunch of gullible humans with her blood to create soldiers to fight you... expect everything she did to Brad, Airan & Saki to be inflicted upon you in order to keep you under her thumb.

Long Island Dreams puts you in the very worst case scenario of the future leaving you on your own if you want to prevent humanity from becoming extinct. Not recommended for taking as a first/early jump.

The Plot/Setting Notes

This section is divided between background info that happens before the plot, characters & their involvement throughout the canon story, and the notable groups you should be aware of.

Transcript of the game's lines can be found [here](#). Looking for the manga version to read through instead? [Here's](#) the link to a PDF (a whopping 176 pages) & a [link](#) to download the manga as a .rar. (Archive.org is refusing to work with me for now. Please understand, although some help to properly archive this manga would be greatly appreciated.)

Before the main plot/Background Info

The world in itself is in a dystopian state where food shortages & overpopulation runs rampant. Sometime during this period, Achi comes to Earth, striking a partnership with the Armed Volunteers' newest commander Brad & giving him her blood as leverage. Brad later betrays Achi after digging a little too deep into Achi's true nature & the potential her blood carries. From the fallout of the backstabbing, Brad started to use his tainted blood to share with others like his attendants in an attempt to create the perfect soldiers for his plans. His attendants: Leda, Kachua & Radan, undergo blood transfusion with varying results. Radan loses both her mind & body, turning into a feral Ruffian that eventually escapes from AV & joins the Ruffian horde. Leda fares better although there are setbacks, retaining her human mind but stuck as a weak cat-like Ruffian with the power to make small missiles & bombs. Kachua fares the best, losing neither her human body nor mind & developing mysterious psychic-like powers that she managed to train herself to a terrifying degree.

Where Achi went after this is unknown, but it could be assumed that she kept a close eye on his actions for opportunities to meddle as he started to experiment with the then unnamed "Ruffians" that were being made into a new food source within Japan. Due to Brad's experimenting & later Achi's meddling, the animals mutated, went out of control, took over Hokkaido & are invading the rest of Japan. The invasion quickly deteriorates the state of the country as multiple riots begin to pop up, leading to the Armed Volunteers to take action & occupy the country. The chaos in Japan later increases to a fever pitch as the AV's cruel actions only causes more riots, leading Achi to take advantage of the situation by using the disgruntled citizens to create her own group to sabotage Brad even further. She freely shares her blood to heal the sick & injured in exchange for loyalty, eventually organizing the Savior Group to take back Japan, the masses unaware of her true plans in motion...

Notable Characters

登場キャラクターのラフ画を独占公開！

『罪と罰』イラストギャラリー

●濃厚な物語を彩る登場人物たち——。そんな登場人物のイラストと初公開となる線画を、キャラクターデザインを担当された鈴木氏のコメントをまじえて紹介する。

サキ・アマミヤ



MESSAGE From Staff

●制作の都合で半袖半ズボン確定、イメージ的にも適切かと。自分で作っとながら、どうにもデザインポイントが散漫で非常に描きにくい。でもイメージカラーの黄色は気に入ってる。

キャラクターの
制作工程
を公開!!

キャラクターデザイン 鈴木康士氏(トレジャー)

昭和49年12月10日生まれ。アーケード「レイディアントシルバーガン」の開発にデザイナーとして参加。
NINTENDO64「罪と罰 地球の継承者」ではキャラクターメイキング全般とCGグラフィック作成を担当。



①線画を描く

まずはキャラにどんなポーズや表情、何を持たせるのかなどを決め、おおまかに描く(ラフ画：上のイラスト)。次に細かい部分の修正やペン入れをし、線画(左のイラスト)を完成させる。

SIN and PUNISHMENT

イラストギャラリー

サキ・アマミヤ

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Pictured: Saki (14yrs old) with the Dolphin Gun

