



## JUMPCHAIN

Welcome to the Tamagotchi universe, jumper. This is a world where almost everything you see is a living being known as a Tamagotchi, from the creatures you meet to the bus you take to work and even the planet you live upon.



Or at least, this is the case if you start on Tamagotchi Planet, the homeland of the Tamagotchis. After that world got drunk and sang loudly enough to render itself uninhabitable, the Tamagotchis were forced to set up temporary residence on Earth whilst waiting for their planet to sober up. Some chose to stay behind even after the crisis ended and were quickly adopted by the local humans, beginning a new tradition of Tamagotchi raising in an otherwise normal Earth which persists to this day.



Whether you're a human raising his own Tamagotchi on Earth or a native Tamagotchi growing up on Tamagotchi Planet, you're bound to have a great time meeting new people and building friendships. Now, you should take these:

1000CP.

# Race

First of all, you should decide on what species you have taken on for your time here. You may also freely choose any age and change your gender.

**Human** - The default option. You are a human, just like the ones from our world. Tamagotchis are inclined to be friendly with you in this form, as they have a long positive relationship with this alien species who have taken many of them on as pets or companions.



**Tamagotchi** - Now this is more interesting. You are a Tamagotchi, albeit one with an abnormally long lifespan. You may choose the exact type of Tamagotchi from the list below.



**Regular 'Gotchi (-100CP)** - You are a raisable Tamagotchi from the handheld games, or any similarly sized character from the anime or films. If you choose to be any Tamagotchi stage other than Senior, you may decide whether you will eventually grow or remain locked in to your initial state.

**Big 'Gotchi (-200CP)** - You are now an abnormally large Tamagotchi of your choice, such as a sentient vehicle like the Mame Bus or a friendly building.

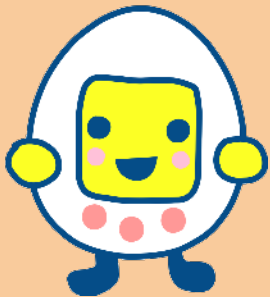


**Planetary 'Gotchi (-600CP)** - Up to the size of our Moon, you are a celestial body along the lines of Sunnytchi, Tamagotchi Planet or even the dreaded Blackholetchi. Getting around like this might be dangerous in future jumps, but minor issues like gravitational pull won't be something you have to think about here.

# Background

Now, where did you come from in this strange new world?

**Drop-In** - Mametchi had been testing his newly-built Transporter Machine when the intervention of both Memetchi and Kuchipatchi resulted in its aim going way off course. In a flash of light, their device brought you to Tamagotchi Planet. Whether you're human or Tamagotchi, the people here are accepting of you, and will happily teach you their ways and set you up with a place to live.



**Tamagotchi Trainer (Human Only)** - You are among the many people of Earth who befriended Tamagotchis during their brief time on your planet. Whether one decided to stay with you or left an egg behind, you're now in charge of raising your very own Tamagotchi. Just make sure to try and keep it alive.

**Native Tamagotchi (Tamagotchi Only)** -

Amongst the majority of Tamagotchis who still remain on or around Tamagotchi Planet, you live a happy life with many friends and family. Of course, your exact circumstances will vary greatly depending on your specific Tamagotchi and their current life stage - babies and toddlers are still being raised, children and teenagers will be at school, whilst adults and elders may live with a loved one or alone and will likely have some kind of job in the city.



# Perks

All purchases under your origin are 50% off, and the 100CP perk for your origin is free.

## Drop-In

**A New World (100CP)** - You are remarkably skilled at adapting to new situations, to the point that you wouldn't be more than momentarily phased at suddenly teleporting to an entirely new planet. This also ensures that you'll never experience culture shock upon arriving in a new jump with a significantly different tone to one you recently left - you'll fit in just fine wherever you go!

**Time for Class! (200CP)** - You find it unnaturally easy to get a place into most educational institutions, regardless of your grades, species, or any other minor issues which would usually bar you from entry. You'd be able to show up at the doorstep of most schools and get enrolled on the spot, and although this wouldn't work in the more prestigious academies, you'd still have a significant advantage in the applications process even over students who should by all rights be seen as better candidates than you.

