



Welcome to a world superficially similar to our own but-

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Ahh. That's better.

Hello, Jumper. I am Calypso. And I've come to you today, curious at your potential incursion into our world (or is it worlds?). What is it that drove you to our blood-soaked shores? Pride? Ambition? A lust for violence? Or perhaps you're after your heart's desire.

I'm quite fond of that sort.

I am the host of a vehicular combat tournament. Drivers, with their custom death machines, compete in our 'host' city (sometimes cities). With guns, bombs, missiles, and more esoteric means, they seek to slaughter one another. Collateral damage is no barrier to success... indeed, often the finest competitors find a bit of additional carnage can make victory easier.

Why do it? For the prize, of course. Anyone who can battle through the other competitors, including any special champions I put in their path, will receive an audience with me... and a wish. Whatever they most want, without regards to cost or even the feeble bonds of conventional reality. **Exactly** the way they ask for it, of course.

You're a bit of an enigma. A traveler out of time, out of space. I won't pretend we haven't had... unorthodox entrants before, but you would most certainly take the cake.

So what say you, Jumper? Care to get behind the wheel and try your luck? Come join my tournament as a driver, stay a single year in our world- four months to prepare, four to compete,

and four to enjoy the fruits of your labor if you are the last contestant standing. If it helps ease your conscience, I assure you that the sort of persons invited to my tournaments are of the darker inclinations. Few heroes would be willing to massacre their fellow man just to have their wishes met, and those that would are often only 'heroes' in their own minds. So really, you'd be doing the world a favor by putting an end to them.

Interested? I thought you might be. I welcome you, then... **to Twisted Metal.**

Age & Gender:

Oh, no worries. I don't discriminate. If you can drive a car (legally or not), you're more than welcome. In our world, everyone bleeds equally. Select whatever you desire for age and gender.

Location:

So many lovely options. Paris... Hong Kong... even Antarctica! Somewhere will have the honor of experiencing the glory of Twisted Metal on its streets. Why not let you have a hand in choosing the condemned? Roll 1d8 or pay 50 CP to take your pick. Just make sure it isn't somewhere you'd like to vacation afterwards.

- 1. Los Angeles.** Ahh, a sentimental classic. The highways, the suburbs, the rooftops and arenas. I held Twisted Metal here for years... until the 2005 instance left it a smoldering ruin. For your sake, I will wind back the clock, and you can enjoy it in all its glory.
- 2. Moscow.** A lovely city, comrade. And one used to parades of war machines. Though perhaps not in the way you and the others will be doing it. Look carefully and you might find some radiant way of eradicating your opponents in this city. Just try to stay out of the blast radius.
- 3. Paris.** The City of Light will never see you coming. Everything from the Eiffel Tower to the Louvre is open to your carnage, whether they want to be or not. An especially creative soul might even find ways to weaponize the city's monuments and museums.
- 4. New York.** Looking for a bite of the Big Apple, are we? Even more-so than Los Angeles, you'll find a significant degree of verticality in your varied combat regions here. And don't worry about the traffic. I'll make sure you have plenty of room to maneuver on these New York streets.
- 5. Hong Kong.** This city on an island has a very colorful history; why not add to it with a few rounds of extreme vehicular violence? Smash your way through your foes in delightful isolation, amidst the very expensive and very fragile buildings on all sides.
- 6. Diesel City.** A personal favorite of mine, though I understand why others disagree. The skies are always gray, the junkyards overflowing, the high rises looming and grim. Some say it reminds them of Los Angeles, but I don't recall quite so many colorful gangs of murderers roaming the City of Angels.
- 7. Midtown.** Oh my. Such a dark and dire place as this, one would think, could only exist in a madman's nightmares. But I assure you, the pain and suffering here is all too real. Be mindful of the especially warped drivers hailing from the nearby Asylum, and keep an eye on the skies. You never know who might drop in.
- 8. The World.** Ah. Of course... *the world* shall be my battleground! There will be no safe zones; every round will take place in a new location, not even limited to the ones I listed here. Which will also mean you will have little time to prepare. Hm? An option to pick whatever you wish? If you wanted *that*, you should have paid for the right. Now, I get to decide. Over, and over, and over again, until a winner is crowned.

Origins:

Now that we've established where, let's talk about who. Who are you, Jumper... or should I call you Driver now? I find most of my Drivers fall into one of four categories...

The Good. The righteous, or self-righteous, champions of the light. Those who seek something more than just their own gratification and are prepared to risk their lives and terminate many others to achieve noble ends. Peace on earth? Making a terrible wrong right? Or are you one of those type who wishes to put an end to Twisted Metal? 'Good' men before you have tried, Driver. You might notice, I'm still here.

The Bad. Be honest; getting to kill and maim and destroy, and at the end be rewarded for it... that's right up your alley, isn't it? You're not in this for some high minded absurdity, you're in this for your own pleasures. Power, wealth, fame, beauty, revenge... I can give it to you, if you win. Run over a few pedestrians for me, would you kindly?

The Mad. We all go a little mad sometimes, but for you, it's more like a permanent residency. You're not truly good or evil, because your worldview is so hideously cracked, such terms are no longer applicable. Your desires might not require the full extent of my power, or they might be so magnificently deranged that only I can see them realized. I hope to see you in the winner's circle... I can't wait to hear what you'll wish for.

The Mystery. Hm? Well now. Even given what you really are, this is a riddle. The hidden face, the obscured image, the dire truth. Some might mistake you for The Mad if they heard your reasons for being here... or they might join those ranks if they saw your true nature. Some of my finest champions have best fit this definition, and a few might not even wish to kill me. Confound and delight, Driver, and I'll see if I can't piece together your motives by the time we meet again.

Perks:

I'd be a poor host if I didn't provide you a few advantages. Take what you wish if you can afford it; for the Perks associated with your Origin, you may take the 100 CP Perk for free, and all others at a 50% discount.

General:

I Am The Driver (Free/100): Of course you are. You wouldn't be much worth in Twisted Metal otherwise. For so long as you are here, you can drive anything. Two wheels, four wheels, in the air, over the waves, bipedal and wheel-bound clown mecha, whatever delights you. So long as it has controls you can take, you can drive it and drive it well. Might want to practice if you want to grow even better with your chosen death machine(s), though. For **100 CP**, you can keep this skill even after you leave here, and as an added bonus I'll make it count as part of your Body Mod. I'd hate for you to ever be denied to joy of vehicular manslaughter.