Saki Amamiya: The first protagonist of this game, he is the Savior Group's leader of Ruffian hunting & excels in using the Dolphin gun in close and long ranged combat & has an optimistic demeanor compared to other hunters in his group. Being in bad situations does not bother him, he will simply keep his cool & not panic. Sometime before the plot starts, he was seriously injured by a random Ruffian attack during a hunting mission. However after Achi shared her blood with him, not only did he recover fully, he began to demonstrate unusually high physical strength. When the plot starts, Saki is put in charge of fending off other enemies as he, Airan, and Achi make their way to escape Tokyo by transport before the Ruffian army can invade. After dealing with Radan, an earthquake knocks Saki off the roof & into the rapidly appearing sea of blood within the ruined Tokyo. Saki "drowns" only to emerge as a completely feral skyscraper sized Ruffian and kills Kachua after engaging her. Airan & Achi are unable to snap him out of his berserk state and are forced to teleport elsewhere before he can kill them both.

For the entirety of Act 2 he is stuck in this state until Achi & Airan are able to tear through AV's forces in the Pacific Ocean & prevent the Polestar missile sent by the Earth's Eyelid Railgun from killing him head on. After getting knocked out and having Airan forcefully shoved into his chest to regain his "humanity", Saki regains consciousness & teleports far away from Achi with Airan, arriving in Hokkaido. Finding shelter to hide from the Ruffians & some food, both protagonists try to discuss their options until Saki goes off to patrol the area from any wandering monsters from the nearby road. Unfortunately for him, this leaves Airan vulnerable to a pursuing Achi that knocks her out and kidnaps her to be used as bait for Saki to follow. Provided the canon plot is not altered, Saki fed up with Achi's manipulative ways, chases her down, punches her in the face, rescues & fuses with Airan to regain his "Full-Ruffian" form. Together they engage & defeat Achi in her Earth Mimicry form, forcing the latter to flee from Earth, never to return. With the threat Achi poses long gone, the epilogue features them walking through the coastline of the devastated Japan wondering what to do now. Later during the decade, both survivors will have a son, Isa Jo.

救済グループ



AIRAN-JO

アイラン・ジョ

サキとアイランの
愛の結晶

イサ・アマミヤ

MESSAGE From Staff

●俺の好みが強いデザイン。当初イメージカラーは白だったがブラッドたちとかぶるので変更、ついでにストライプに。キャミは俺のわがままです。しかし二年も経つとデザインって…。



サキとアイランの子供・イサ。ゲーム中では、2-3の数シーンにしか登場しないのだが、顔のアップや全身のイラストなど、他のキャラ同様、ちゃんと描き起こされている。



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Pictured: Arian Jo (15yrs old) & Isa Jo (5yrs old/Bottom right)

Airan Jo: The second protagonist of this game, she joined the Savior Group after she was rescued from violent rioters by Saki sometime before the story begins. Very rough personality & speaks in an overpowering manner towards strangers after said rioting incident destroyed her willingness to trust others. Despite this, she shows hints of budding trust towards Saki & is

willing to cooperate with him & Achi to defeat the Armed Volunteers by the time the plot starts. Excels in the knowledge of machinery & can use a Dolphin gun just as well as Saki.

Throughout the first act she helps out the group by rewiring machinery in order to access the terminal's elevator & later pilot the transport needed to escape the city. After Saki goes berserk post-Tokyo blood flood, Airan takes command during the 2nd act & manages to strike a decisive victory against Brad in the Pacific with Achi's assistance, destroying AV once and for all. She is unaware of Achi's true nature & becomes furious after being manipulated by her illusions of a bad future with her future child to knock out & later fuse with the unconscious Ruffian Saki in order to create the perfect "War God" for her plans. Thankfully Saki & Airan manage to teleport away from Achi to Hokkaido after Saki regains consciousness. Provided the canon plot is not altered, Airan gets kidnapped by a pursuing Achi as bait for Saki in the final act, gets rescued once again, & fuses once more with Saki to defeat Achi for good. The epilogue features them walking through the coastline of the devastated Japan wondering what to do now that Achi is gone. Later during the decade, Saki & Airan will have a son, Isa Jo.