**Good Morning! (400CP)** - Every citizen of Tamagotchi Town is happy to lend their neighbours a hand, but now this casual kindness will be extended to you even in future worlds. Everyone who sees you now has a strong compulsion to be friendly towards you, instinctively seeing you in a positive light if they have no good reason not to. When you walk down the street, expect to hear countless strangers wish you a "Good Morning!", and if you ever lose your wallet or need some change, you'll soon have a line of people queueing up to help out.

**You're a... Human? (600CP)** - What an underwhelming response. If you wish, you may activate this ability when you reveal unusual or shocking aspects of your true nature to others, causing them to casually accept your more bizarre traits without question. Even the



discovery that you're a species from a far-away world which most people believed to be fictional would be brushed away with an off-handed comment, and your friends would treat you exactly as they had before, paying no heed to this revelation or its implications on their existing worldview.

## Tamagotchi Trainer

**Health Meter (100CP)** - Just like the best Tamagotchi trainers around, you can tell at a glance how those under your care are doing. With one look, you can tell how hungry or thirsty they are, when they should go to sleep and how happy they are with you. This power not only helps with training Tamagotchis, but would even greatly simplify child raising.



**Minigames (200CP)** - Many important aspects of your daily life can now be handled with impromptu minigames undertaken by you or your companions. Feel hungry but have no food? Time to catch the fruit which just started falling from the nearest tree. Need to clean your house? Just swing your mop in time to the beat and the place will be spotless in no time. Even the minigames without tangible benefits will reward you with a small amount of the current setting's currency to compensate you for your time.



**Perfect Care (400CP)** - The way you care for your pets has a much greater impact on them than most people seem to think. With this perk, the less mistakes you make when raising a creature, the more powerful, intelligent and stylish they will grow up to be. If you managed to raise them perfectly, they might even surpass the upper limit for their species in this regard.

**Parent Stage (600CP)** - So it would seem you've mastered the art of Tamagotchi breeding. From now on, whenever you leave two pets or non-sapient creatures who aren't hostile to one another in an enclosure together unobserved and will it to happen, there is a small chance you'll return to find an egg between them, which will hatch into a perfectly healthy crossbreed (tending to take on the more positive traits of each parent). Where does the egg come from? Nobody knows, but it's your responsibility now!



## Native Tamagotchi



**Tamataik (100CP)** - Your verbal tics, cheesy catch phrases and constant repetition of your name? It's not annoying, it's cool! People are quick to accept your unusual mannerisms and speech patterns, finding them to be endearing aspects of your character as opposed to the frustration they would usually be feeling as you end every word you're saying in "-tchi" whilst jumping up and down.

**Memetchi's Charms (200CP)** - Well aren't you a cute one? People instinctively see you as incredibly charming, finding even your most alien features endearing. This can be toggled off for those times when being cute might not be your objective, but whenever it's on, people will often feel compelled to give you headpats and help you out. You're also able to make sparkles appear around your head, just to play it up a bit more.

**Kuchipatchi's Appetite (400CP)** - Did you just... eat that burger whole? You're now able to consume food at an impossibly fast pace, finishing full meals in seconds. Not only that, but you're completely immune to the downsides of overeating. You'll never gain unwanted weight or feel bloated. In fact, your stomach acts similarly to a pocket dimension, capable of storing a near-infinite amount of food as you wolf down hundreds of dishes in a single sitting.



**Mametchi's Masterpieces (600CP)** - Just like a certain other Tamagotchi, you have a knack for inventing strange new contraptions. With whatever junk you can find lying around, you can quickly construct elaborate Rube Goldberg machines to perform a number of functions, such as makeshift elevators or intruder alarms. With time and actual materials, you can build far greater creations, like friendly robots and impossibly small multi-tools. Even when your creations very rarely go wrong, they'll explode into harmless puffs of smoke rather than causing actual damage.

# Companions



## Canon Companion (100CP each, one free Drop-In)

For each purchase of this option, you may choose a single canon Tamagotchi character to guarantee several favorable meetings with them, and if they agree, they may join you after this jump as a companion. If you would prefer, you may use this option to generate OC companions to take with you, with a standard Tamagotchi form and personality of your choice.