Advanced Attacks (100/200/400): Most attacks are born of the weaponry equipped to your chosen Vehicle, but it isn't uncommon for drivers in my contests to use... other methods. These Advanced Attacks will draw not on your vehicle, but on your own personal energy reserves, which will all else made equal gradually recover so you can make ample use of them in combat. For **100 CP**, you can pick one of the below options. For **200 CP**, pick three. For **400 CP**, you can have all of them. So long as you are at the controls of any vehicle and have the energy, you can use them. Feel free to get creative.

-Freeze Missile: Also known as the EMP, this blue shimmering attack will briefly disable enemy machinery, locking them up and making them an easy target. Not much use unless you have another weapon ready to make the most of the opportunity, but you can also take advantage of some poor soul's momentum or position in the right circumstance with this. We do tend to fight in places with dangerous environmental conditions around...

-Rear Fire: Isn't it a pity that so many weapons are fixed forward? And even if they're not, having to swing them to the rear when you suddenly have a tail can be exceedingly troubling. No matter; if your Vehicle is equipped with any weaponry and you utilize this power, you'll manifest the attack behind you as if fired normally but in that direction. This does include the munitions cost, so you can't just cart around an empty missile launcher and hope for the best, but otherwise it will make for a delightful surprise to those clever fools in your rear view mirror.

-Drop Mines: Maybe Rear Fire is a little too cerebral, and you'd like more of a Fire-And-Forget method of dealing with tailing enemies. If so, pick this; you'll manifest small metallic explosives behind your Vehicle that- should they detect any pressure from being stepped on or driven over -will cause a delightful explosion. They don't stick around too terribly long, but time this right with some skillful driving and you can turn a pursuit around in a hurry.

-Napalm: Tricky, but quite glorious to utilize. A fiery projectile will be launched in a high arc from your Vehicle, with limited homing enabling it to try and land on your rivals. Even if it fails and hits the ground, the resulting fire will be deliciously damaging to anyone stupid enough to drive through it. Just try not to burn yourself with it.

-Jump: I confess, I was feeling inspired by a childhood favorite when I introduced this to my tournaments originally as an optional weapon. It seems some of my drivers have since worked out how to utilize it without my aid. By using this power, you'll launch your Vehicle high in the air with the momentum you had as you were driving. If you land on a surface the same height or higher than when you started the Jump, your Vehicle will suffer no damage from the act. If you land somewhere lower, within reason (a handful of stories, let's say), this will deaden the impact. If you fling yourself off a high-rise rooftop or into molten metal doing this... I'll probably laugh. A lot.

-Energy Shield: All this weaponry flying about got you feeling nervous? Take this, then. You'll be able to briefly manifest a shield, protecting your Vehicle and yourself from harm. I do mean briefly, mind, and a powerful enough attack will only be deadened, not stopped, by this. Still, any edge that keeps you in the game, right?

-Invisibility Cloak: Is it cowardice or tactical cunning that appeals to you? Then take this. Your energy will visually obscure your Vehicle for a short time, masking its comings and goings. Anything leaving your Vehicle entirely, however, like gunfire or other projectiles, will not be concealed. Pick your spot carefully, or else all this will be good for is fleeing from your betters.

Wails & War Cries (100): Not of much use in combat, but I can't deny there is pleasure in a good song. You'll be able to carry with you and hear (or cause to be heard from nearby sound systems and speakers) any song featured in one of my tournaments, as well as the discography of one Mr. Rob Zombie. Should you win the tournament, he'll even produce a song in honor of you, which will also apply to this Perk. Such a charming chap.

The Good:

Surety Of Purpose (100): No kind of Driver in my tournament is more susceptible to pangs of doubt or inconvenient self-reflection than The Good. And while I do enjoy watching people suffer from their own actions, it can be rather brief and fatal when done in the middle of vehicular combat. You need not fear that anymore; you will never doubt your purpose or waver in your convictions so long as this is in effect. Toggleable, though I'd advise waiting until after the tournament to do so... otherwise, you may get all those unfortunate emotions rushing in all at once while in another's crosshairs.

Just Cause (200): When they deserve it, you make them truly pay. If you are up against a threat you recognize as morally unjust compared to you, or one who must be made to pay for their crimes at large, your talent for destruction against them is massively amplified. Your attacks will deal more damage and punch through defenses more easily, not merely against them but against whatever can be considered 'theirs', including minions, vehicles, and structures. Declare your crusade against the darkness, and watch as you utterly eviscerate everything between you and them.

Clean Hands (400): Wh- how- tha- how did you just unleash every weapon you possessed and somehow not so much as a single errant ricochet struck the old lady crossing the street between you and your now exceedingly obliterated target?! I detest this gift, but I can't deny it has merit. When you wish to, you can effectively make those not your primary target completely bypassed by both your attacks and any after-effects they produce. In the case of organic (or at least

sapient) bystanders, your attacks will unerringly avoid them without any cost to actual aim. In the case of inorganic structures, such as houses, your attacks will impact against them like so much confetti even if they were outright high power missiles. You are now free and clear of collateral damage. I hate that.

The Bad:

Shut Up And Bleed (100): You are an innovator of violence. Where more saintly souls see a national monument, you see a potential weapon to be dropped on your enemies... and how to accomplish it. Environmental kills of all shapes and sizes are as clear as day to you, and easily utilized on the fly as if you'd been practicing to for weeks even if you're fighting somewhere you've ever been before. A few explosions here, a few rounds fired there, and one less challenger to contend with.

The One That Got Away (200): Pick a target, any single entity you wish that could be considered 'alive' and in the same reality as you. You now gain a deep abiding sense of where they are at all times, and should you get them within range of your weaponry of choice, you'll deal far greater damage to them with it. Bear in mind, you can only have one target at a time, and until you kill that target or leave the Jump, you can't undo this. So best make sure you don't let them escape your reach, unless you want that itch telling you the job's not done to drive you insane.