Pictured: Achi (13yrs old/Right) & Isa Jo (5yrs old/Bottom Left)

Achi: Current leader of the Savior Group, her past is shrouded in mystery. She has various supernatural powers of unknown origin & by sharing her blood with others, even the most fatally injured can recover from their wounds. Occasionally those healed have also gained special powers similar to her. Because of this, she gives herself the title of "Holy Woman", although her egocentric nature, manipulative methods and militant prophecies prevent many from seeing her as a godlike being, let alone a saint. When the story begins, she's working with the remaining

survivors Saki & Achi to take down the Armed Volunteers after every other group was killed by them in a surprise attack. She mainly sticks to planning and using her powers to provide support only when regular methods fail to produce results or become impossible to do.

As the plot progresses, her true nature is eventually revealed by the end of the 2nd act: **She's NOT human; far from it.** Just an alien agent for the mysterious "Outer Space" faction fighting in an incomprehensibly large-scale war against the "Gods"/Creators ruling over Earth. Specifically by "simulating" the current events in order to "train" humanity to fight for her side. In order to do this, she prepares to raise Saki as a "War God" to control the ensuing chaos that will come from her deliberately causing an even bigger global war on Earth should she succeed. When both Saki & Airan revolt after having enough of her manipulative ways during the final act, Achi also has enough of their defiance and transforms into a mimic of the planet Earth, intending to destroy the old one and replace herself as the new Earth in which she can dominate humanity for her own ends against the "Gods"/Creators.

In the past, she once partnered up with Brad and shared her blood with him in an attempt to turn him into a weapon for her cause. Eventually, Brad was able to catch onto her true nature and betrayed her by sharing her blood with others to create his own weapons for his own cause. Yet this did not stop her. It was simply a small setback to her goals as she proceeded to take advantage of every little incident, mistake, & breakthrough he made for her gain leading up to the canon plot. The Armed Volunteers causing more unrest in Japan? Started a rebel group to lure in potential fighters for her cause. Brad sharing her blood with others? Copied the same idea he had and used it to propel herself as a "Holy Woman" while strengthening the rebel group she had built up so far. Everything that had to do with the Ruffians, certain humans having weird powers & the mysterious blood? **It all originated from her.** Provided that the plot is allowed to continue without any major alterations, Saki & Airan eventually defeat her planet form while fused together in Saki's "Full-Ruffain" form. Although she's defeated, she's not killed, just severely depowered for a while. Floating in space, musing about what to do now that her plans have gone awry, but leaving hints to one final gambit she has in mind. Saki & Airan's future child, Isa Jo...



Pictured: Radan (Big beast in center)

Radan: One of the 3 women Brad passed his blood to, compared to the other 2 girls involved with Brad, there is no information related to her before she turned into a large dog-like Ruffian (likely by the blood transfusion). What is known is that at some point before the plot begins is that she betrays Brad and sides with the Ruffians. (probably out of extreme jealousy for keeping Brad for herself if Kachua's remarks are to go by...) She attacks Tokyo where Kachua & the Armed Volunteers are stationed with a horde of Ruffians, however her constant engagements with both the SG & AV leads her to the roof of a building to engage in a final showdown with Saki. Despite her attempts to deny the SG survivors from escaping, Saki manages to completely knock her off the roof & and to her death after enough attempts, much to Kachua's dismay.



Pictured: Kachua (15yrs old/Upper right & center). Armed Volunteers troopers (Bottom)

Kachua: One of the 3 women Brad passed his blood to. Little is known about her past life, although she has a good knowledge of military and research experience during her time working together with Brad. She has extra sensory powers that if used through a certain method, can telekinetically lift things for a tactical advantage (up to the point where she can throw small pieces of buildings & even a small aircraft at her enemies). It is also somewhat straining to use.

