

# Jumpchain Creative Mode

by Cliffc999

Version 1.0

Like Minecraft and No Man's Sky, JumpChain also has a Creative Mode! This is a mode offered by Jump-Chan when she's in a mood to see a jumper just rampage around the multiverse and wreck the place up without having to pay attention to annoying things like 'caution' or 'strategy'. Hey, like the aforementioned videogames, sometimes JC just wants to screw around freely and see what bizarre things can happen.

The rules of JumpChain Creative Mode are:

- Jumpers have an infinite allotment of CP. Go nuts!
- Yes, this includes Supplements. Max out your Body Mod and Warehouse if you want! It's Creative Mode!
- Yes, this includes Companions. Buy your friends anything they want!
- Yes, this includes 'alternate currencies' such as MP for building your ACU in Supreme Commander, SP for building your IS in Infinite Stratos, Servant Points for creating your Servant in Fate jumps, etc. Build them up as much as you want!
- Reminder: The only thing standing between you and being so OP that you're boring yourself to death is your own self-restraint. Especially now that I've uncapped Companions and other things too.
- Jumpers do *not* get access to the unlimited CP of Creative Mode in any jump that specifies a 0 CP starting budget or is designated by its jump-author as a Gauntlet.
- The maximum amount of CP that may be spent on the same thing is 1000 CP + the jump's Drawback Limit. If the jump has no Drawback limit, then set the cap at 2000 CP. To clarify, this is a cap on the amount of CP you may spend *on one thing*, not the amount of CP you can spend *total*.
  - *Clarification*: This rule is expressly intended to prevent you from infinitely stacking purchases of the same perk/power/item/etc. over and over to get an infinite effect, such as buying infinite character levels in Forgotten Realms. You can't do it. You can theoretically max out what an ordinary jumper could have gotten if he blew his entire CP budget on this one thing, and then go and buy other things, but you can't *infinite* cheese.
- Also, things specifically marked as the jump author as "No" or "Forget about it", such as the 9001 CP option to become Aslan in Narnia, are ineligible for purchase under any circumstances. It's Creative Mode, not Jesus Mode.
- Jumpers may still take Drawbacks if they want the challenge or just think they'd be funny. Once taken, no backsies; the Drawback applies for the normal duration and you can't 'buy it off' barring the jump-failure exception below.
- Jumpers may, at the conclusion of a jump, freely exercise the Return option of the Warehouse to go revisit a prior jump up to a maximum period of ten years per Return. Once the Return option has been used a normal jump must be completed before it can be used again. Keep Jumping!

- Jumpers do not have to return to a prior jump to buy something with CP from that jump if they didn't get it the first time. You may open up the CP purchase menu at any time. You're in Creative Mode!
  - *Clarification:* This does **not** apply to Gauntlets or jumps with a starting budget of 0 CP. The "Gauntlets remains Gauntlets" rule from above also applies retroactively. This limitation no longer exists post-Spark.
- **Death or jump-failure is no longer a chain-ender.** Any and all situations that read 'you fail your chain' are hereby changed to 'your current jump immediately restarts and Jump-Chan mercilessly razzes you'. This includes dying, scenario failure, or anything else short of making a direct run at Jump-Chan. If you manage to keep endlessly dying you're just stuck in that jump until you finally finish it. Hope you bought a boredom immunity!
  - Restarting your jump is effectively the equivalent of going back to a save point and resetting to an earlier game state -- you keep nothing but the memories of the previous attempt(s).
  - You *may* 'sell back' Drawbacks when restarting a failed jump; if the entire reason you're stuck in a failure loop is because you tried 'Dante Must Die' mode when you weren't ready for it, Jump-Chan obviously would rather the JumpChain not get stuck here.
  - You have an "I Give Up" option; if you are stuck in a jump you simply can't figure out a way to complete despite no Drawbacks and all your Creative power (*how* you can do that I don't know, but Jump-Chan sets up Jumpers for the surprise value of their adventures in the first place) and you're sick of all the repeated dying you can admit your shameful defeat to Jump-Chan and she will void your CP purchases from that jump, rewind your game state to the end of your prior jump (although having you keep all the painful and shameful memories), lock the failed jump out of the selection menu, and let you try something else.
  - *Deliberately* getting yourself killed with the intent of triggering a jump-reset and trying to game time-looper shenanigans is considered by Jump-Chan to be the equivalent of declaring "I Give Up" and she will reset your game state and lock you out of that jump accordingly.
  - This does not include Endjump scenarios. You only get one try at each Endjump scenario; if you fail one you go straight to "I Give Up" and have to try something else.
- 1-ups, Horcruxes, Tower of Naraka, etc., all work to prevent jump-failure as normal.
- As a counterbalance for all the benefits of Creative Mode you are committed to continuing the JumpChain (you can delay your progress, you can temporarily backtrack, but you can never permanently settle down somewhere) until you successfully complete an Endjump Scenario. No permanently settling down, no going home, its Spark up or else. Of course, with all that CP, you really don't have much excuse for failing one now do you?
- If you do somehow manage to fail every single possible Endjump scenario Jump-Chan will sigh, give you a wimpy NewSpark to get around with, lock your CP purchase menu, and end your JumpChain. Succeeding gets you an OldSpark and freedom to keep using the CP menu as you bounce around the omniverse.

Enjoy!