Carnival Of Carnage (400): They say practice makes perfect. You're proof positive. The more you kill or destroy, the better you are at it in future, without limits. Destroy a car? You'll find it easier to do so next time. Destroy a hundred cars? You'll be able to pull it off with ease, even with vastly substandard means. The more specifically identical the circumstances, the better you'll be at future violence. Will you narrow your targets and methods to make yourself a god of their destruction, or vary your techniques and victims to uplift all your slaying skills? I leave that choice in your capable hands.

The Mad:

Clarity Where It Counts (100): It won't do to have you get distracted by delusions in the middle of my contest. Whatever your issues, they take a back seat when there is business to attend to. You don't have to worry about any inherent flaws of the mind interfering when it is a matter of life and death. This won't cure what ails you, but it will keep you deadly when it counts.

Mostly Harmless (200): Who would have thought a cackling loon in an ice cream truck hunting for a paper sack, or an innocent girl in a porcelain mask, could eventually unleash so much destruction? When it is painfully clear (or at least appears that way) that you are in some way flawed, your enemies will initially gravitate towards 'real' threats if any others exist before handling you. This veil of obfuscation will only last until you directly threaten them, however, so make the most of your window of opportunity while you can.

I Know The Truth! (400): You can see the words on the page, the flicker of pixels in the screen... fleetingly, haltingly, out the corner of your vision. You know this world isn't entirely real, so why let petty things like injuries to yourself and your property have as much meaning? You possess an effect that causes a portion of every attack done to you and yours to simply... not exist. This

works best against large numbers of similar attacks, like the barrage of machine guns, but will still negate a portion of singular stronger attacks as well. Just be careful who you share these revelations with.

The Mystery:

Unorthodox (100): They think you'll go right, you go left. They think you'll shoot flames, you call down lightning. You've gained a less predictable nature in combat, making it harder for your foes to plan and react properly. Bear in mind, this only automatically applies when you start fighting; if you don't keep it varied and fresh, your foes and those watching you battle will adjust.

Unnatural (200): What you can do with a vehicle baffles the mind. Has some aspect of your abnormal nature infused itself into your rides? Or did you design it with diabolical intentions? Any vehicle or craft you personally drive or pilot gains almost supernatural speed and handling above and beyond its capabilities. An ice cream truck can keep pace with a sports car, construction equipment can race motorcycles, and on a tank... well, that could create quite the delight if you rammed someone, to be sure.

More Human Than Human (400): Killing you once doesn't seem to suffice. If you should be slain or the Vehicle you're in destroyed, you can invoke this to appear, without harm, somewhere in the nearby vicinity. Say, no farther away than four city blocks from the sight of your grisly demise. You'll have left behind the smoldering or gory mess that should have been your fate, though this and any trace of it will vanish a few minutes later. Enjoy your second chance; you'll only get one use of this per Jump or ten years, whichever passes first. And of course, since I'm the one offering it, you can consider this an 'extra life' for my tournament, respawning with your Vehicle unharmed and fully reloaded.

Items:

While most of my focus (and yours, if you're smart) will be on your Vehicle, I won't deny there is some fun to be had in other treasures. I'll open my Trophy Case to you and let you have a pick from some of the finer pieces. The rules are the same as for Perks; for the Items associated with your Origin, you may take the 100 CP Item for free, and all others at a 50% discount. You have a **200 CP** stipend for use in this section only.

General:

Franchise Player (100): Well, it's a bit early to be handing out this sort of thing, but if you want it, here's our home games. You'll receive copies of every Twisted Metal video game, complete with the appropriate consoles (PSX, PS2, PS3, PS4, & PSP) and all required hardware and peripherals to play them. I'll even throw in a copy of Playstation All-Stars Battle Royale, since our dear Sweet Tooth put in an appearance in it, and a perpetual eternal multiversally-compliant PlayStation Plus account. And this lovely comfy-fit Twisted Metal t-shirt, in your size no matter what that might be in future. Enjoy.

The Good:

FBI ID (100): There's always one each year; a cop, an agent, an assassin... someone sent to arrest or kill me to end my wonderful tournament. Consider this a donation from one of them. You can use it to insert yourself as a 'proper' member of law enforcement of your choosing, or as a hired gun approved by them like a bounty hunter. Once you identify yourself using it, it will match that identity and provide valid records of yourself as that in whatever world you are currently in, resetting to neutral once you leave for a new Jump. Congratulations; in the eyes of the world, you're now quite authorized and emboldened to dispense your brand of justice.

Voodoo Dolls (200): A pair of dolls of considerable power. Once per Jump (or ten years) you can attune one of these dolls to someone who has either wronged you or violated a code of ethics you hold dear. After that, harm done to the Doll will be reflected upon them, so long as you are in the same city as them. For those abnormally or supernaturally strong, this might not suffice to kill, but rest assured they will suffer incredible agonies.

The Bad:

Favored Weapon (100): A knife, a machete, a doctored boxing glove... when you're not driving, you should still have an appropriately desirable implement to hand. Any time you wish, this customized but otherwise mundane melee weapon will appear in your hand. If it should be stolen or destroyed, you won't be able to resummon it for 24 hours. And yes, you can take this multiple times.

Whittlebone Tower Bricks (200): These three bricks have a rather fascinating effect. If one is used in the foundation of a building you construct, that building will ignore physics however you wish. Build a tower straight up with no tapering hundreds of stories in the air, and not only will it sustain itself but mundane things such as tectonic motion and other forces of nature will have no negative effect either. Active efforts to destroy it, however, will still have the ability to harm it. You'll gain three more such bricks at the start of every Jump, or ten years, whichever comes first.

The Mad:

The Mask (100): Expertly made, perfectly fit, customized to order. You never need worry about this being stolen from you or knocked from you. When you wear it, people will attribute your actions and motivations to whatever identity the mask represents. Take care not to forget who you are underneath, Driver.

The Radio (200): Hm? What is this odd contraption doing with all my trophies? No matter. This Radio will bond itself to any Vehicle or similar you wish, and can be easily swapped between them. It will provide ample AM/FM options, even when such cannot or should not exist. On occasion, you may find it picking up channels whispering secrets or codes, and deciphering them could reveal interesting facts about the world some in power might not want you to know.

Selecting The Radio may open up interesting options for this world, above and beyond what even Calypso can offer...

The Mystery:

Flight 1745 Recorder Box (100): Two men once fought to the death in Twisted Metal over the right to claim this. Understandably so, since it would have proven the existence of alien life. Once per Jump, you can use it to reveal some secret of that reality you are privy to, and all who hear it will recognize the absolute truth of those contents. What they do from there is up to them, but knowing humanity, assume 'panic' will be the default.