Although the evaluation of her special abilities was the reason for her promotion as one of the commander's close attendants, she never stops fighting with other attendants for Brad's favor. Apparently it paid off since Brad himself declares her his heir by the time the story starts. During the beginning of Act 1, she will set herself up as bait for Radan, noting the rogue Ruffian's jealousy towards her as a reason to engage directly instead of staying afar. However, all attempts to capture Radan fails due to Saki engaging and killing the Ruffian before she could interfere. Angry towards Saki for ruining her "research materials", she fights Saki using her psychic powers, gets defeated, and falls over the roof into the sea of blood that destroys Tokyo. The blood mutates both Saki and Kachua into giant feral ruffians who engage in a fight to the death, eventually ending in Saki's victory.

Leda: One of the 3 women Brad passed his blood to; unfortunately for her, something must have gone wrong with the experiment since she is stuck as a skilled, but weak cat-sized ruffian. Her status is considered a rare case of bestial transformation as she still retains her human thinking & speech (although it's *really* squeaky). She has a strong rebellious spirit & is currently treated as the favorite beast out of all Brad's subordinates. Despite this setback, she is still loyal to Brad, urging him to stop focusing on the dead and focus on regrouping those that are alive after the Tokyo mission goes horribly wrong in the 1st act. She can fight by relying on close quarters scratching & setting up small bio missiles/bombs that explode on contact or after a certain amount of time. She doesn't stay alive for long though, as she is killed during Airan's fight against both her & Brad during the 2nd act.



Pictured: Brad (17yrs old) & Leda (5yrs old/Boxed, Lower Right)

Brad: The commander of the Armed Volunteers & wielder of mysterious powers, this man is currently responsible for the ongoing suppression in Japan as the AV forces try to combat the Ruffians. He used to belong to the lower stratum of the organization until the moral network promoted him to be their center. Genuinely believes in the ideology of the centralization of a new world security organization, often saying such things as "using military pressure will cause

world peace" to justify his views. Leda, Kachua & Radan are his attendants. Unknown to all, he was a disciple of Achi in the past, the blood he received from her giving him the psychic-like powers he has now. Due to the potential power Achi's blood carried (along with finding out about her ulterior motives), Brad decided to capitalize upon his own plans for himself by conducting several blood transfusions with other people (specifically his attendants) & animals in secret. The results of this also led to the creation of the Ruffians that Achi also soon took advantage of, **effectively causing the situation to spiral into the sorry state it is now.**

When the plot begins, Brad and Kachua set out to capture Radan in Tokyo. The plan fails due to SG's interference & both Kachua and Radan are killed in the following events, forcing Brad to pull back and redirect his attention & anger on the now Full-Ruffian Saki responsible for ruining their plans. Both Achi and Airan confront him in his flagship, engage in a sword fight and defeat him by slamming him out of the window. He still manages to survive using an aircraft to break his fall. Ordering the rest of his forces to kill the last of the Savior Group, both sides engage in an aerial dogfight to the death in the Pacific Ocean. Ultimately Brad's forces are wiped out, and as he stands on the damaged plane, Achi mocks him and urges him to transform into his Ruffian form. In the end, not wanting to give Achi satisfaction, Brad retains his human form and is killed in the explosion, ending the Armed Volunteers once and for all. It is implied (& later confirmed at the end of Act 2) by Achi that Brad engineered the war against the Ruffians in an attempt to make himself into humanity's savior (while at the same time trying to deny Achi from fulfilling her goals of using humanity as soldier fodder for her faction. Too bad that didn't work out for him.)

Notable Groups

The Armed Volunteers: A private international peace organization dispatched from the United States sent to Japan to deal with the extermination of Ruffians & protecting the helpless citizens of the country. Recently, due to their questionable methods in dealing with the rioting & unrest in Japan, several of Japan's citizens have banded together to form the Savior Group, now led by the mysterious Achi. They are armed with weapons supplied from a company known as G&R. Their leadership consists of juveniles with strange powers, the most notable being Brad who is the current commander of AV. By the time the jump starts, the Armed Volunteers will finish up in killing the remaining Savior Group rebels in a surprise attack (save for Achi, Saki, and Airan who head to steal a transport in Shinjuku Station) & take their positions to intercept Radan and their forces in Tokyo. However interference from the SG survivors engaging Radan causes the mission to end in failure, any men that are still alive in the city are wiped out by the following earthquake and blood tsunami. This causes the remaining forces to pull out into the Pacific Ocean and refocus their energy on killing Ruffian Saki as ordered by Brad. Despite their sizable fleet & power, they will then be decimated by the surprise attack of Achi and Airan by the end of the 2nd Act, ending their influence in Japan for good.