**Babytchi (100CP each, one free Tamagotchi Trainer)** - You have either come into possession of an egg or recently adopted a baby Tamagotchi. Regardless, it has become your responsibility to care for this new friend. Whilst most Tamagotchis' final forms vary wildly based on how they are raised, you may choose a specific Tamagotchi for this egg to grow into, which it will be guaranteed to eventually become as long as you provide an adequate level of care for your new companion.



## Tama Pet (100CP each, one free Native Tamagotchi)

You have recently taken a Tama Pet under your care. These are tiny Tamagotchis which cannot speak, and are treated by other Tamagotchis similarly to how humans treat dogs and cats. They will not grow like regular 'Gotchis, but will remain fiercely loyal to you as long as you treat them well, which will involve plenty of snacks and long walks at the local pet park.



**Imports (50CP each, 200CP for 8)** - With this option, you may import your companions as characters in this world. They may choose an origin and have 600CP to spend on their race, perks and items.



# Items

As before, all purchases under your origin are 50% off, and the 100CP item for your origin is free.

## Drop-In

**Virtual Pet Collection (100CP)** - Your warehouse now contains several copies of every single piece of Tamagotchi media ever created, and the devices necessary to interact with them. This includes all the handheld digital pet games, every episode of the anime and anything else you can think of which has been produced as part of the franchise.



**Melody Violin (200CP)** - This sparkling instrument has been passed down through the ages in the town of Melody Land. Any songs played on this violin sound supernaturally good, and greatly enhance the skill of whoever is playing it. In particularly exciting performances, it will even glow and change colour to a glimmering white.

**Apollotchi Ticket (400CP)** - Apollotchi is a sentient spaceship who eagerly provides lifts between Earth and Tamagotchi Planet to the citizens of both planets. By holding this ticket to the sky, you may summon Apollotchi to land beside you and take you across space to wherever you may like. If the going gets rough and Apollotchi is damaged beyond repair during the journey, he will be back in mint condition the following week.



# Tamagotchi Trainer

**Super Unchikun (100CP)** - A statue of a golden pile of crap with magical properties. When someone defecates near its presence, this statue will activate, and the waste product will vanish from existence in the blink of an eye. Perfect for the trainer too lazy to potty train their pet without assistance from forces beyond their comprehension.



**Tamagotchi: The Official Care Guide (200CP)** - An enormous book which tailors itself to your needs. Upon opening this and thinking of a creature, the book will open to pages filled with useful and relevant information for taming and raising your creature of choice. This information is always accurate, although it may not include every pertinent detail, so caution should still be exercised.

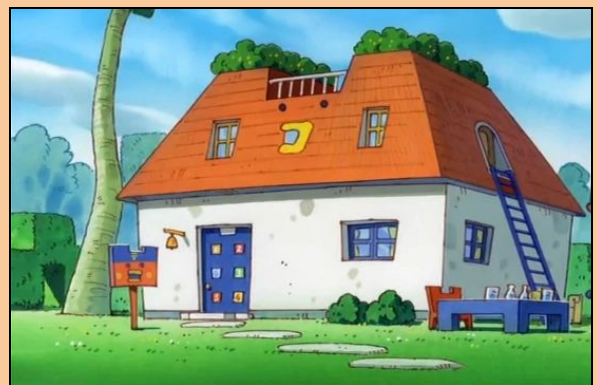
**Home (400CP)** - You've come into possession of a large manor, ideal for raising Tamagotchis in. It comes with a huge living room filled with toys, more than enough bedrooms to raise a whole family of 'Gotchis, bathrooms, a kitchen and even a giant garden so you can get your pets some fresh air. This house follows along with you between jumps, and your inactive companions can stay here as long as they remain within the sizeable grounds of the estate.

# Native Tamagotchi

**Infinite Snacks (100CP)** - In your warehouse, you have an infinite supply of one of the following snacks (you may purchase this multiple times, but only receive one free for the discount): biscuits, chocolate bars, hot dogs, bananas, cupcakes, doughnuts, drumsticks, pizza, sausages, bread, lollipops, milk, cheese, ice cream, oranges, cherries, apples, grapes, pears and pineapples.