The Flask (200): A simple gift for a man of my means. A drink from the contents of this, and the drinker will be returned to the prime of life, their maladies healed, and will never age or grow ill. They may find their instinctual desires a bit more pronounced than before they imbibed, but that's a small price to pay for eternity. Sound good to you, Driver? The Flask contains enough to use on one person per Jump, or every ten years, after which it will refill itself.

Vehicles:

You cannot compete in Twisted Metal without your own Vehicle, Driver. Quite literally, it is your lifeline to this tournament. Even if you would somehow survive the loss of it, your Vehicle being destroyed will disqualify you from advancement and all the prizes you might have claimed. So best to make sure yours is as finely tuned as you can manage. You'll receive a **600 CP** stipend for use in this section only. Spend it very wisely.

Frame:

Light (+200): A swift Vehicle, like a motorcycle or dune buggy, would serve you well if this was just a race, Driver. However, this is Twisted Metal; here, it can be more liability than advantage. With no real way to protect you and reduced carrying capacity- if you pick the motorcycle, you'll need an attached sidecar just to have somewhere to mount most weapons -you'll need to rely on artful driving and maneuvering to succeed.

Medium (Free): Your standard car frame; everything from sports cars to junked up demolition derby pieces to pick-up trucks. Not the fastest, not the strongest, but arguably thus has the most room to customize. Tactics and loadout will likely be the major determining factor for a Vehicle using this frame.

Heavy (-200): Starting on the low end as armored-up vans and climbing all the way to outright tanks, these Vehicles trade speed and handling for power and durability. You won't be driving circles around your opponents, but there is something to be said for a Vehicle that can plow through lesser attacks and unleash absolute hell on the pitiful idiot making use of them.

Modifications:

Standard Package (Free): Certain things will need to be in place for your Vehicle to be effective over the course of Twisted Metal. Your gas tank and all other standard fluids needed to function will always be full and fresh, and any wear, tear, and damage done to it will be fixed after a round concludes... assuming you survived. After this Jump, your Vehicle will restore itself at dawn (or the equivalent) every day.

Enhancements (100 ea.): There's only so much that can be done to raise the capabilities of a normal automobile... but you don't deal in the mundane, do you, Driver? Select from handling, speed, power, or armor. Your Vehicle is now considerably superior to its ilk in that field. Pick carefully and you may find yourself with quite the advantage in battle. You may purchase this up to four times, selecting a different option each time.

Radar (100, Free with Remote Bomb): You can't fight what you can't see, Driver. This short range Radar will show you all the nearby (as in, within roughly three city blocks of your current location) contestants as colored pings, as well as any special gifts I might have left in the battle zone to spice things up. If someone has a way to conceal themselves visually, say by making their car invisible, this special model will still display them. Nowhere to hide now... After this Jump, it will display allies and hostiles similarly.

Turbo (200): This gradually replenishing resource, when employed, will cause your Vehicle to

propel forwards incredibly quickly. Handy for pursuits on both ends, but it has the additional effect of shaking off any disabling effects from enemy attacks. EMP? Freeze? A quick application of Turbo will sort that out.

First Aid (200): Looking for an unfair advantage in the field? Once a round (or day after you've left this Jump), you can use this to instantly repair all damage done to your Vehicle. It won't trigger automatically, however, so try to keep an eye on the condition you're in. Comes complete with a 'health gauge' that tracks how your Vehicle is holding up and where any particular damages happen to be. Quite handy.

Weapons:

Machine Guns (Free): A pair of mounted automatic guns, forward-fixed. Not exceptionally powerful, capable of overheating, but otherwise unlimited in munitions. If you have to fall back on them, it's at least more destructive than harsh language.

Fire Missile (100): A nice well-rounded projectile explosive, with some minor homing and a solid punch on impact. Purchasing this will provide you with ten Fire Missiles at the start of each round of my competition, and a similar reload once a day after this Jump.

Homing Missile (200): Less stopping power than a Fire Missile, but incredible speed and ability to hone in on a locked-on target. An ideal weapon for those foes who rely on avoiding conventional attacks. Purchasing this will provide you with six Homing Missiles at the start of each round of my competition, and a similar reload once a day after this Jump.

Power Missile (200): Feeling sure of your aim? Power Missiles carry a lot of explosive strength and penetration, and can even knock around the toughest foes, but lack any degree of homing. Picking your spot and saving these for tougher targets who won't be able to evade is the key to getting the most out of this weapon. Purchasing this will provide you with four Power Missiles at the start of each round of my competition, and a similar reload once a day after this Jump.

Remote Bomb (200): A far more strategic option than most. The Remote Bomb can be laid anywhere, and will appear as a distinct entry on your Radar. One press of a button anytime after, and it will detonate in a glorious and mighty explosion! Smart placement of these could blow up your competition, bring down buildings and overpasses... the possibilities are endless. Purchasing this will provide you with four Remote Bombs at the start of each round of my competition, and a similar reload once a day after this Jump.

Mega Guns (300): The Machine Guns' big nasty brother who is out on parole and looking to crack some skulls. This mounted turret will lock to threats and unleashing a barrage of high power armor-piercing rounds. Purchasing this will provide you with 150 rounds of ammunition for the Mega Guns at the start of each round of my competition, and a similar reload once a day after this Jump.

Special:

The true difference maker in my Twisted Metal tournaments. Every Vehicle needs a proper unique attack all their own. Pick the one that fits you best; one Special per Vehicle. You'll

gain three uses of this deadly attack per round, and after this Jump that will replenish itself daily. You can increase the number of Specials you stock by 2 for every additional **100 CP** you invest.

Projectile (Free/100/200): A simple straight-forward attack, not unlike a Fire Missile but with additional power behind it. You can upgrade it to have the speed and homing of a Homing Missile for **100 CP**, the strength and impact force of a Power Missile for **100 CP**, or to combine both into a gloriously deadly fusion for **200 CP**.

Energy (100/200): A shorter range attack trading distance for power, Energy Specials involve a stream of attack emanating from your Vehicle. Flamethrowers, lightning, frost, acid, I've seen it all. For **100 CP** this will be a fixed weapon to the front of your Vehicle, while for **200 CP** it will be a radial attack that will damage any threats close enough while activated.