The Savior Group: A group formed from citizens that are tired of the constant oppression & danger given from the Ruffians & Armed Volunteers, many of these members were once wounded or ill civilians that were healed due to Achi's blood. As compensation for being healed, members must "fight" in her name against the Armed Volunteers. Normally this would be suspicious, but due to the severity of the situation & the fact that she opposes the AV as well, many don't seem to mind (or even notice that something's off about her). Most of their missions revolve around helping others that have nowhere else to go along with killing off any hostile Ruffians forces in the area. Their recent (and last) mission was finding a way to escape from the Tokyo metropolitan area. Unfortunately by the time you enter, the AV forces will have killed nearly everyone in a surprise attack, the only survivors being: Saki, Airan, & Achi. Later on Achi will betray the remaining members to achieve her own goals, only to be defeated and flee back into space leaving Saki and Airan as the only surviving members of the Savior Group. It is unknown if they decide to rebuild the group after this.

Ruffians: Originally artificially created beasts that were made for the sole purpose of being used as a food source, they broke out of their nesting ground in Hokkaido after an unexpected mutation caused them to turn into animalistic abominations. These monsters are hostile towards all other life forms, capable of swarming and razing entire towns if left unchecked. The biology of Ruffians can not only mimic the structure of existing natural life-forms from the land, sea & air, but also develop biological weapons such as: Radon's ability to fire beams of electricity from its mouth (or a cannon on its back in an arc), the Crawfish Seemer's ability to encase a person into a sphere by blowing a stream of ooze at them, the Lizard Seemer's whip arm, the Man Seemer's...Mech-like body & rapid fire energy shots, & the Raptor Seemer's ability to shoot sharp projectiles from its wings at its enemies. Still edible enough to eat though. Later in the story Achi reveals that Brad's blood transfusion experiments led to the creation of these beasts (although both Brad & Achi are guilty of making the situation worse by capitalizing on their destructive nature for their own goals after they turned against each other for their own plans.)



Pictured: Saki in "Half-Ruffian" (Top), "Full-Ruffian" (Middle), & Human form (Bottom)

Half-Ruffians: Humans who at one point received blood from an "Outer Space" inhabitant like Achi or someone tainted with their blood like Brad. The transfusion of foreign blood mutates the human's body into developing odd qualities such as enhanced strength, slow regeneration & more notably, psychic-like traits that can grow in effectiveness with enough training. Telekinesis, Telepathy, & Teleportation are some of the defining traits Half-Ruffians can develop, although

other powers Feral Ruffians show can also be replicated to a lesser extent given enough training. They also gain the ability to take on a monstrous "Full-Ruffian" form that not only boosts any powers they have so far, but can also grow strong enough to take on other "Outer Space" beings in a fight. However such great benefits from being a Half-Ruffian doesn't come without its drawbacks. "Outer Space" blood will constantly erode the willpower of the human (especially when transformed), driving them to throw away & forget their own humanity in exchange for pure fighting instinct. In times of extreme stress or urges to survive, they can forcefully enter a state where they will transform into a monstrous "Full-Ruffian". Said "Full-Ruffian" form requires significant willpower to not fall into a completely feral state, however letting a companion into your "heart" (A.K.A fuse together) to bear with the mental stress & serve as a link to your humanity can prevent this from happening as long as they are inside of you. People with a close bond to the Half-Ruffian will achieve the best success when it comes to serving as an "anchor of humanity" for a fully transformed Half-Ruffian. Their existence is relatively recent & unknown to humanity as well as the factions below, however their status as weapons of mass destruction created by the actions of an "Outer Space" agent will put them at risk for being hunted down or exploited by opportunistic groups from both sides if word gets out about their existence.