**Sentient Furniture (200CP)** - A collection of furniture with faces, such as beds, sofas, chairs and other mundane items you'd find around an average Tamagotchi house. These objects are sentient and capable of holding a conversation, although they're fine with staying silent if you prefer. They are highly useful due to their productivity, as your clock can wake you up when needed whilst your wardrobe organises itself and other pieces of furniture shake off any accumulated dust.

**Familitchi House (400CP)** - Just like the furniture mentioned above, this building you now own is also sentient. It's very friendly and completely loyal to you, and will say goodbye when you leave in the mornings and open its door for you when you return home in the evenings. More importantly, it is capable of moving of its own accord, spontaneously growing legs and travelling at a brisk pace as you command. Enjoy your new portable house, jumper.



# Drawbacks (600CP limit)

**Product Placement (+100CP)** - Since when was there a McDonald's next door to your house? And why are you suddenly working there? Every so often, you'll get involuntarily dragged into situations where you'll be made to promote a brand in an arduous extended advertisement, which despite never being dangerous, will undoubtedly leave you feeling like a sell-out. Now: make sure you put on a big smile while you serve the customers.



**Speech Impediment (+100CP)** - Just like so many other characters in the Tamagotchi universe, you have a strange verbal tic. Unlike other characters, people won't find this cute and endearing, but will instead get frustrated by your words and often misunderstand what you're saying as a result. Only your companions are sure to still be able to understand you like this, so it might be a good idea to hire one of them as an interpreter.

**Good Parenting (+100CP)** - So that Tamagotchi or Tama Pet you chose to raise? Its life is now intrinsically linked with your own. If it dies, you fail the chain. Drop-Ins will instead receive a handheld Tamagotchi digital pet with a lengthened lifespan for this to apply to, which cannot be hacked or automated.

**Perfect Parenting (+200CP)** - For an extra 200CP, the conditions have changed. Now, you'll be required to not only keep your pet alive, but achieve a perfect care score in how you raise it. Any mistakes - such as ignoring their needs for too long or failing to put them to sleep at the right time - will lead to failing the chain.

**Today's Crisis (+200CP)** - Every few weeks a new planetary crisis will rear its head, and only you will feel it necessary to stop the impending calamity before it has serious consequences. Most of the time this will revolve around problems with the celestial bodies - maybe Sunnytchi can't get to sleep and it's now always bright, or Earth might be crying and causing worldwide floods. Luckily even planets in this world can be interacted with, so the solution to an incoming tsunami might end up just being to help talk the Earth through its issues and help boost the planet's self-esteem.

**Predators (+200CP)** - Only present in a couple of the Tamagotchi games and usually not seen as canon, the threat of predators is now a real issue for both you and any creatures under your care. Regardless of where in the world you are, enemies like polar bears and giants will occasionally appear from an unobserved place to attack you and your pets. They'll usually retreat once they've caused a major injury, but rarely, one will go for the kill. Stay cautious.

**Retro Torture (+600CP)** - No longer are you in the pleasant world of the wider Tamagotchi franchise. Now, you have been trapped in the first edition of the Virtual Pet games themselves. Without powers, items or warehouse access to pass the time, you'll spend a decade confined to a featureless, pixelated room. Occasionally, a face will peer into your prison, and a few moments later, food and water will be dropped into the room - just enough to sustain you. You won't die here, but is this a life worth living?

We hope you had a good decade in this world, jumper! Whether you're staying here, heading home or moving on, the citizens of the Tamagotchi world wish you the best of luck in your future endeavours!



# Notes

- **Planetary 'Gotchis** are big, but they aren't anywhere near as large as some of the celestial bodies in our universe. Your maximum size is therefore set around our moon, and you work off Tamagotchi-world logic rather than our world's internal rules. This means that a star would do little more than give light sunburn to someone walking on its surface whilst a planet could move and stop of its own volition with no concern for momentum or orbits.
- For those confused by the origins (especially the Drop-In description), **Drop-In** is based on the protagonist's situation in the Tamagotchi Movie, **Tamagotchi Trainer** is based on the gameplay of the original handheld games and **Native Tamagotchi** is based off the lives of the Tamagotchis as depicted in the movie, anime and several of the franchise's games.
- For **Parent Stage**, the creatures don't actually breed when you're not looking. The egg literally just appears there. Don't think too hard about it.