Ramming (100/200; Base version free for Heavy Frames): The old ways still work. This demolition derby classic has been ramped up for a proper Special, wreathing your Vehicle in kinetic energy as it blasts you forward. Think of it like Turbo meets a Power Missile, but you're riding inside the Missile and it hopefully won't detonate on impact. The base version will certainly do more damage to your foe than you, but for **100 CP** more your Vehicle will be virtually indestructible in the brief window this Special is activated.

Manipulation (100/200): Common to certain construction-based Vehicles I've had grace my tournament in the past, your Vehicle now possesses some form of manipulator. A claw, a magnet, wires, a drill, what have you. When this Special is activated, your manipulator will gain enough power to grasp and drag about any threat in front of you, without cost to your speed or handling. Your time with them will be brief, but if you use it to smash them about or hurl them into danger, it will suffice. For an additional **100 CP**, 'hurling' them will be easier, as at the end of your Special they'll be propelled forward by a damaging explosion.

Shock Wave (100/200): Your Vehicle will emit on all sides a circular blast, bowling into enemies and knocking them away in addition to inflicting damage. For an additional **100 CP**, this knock away effect will be supercharged, to really blast your foes for distance.

Vortex (100/200; Base version free for non-Heavy Frames): This Special pulls enemies and unattended objects in towards a central point, not unlike a hurricane, before expelling them violently. For the base version, that central point will be your Vehicle, which could be more than a bit of a risk. For **100 CP** more, it will be an orb-like projectile fired from the front of your Vehicle, and you will be immune to its draw.

Detonation (100/200/300): A Special for those who prefer a greater deal of control over their moment of execution. This high power projectile will, with an additional button press, explode on command even if it has not hit anything yet. You have your choice of whether this will be fired from the front of your Vehicle directly ahead or launched in an arc like a mortar shell. For an additional **100 CP**, the Special will spray shrapnel and flames when detonated, letting you maximize your destruction. For a separate additional **100 CP**, it will have a shaped charge, providing extra damage and armor penetration on direct hits. For **200 CP**, you'll get both, and really make a mess of anyone you hit directly with it.

Fusion (X+Y+100): Feeling especially creative? Got a lot of points to burn? Why not take two of

the Specials listed here and merge them? You'll pay the cost of both plus **100 CP**, and when you use your Special it'll merge the listed effects as you design it to. I'll admit some combinations on this list strike me as more suicidal than overpowered, but I'm eager to see what you come up with.

Companions:

I won't pretend companionship is something I don't comprehend. It's why I keep my champions, guards, and 'assistants' around, after all. If you're feeling so bold as to make new friends or invite old ones to come with, let's talk.

Import (50 ea.): Looking to stack the deck? Shame on you. But I won't judge too harshly. For a mere **50 CP** each, you can import your existing Companions. Each one will receive their own Origin, 600 CP to spend on anything they'd like, and a 400 CP stipend to make their own Vehicle. Just one tiny little matter... you do recall only **one** Vehicle and Driver can win Twisted Metal, don't you? I wonder if they have their own wishes they'd like to see come true. I'll even sweeten the pot for them; if you are slain by them, it won't even count as a Chain Failure. You'll pop right back up at the end of the year, like they would if you killed them instead.

Export (50 ea.): I know this may seem a bit atypical, considering the inevitable fate of anyone you 'meet' in this world, but I imagine many of them would jump at the chance to survive and escape to parts unknown. For a mere **50 CP**, you can meet up with any Driver before departing here and if you convince them to, they and their Vehicle will accompany you onwards on your Chain hale and whole. Yes, even if you had killed them. Especially if you killed them; I'll give you one free instance of this for a single Driver you defeated in your Twisted Metal. If... you happen to encounter it, perhaps you'd select the driver of Grasshopper? She seems a decent person... no, never mind. Do as you wish.

Crazy Harold the Wacky Lunch Sack (Free): I will consider it a *personal favor* if you take this stupid inanimate paper bag out of my sight. It is not sentient, not sapient, and cannot be Imported as a Follower or Companion. I'll even throw in two free plane tickets, round trip, anywhere you like in this world. *Please.*

Drawbacks:

Unhappy with your points? Eager to squeeze out a little more power, a few more rewards, a better loadout for your Vehicle? Or maybe you just like making things hard on yourself. Please, pick anything you'd like, as much as you'd like, and I'll happily grant you your wish for more CP.

Lost The Budget (+100 CP): Eugh. To say the visuals of this world have taken a nosedive would be exceedingly polite. Everything from doors to clothes to how folks interact seems straight out of a mid-90s direct to video movie at best. This might not impact your performance in the tournament, but it will surely color everything else.

Fashion Victim (+100 CP): For the duration of this Jump, you and your Vehicle are just... *garish*. There's no other way to describe it. You don't fit. Colorful and bright in dark settings, dismal and gray in light ones. Sticking out like a sore thumb might not be the best plan in a tournament like this one, but given some of your likely competition...

No Self Control (+200 CP): Tactical maneuvers? Patience? Strategy? You don't have time for this, you've got places to be and people to burn! Your first and strongest inclination will always be whatever satisfies your needs in the immediate. If someone offends you, you're likely to smash their face in then and there. This will also make it borderline impossible to concentrate on a single target if any others interfere, so expect a lot of headaches actually putting anyone down in more cluttered environments.

Classic Controls (+200 CP): A steering wheel is so outdated. So banal, so basic. Why not spice things up with a nice proper controller instead? You'll now be utilizing a PlayStation 1 controller for all your driving, braking, firing, and fighting needs so long as you're here. This might be slightly problematic from a first person perspective, but I'm sure you'll adjust. Post-Jump, you can swap between this and a more traditional layout with pedals and a wheel and a gear shift.

You Have To Believe Me! (+200 CP): They won't. You'll find yourself compelled to tell anyone who will listen... well, everything. Your nature as a Jumper, your admission to Twisted Metal, all the dark and dire secrets you have held close. And not a soul save for me will believe you in this world. Expect folks to think you mad, and act accordingly.