The Factions below have more of a "presence" in its sequel, but certain details shed light on why the latter half of the plot of the first game happened. By DEFAULT they (as in the Leaders of these factions) will never directly interact with you or this setting as there is little info within the entire series as a whole to what both sides' groups are completely capable of. You will be stuck dealing with their agents/enforcers instead should worst come to worst. If you desire to passively "interact" with them as part of your story/narrative (or the other way around), that's fine & dandy. If you actually want to **FIGHT/ENGAGE** them directly... start praying to Treasure to make Sin & Punishment 3 for more information, because you're not really getting any from what we have now...

The Creators/"Gods"/Inner Space: The faction that apparently "rules" over humanity, they oppose the actions of the Outer Space faction & are stuck in a stalemate with them that has lasted for over several thousand years. To defend themselves, they create several different planets (A.K.A Earths, yes there are more than one but that doesn't matter for this jump, everything takes place on this specific Earth) to grow humanity as a frontline defender. Outer Space agents that get caught entering Inner Space's dimension are hunted down and killed by their elite soldiers. They greatly value civilizations that have fighting potential, human civilizations that end up lacking potential or decide to live in peace are wiped out by the creators and the cultivation process is started anew. The Earth this jump takes place in is unaware of the "Gods"/Creators, other Earths & anything to do with this silly war. All other information about this faction & their leaders are left a mystery unfortunately.

Outer Space: The faction where Achi serves under, they oppose the Inner Space faction due to the Inner Space's dimension constant expansion posing a serious risk to the existence of their own dimension. In the ensuing stalemate that has lasted for over several thousand years, they send agents like Achi to destabilize the Inner Space's forces in an attempt to tip the scales in

their favor. To the Inner Space inhabitants, Outer Space beings **do not fit their definition of life, due to lacking a “fixed” form. As a result, they are able to imitate & morph into any creature they wish to, including entire planets. They also lack “weak points” such as a heart or a brain, making them very difficult to kill.** Just like Inner Space, other information about this faction & their leaders are left a mystery unfortunately.

THE ORIGINAL TITLE GLASS SOLDIER

Changelog

Jumpable Edition (v.1.0) - All items/perks are finally done, some perk/item notes need to be added/fleshed out more (Ex: Ally Riskers/Uneasy Alliance) Based on feedback, anything can change. Need to continue formatting goddamn... Blood Infractor has been updated with new info. Finished moving all items with item restocks & imports to notes.

04/14 Update: Formerly lost media due to unexplained canceled distribution, the S&P manga (loosely based on the game) has been found w/English translation. Due to some divergence from canon, the **Dengeki Issue #2001** drawback has been made for those interested in visiting that version of S&P. Notes describing the differences will be placed in Drawback notes. A link to download the manga (a proper archived one is currently not available, have a [PDF](#) hosted by me & [.rar](#) download link instead, sorry) will be provided in the Plot/Story notes. Also found an archived version of the JP only guidebook that provided even more info about events before the setting in Secret Files #1-8. Due to everything being in Japanese and:

>unironically using Google Translate for pictures

>It shits itself even harder than with text only

update priority for it is very low until the completed version is posted to /jc/. The main setting plot notes are fine & are **NOT** at risk for changes.

Rangeban Purgatory Edition (v0.8) - most perks & items are done, 2-3 left. Plot/Setting notes are finished. Drawback/Perks/Item Note section is not entirely finalized, may change/remove/add notes due to Perk/Item feedback. Formatting is eternal, might remove pics except for the ones in the notes...

02/21 Update: Found someone who actually saved the S&P 2's full prologue from the no longer available website of the game (thank god) that gives a bit more info on Outer Space & Half Ruffians; “Ruffian Blood” perk + Outer Space & Half-Ruffian related notes updated accordingly. Blood Infractor still needs to be updated with new information. Item restocks & imports currently moving to notes.

!

Green WIP Edition - First WIP released to /jc/, several items/perks/notes not done/finalized