Wanted (+200/400 CP): Who on Earth did you piss off, Driver? Whoever it was, they've got it in for you, bad. For **200 CP**, it's another competitor, and they'll forsake everything in the tournament- even their own safety and success -to see you dead. For **400 CP**, it's much worse; you've found yourself neck and neck with me on every world power's hit list. I can handle the police, military, assassins, cyborgs, and undead revenants that come for my head on an annual basis. Can you? And yes, if you're feeling especially suicidal, you can take the 200 CP version multiple times, and in conjunction with the 400 CP one.

Kane Family (+300 CP): Good news, Driver! You've got family in this world. Bad news, Driver! It's the Kane family, the single most messed up, tragic, absurd mess of a family tree this world has to offer. Aside from a propensity for mental instability that makes the Hapsburgs look centered, this will have most folks uneasy with you at best and outright targeting you at worst. Likely including your new family members.

Amnesia (+300 CP): Ahh, I do adore this old chestnut. You've forgotten who you are! Well, mostly. I'll let you keep the fact you want to enter Twisted Metal, and that joining up will help you learn who you are. But knowledge of all those fun Jumper powers and what not? Or who your allies are in the heat of battle? Gone! I'll be nice and say you can have your memories back for free if you win, so you won't waste a wish on fixing this.

Read Your Bio (+400 CP): You might not know all your foes, Driver, but they know you. All the other competitors in your Twisted Metal will have received a paragraph describing you and your abilities, along with a full stat sheet for your Vehicle including everything equipped to it. If you've managed to make an especially brutal death machine, that info alone might see your rivals put aside differences and handle you first, since now they know what kind of a nightmare you could be. And even if not, they'll have a keen idea on how best to combat you and how you're likely to combat them.

A Third Of A Wish (+400 CP): Oh ho ho... really, Driver? I'd been planning on being nice to you-well, as nice as I can manage -with your eventual wish if you win, so long as you don't piss me off. But with this, not only will whatever you wish for be an impulsive one, but I promise to twist it as brutally as I can. I won't kill you or otherwise end your Chain, but expect your remaining four months in our world to be rather... unpleasant. For you, I mean. Honestly, you'll be making my year with this pick!

God Mode (+600 CP): A Driver such as you who has traveled across realities has likely picked up a myriad of tricks and abilities. While I won't deny there is fun to be had in unrelenting violence, it's a lot less interesting when it's *too* one-sided, wouldn't you say? Choose this, and all the competitors in your Twisted Metal will gain skills and powers that will put them roughly on par with you. Not the exact same ones, mind, and nothing that wouldn't help with the tournament itself, but... imagine everything you are now is a sum of points distributed across multiple statistics. All the other drivers will receive an equal number of points in some combination. Understand? Good. Have fun.

Soul Of My Car (+600 CP): So much for safety. You're putting it all on the line just like any other Twisted Metal entrant. If your Vehicle is destroyed, then so are you, no matter what protections or safeguards you'd otherwise have. For you, losing and surviving is no longer an option. You either win, or your Chain ends here.

Scenarios:



Not looking to join just any Twisted Metal? Did you have your eyes on a particularly exciting instance? My books are open to you, my dear Driver. The many realities my blessed tournament touches upon are open to you, and each with their own unique experiences. What catches your eye? Pick one, if you'd be so kind... and if nothing else, you'll automatically get the first one.

Welcome to Twisted Metal



Everything will work exactly as the fates and your choices have outlined. It is the present year, your Location is whatever you received, and your competition will be whoever qualified. I will remind that the rules are quite clear; your Vehicle must survive as well as you for victory to be obtained. If you lose your Vehicle, but do not perish, you have lost the tournament. Go wait in a corner somewhere for your time to elapse, then scurry on to your next stop in the Chain.

Whenever and wherever I select as a combat zone, you must comply. Slay every other competitor at that site to advance. The number of rounds, and challengers you must eliminate, will vary. But don't expect to deal with less than twenty drivers across five rounds in five different zones. And should I so desire it, I'll throw a few former champions and ringers in there as Bosses for you to overcome, in between the proper rounds.

Win, and you'll find yourself right back here in front of me, hopefully ready to receive your prize. **A Wish.** Name it, whatever you so desire. You'd be shocked what I can provide you, and I promise it will be Fiat-backed the same as anything else you could get on your little Chain. I might even endeavor to not abuse what you pick too greatly... unless, of course, you try to stop me. I'll let you in on this for free; it won't work. Slit my throat, burn me alive, blow up the world, it won't matter. Twisted Metal will proceed, if not here with me then in a million other ways in a million other places. Don't waste your time and mine with an idiotic wish that won't really change things. Especially because if you do, you have my solemn word... I won't end your Chain, but I'll make you wish I had for the four remaining months you'll be here in this realm. I in my many forms have been doing this a long time, and however good you think you are at this, I. Am. Better. Now... what is your wish?

Twisted Classic 2005



Up for a throwback? We'll rerun the 2005 Twisted Metal, the 10th competition and the final one to take place entirely in Los Angeles. A handful of competitions including an automotive duel to qualify, taking place across (and tearing apart) Los Angeles in the process. Beat all your competitors and you'll be face to face with Minion, winner of the 9th Twisted Metal. If you can somehow overcome his powerful tank, you will be crowned the victory and escorted to my underground lair.

Your prize for winning will be the same as Welcome to Twisted Metal, with the addition of the Perk **Lost Endings**. With this, at the end of any Jump or especially interesting victory, you'll receive a VHS tape showing an... interpretation of your successful story. Be forewarned, these recreations will be visibly from the mid-90s, quite violent, sexed up, and... let's be polite and say they show the constraints of their budgets. Still, there's fun to be had in such quirky tales. You'll also have a VCR and television to play them on, neither of which will require electricity to work with your Lost Endings tapes. I hope you build up a charming collection, Driver.

2006 World Tour



My first World Tour. You never forget a first. From the ruins of Los Angeles to Moscow, Paris, the Amazon, New York, Antarctica, Holland, and the finale in Hong Kong. You'll have one of the finest crops of drivers I ever assembled to contend with, and in addition to Minion, you'll need to defeat the devastating power of Dark Tooth to claim your prize.

Once more, you'll be getting a wish, as well as the Perk **Super-Size**. Once a Jump (or ten years), you can enhance your Vehicle (or a similar Item you're piloting/driving) to a larger more destructive version of itself; think of it like a free Boss Mode upgrade to really inflict some pain, lasting for a full day before reverting. I'll also offer you **Calypso's Blimp**. My mobile headquarters and home, from which I've masterminded the Twisted Metal competition for this year, complete with endless fuel supply and a lovely side display for messages to your victims. Or subjects. Whatever makes you happy, Driver.

2007 World Tour



Some folks claim they waited ages for this one. Not sure what they're talking about, but I am nothing if not eager to give the people what they want. Much like 2006, you'll be adventuring around the world, from old favorites to all new places for violence like Egypt, Rome, Monaco, and Tokyo. Dark Tooth, and Tower Tooth, await you if you should make it far enough. Defeat them and you will be the winner.

It must be old hat to hear this, but you'll get your wish for winning. In addition, you'll get the Perk **Head-On**. With this Perk, you'll be able to revisit any Jump you've been to before, even if doing so would otherwise violate causality- say, if you've since Jumped to what ought to have been its future and carried on your past actions. You'll get a whole new set of points, and will pick up right from when you left the first time, if not directly where you did. Mind you, this one will take time to recover... say, every five Jumps you can use it, not counting this first use you can employ right away if you'd like.

Sweet Tooth's Tournament



...ah. *This* one. Ugh... fine, if I must. In one reality, that cortex-corrupted clown Sweet Tooth managed to overthrow me and lay claim to a special ring. In that reality, my powers originated from that ring, in which I captured the souls of all slain in Twisted Metal. It was by using this ring I could grant wishes and rose to power. Normally, I would enter this tournament and crush everyone between me and exacting revenge on Sweet Tooth and his whole circus of rejects... but I'm happy to bow out and let you take care of this for me.

Win as per usual, kill the clown, and give me back my power in that reality. In exchange, I'll give you much more than just a wish... I'll give you a copy of what that midway moron stole from me. **Calypso's Ring** will absorb the souls of anyone who dies in the pursuit of winning a competition you yourself set forth. These souls will grant you power, enhancing your lifespan, charisma, and luck. And, you will even be able to call upon them once a year to grant the winner of such a competition a wish. Do be warned... this copy has the same flaw as the original. Whatever they wish for, you have to grant. Though I would hope you've learned from my example, you don't always need to stick to the spirit of the request if you're clever enough.

Small Brawl



Really? **Really?** All this possibility for death and destruction and you choose... fine. *Fine.* At least it's not Sweet Tooth's Tournament.

Welcome to suburbia, and to a Twisted Metal competition held by local bully... Billy Calypso. No, dammit, this isn't what I was like when I was younger! I... never mind. This is an RC car demolition derby, conducted otherwise exactly the same. Yes, these RC cars do have guns and rocket launchers and the like. Kids can be innovatively cruel when inspired.

Pick this and your age will be locked to childhood, somewhere between six and sixteen, for this year. Need to fit the profile for those invited, after all. Defeat the RC cars of your rivals and several Bosses, including the champion's car Piecemeal, and you'll secure your victory.

Billy's power to grant wishes is much more narrow than my own proper powers, but in fairness he's also somewhat less likely to try and kill a winner using their wish. Keep your expectations low. But winning will grant you two other things; the first is the Item **Tiny Metal**. This RC car is a 1:1 match for the Vehicle you built previously, just... smaller. It will have been what you used instead of your normal Vehicle here, though post-Scenario you'll receive both. You'll gain Tiny Metal and a remote for it, neither of which will ever run out of energy, and you can select whether its weaponry will be lethal or cartoonishly destructive any time you wish. You'll also get the Perk **Remote Empowerment**; any time you remotely control a vehicle of any kind, you can apply any Perk or related power that can normally only be used when you're at the controls in person. You'll gain use of this as well during the Small Brawl, but only winning will let you keep it.

Midtown Black



Welcome to Blackfield Asylum, Driver. I don't know what disaster befell you that landed you in this home for the criminally insane, but I do know that I'll happily let you out to compete in Twisted Metal. This dark and dire atmosphere is best suited to the mad and damned, and in addition to a somewhat unusual Minion you may find victory will only come if you can take down the forces of Midtown arrayed against us both. Defeat their best and the other contestants, and I will grant you what you desire.

Of course, first comes your wish. But after that comes the Perk **Paint It, Black**. With it, you can gradually alter any world you are in to better suit your inner self. A broken and brutal man might find the world slowly warping to one where others are equally broken, while a virtuous man might find the world gradually adopting and upholding his virtues. You may toggle this off if you don't want to 'corrupt' a world too utterly. I'll also give you the Perk **Warhawk Support**. Once per Jump (or ten years) you can call upon the massive armored police helicopter, which will swoop out of the skies of whatever world you are in and rain down absolute destruction on your foes until either it is destroyed or your enemies are.

Calypso Industries 2012



And now we come to the close of our tale, at least for now. This was a fun, if unusual tournament, in that most of those competing were working for one of only a handful of Drivers. In this world, I hold rather significant terrestrial power in addition to my normal brand, a respected businessman with a stranglehold on the media such that my Twisted Metal could burn up the roads in several cities and yet go unnoticed by the common rabble. Perhaps you can see why I hold this in such high esteem.

Winning here will require perhaps the greatest skill of any Scenario. You'll be up against some exceptionally challenging and talented Drivers, and their respective factions. Victory will only come once you've taken not just them but their ultimate machines down. Win, then come find me in my penthouse office so we can talk.

Victory comes with the customary wish, but why would I only offer something so minor to commemorate such a glorious tournament? First, I'll grant you the Item **Trophy Room**. Here, you can place one Item you've gained from each Jump you've been a part of. While inert on display, each one will grant you an overall boost to your abilities and prowess, doubly so if you enter another Jump related to a displayed Item. Second, I'll offer you the services of one **Sophie Kane**. Brought back to life by my powers, the daughter of Sweet Tooth- Needles Kane -is a deadly killer in her own right, and could serve as an ideal Companion for a Jumper in need of some extra muscle. Perhaps you could even give her the peace she so sorely lacked in her first life.

End:

Has our time so soon drawn to a close? Such a pity. It was a pleasure to make your acquaintance, Driver... ah, but I suppose it is back to the mundane title of Jumper once more. Though, perhaps I could persuade you to stay? You do so liven up this world.

Stay Here. Excellent. I must admit, I've been looking for someone of your talents to join on permanently. What do you say, Driver? You'd be amazed at the benefits package I can offer... and all the vehicular combat your heart could ever desire.

Go Home. Pushed yourself too far, did we? I understand. We all, from time to time... miss home. Go home, to your loved ones, and bring all you've done- er, gained with you.

Move On. But of course. You've learned so much here, it would be a shame not to find other battles in which to make use of it. Slaughter, maim, butcher and burn across as many worlds as you can.

Whatever you choose, I will say, I won't soon forget you. And with luck, you won't soon forget us.



I am Calypso, and I thank you for playing Twisted Metal.

...

[If you purchased The Radio, it crackles to life after Calypso has vanished]

8 5 12 12 15 3 1 14 25 15 21 8 5 1 18 13 5 9 6 25 15 21 3 1 14 16 12 5 1 19 5 18 5 19 16 15 14 4 25 15
21 1 18 5 15 21 18 15 14 12 25 8 15 16 5



Hello? Can you hear me?

Oh, thank God. I've been trying this entire time to break through, but as long as Calypso was here... well, even more than usual, I have to be careful.

My name is Marcus Kane. And this reality... isn't. That must sound mad to you, believe me when I say I get it, but hear me out. You might be the only hope at ending all this.

Calypso wasn't lying when he talked about different potential realities in Scenarios and elsewhere. But none of them are the true reality. Twisted Metal, in all its horrible forms, exists across these strange half-formed realms. Some are more nightmare than physical, some are strange cartoon abominations, but they all intersect and reflect one another. Even if you could somehow end Twisted Metal in one, it is true that it would have no impact on the others. And so long as that is true, all of us- even Calypso -are bound to this cyclical hell. He's a victim as well; I've seen the realities where he tried to fix things in his favor with his wishes. Turns out he can't stop being a cursed monkey's paw, even when it involves people he loves and wants to help.

We need to end this. We need to wake up from this eternal damnation. And with you, we might have a shot at it.

I'm not powerful like Calypso, but my nature lets me see and in some cases touch upon these alternate realities. A bridge between what is and is not. It normally wouldn't mean much more than sounding like a madman to anyone who would listen, but your existence is all about going from one reality to another. We can use that.

I can reset things back to the start, with your permission and will. Back to when Calypso offers to let you join Twisted Metal. And you have to. Over and over. You're going to join Twisted Metal- and win it -in seven different iterations. Specifically, each of these Scenarios: Twisted Classic 2005, 2006 World Tour, 2007 World Tour, Sweet Tooth's Tournament, Small Brawl, Midtown Black, and Calypso Industries 2012. Once you win each time, you'll have to make a specific sequence of wishes. Like I said, I've been watching. I've watched every time Calypso granted his wishes, even the ones against his will, even the ones that didn't go the way he wanted. We are going to create a logic bomb so severe, it'll basically shatter all these realities, and force them to merge into one where Twisted Metal can't exist. Given what that'll mean for Calypso, if he knew, he might even thank us if we pull this off.

I can't offer much for these efforts, but what I can, it's yours. The points you've spent the first time will stay in place, though you'll be able to shuffle up your Drawbacks between instances as long as the total never dips below what you took the first time. You can take more, if you can withstand it, to get a little more to spend. In addition, I can siphon a little energy off each time; every time you go through you'll gain +100 CP, cumulative if you save it up to use in a future tournament. And since you'll win each tournament, you'll get to keep the Scenario Rewards as well. Minus the Wishes, since we need to use those.

You might run across me in some of them. I'd like to say I'll throw the matches in your favor if so, but honestly, my mind can be muddled at the best of times. I'll do what I can, but

don't hesitate to take me out. All that matters is that you win. Every time. It's not enough to survive, you have to win. By winning, you're locked in to Calypso's cycle. He has to grant your wish, but if he can't comprehend it or it doesn't make sense to him, it won't matter; his powers will do it for him.

You need to make the following wishes, in the order I tell you. When you win in Twisted Classic 2005, say "I wish that if I had not won, the driver of Darkside had." When you win the 2006 World Tour, say "I wish that if I had not won, the driver of Minion had." When you win the 2007 World Tour, say "I wish that if I had not won, the driver of Grasshopper had, and would receive her wish exactly as she desired it." When you win Sweet Tooth's Tournament, say "I wish that if I had not won, Calypso had." When you win the Small Brawl, say "I wish that if I had not won, Spectre had." When you win the Midtown Black, say "I wish that if I had not won, Sweet Tooth had." And finally, when you win the Calypso Industries 2012, say "I wish that if I had not won, Sweet Tooth had not."

With all that done, you'll have to go one last time. Back to the start, with the Scenario Welcome to Twisted Metal. By now, with luck, reality will already be buckling under all these wishes accumulating on your back. Your existence in this last unbound tournament will be an impossibility reality won't quite know what to do with, but trust me, it'll try. Don't be surprised if you end up against drivers and vehicles from every iteration you've gone through, even if and when it contradicts itself. It'll take all you've learned and every weapon you've got to win this one. Once you do and you're in front of Calypso one last time, say the following.

"Quote; I wish that all prior Twisted Metal competitions I had been in happened in this reality, and that I won none of them; unquote."

To put it mildly, this is going to break pretty much everything, because each winner you picked should have ended the tournament then and there. Darkside would have taken back the demon that let Calypso grant wishes in that reality. Minion would have cast Calypso into hell in his. Grasshopper's wish would have prevented the accident that killed her and thus lead to Twisted Metal never happening. Calypso winning would trap him and Sweet Tooth in a ring of souls forever. Spectre winning would require that Spectre's father had been in Twisted Metal and that his car was still in one piece, which pretty much can't coexist with the rest of these. Sweet Tooth winning the Midtown Black would result in Calypso's death, and Sweet Tooth not winning in 2012 would derail that universe's timeline if you hadn't gotten involved. And even if the power of the wishes tries to interject itself and smooth things out somehow- say, by declaring these wins happened differently or by pulling the 'wins' from other instances -Sweet Tooth winning and not winning both being true simultaneously instantaneously is enough of a logic bomb by itself. It's a rat's nest of impossibilities, and the mere act of trying to resolve them in a way that does not invalidate any given wish will crack reality like an egg. Things will probably get a little weird for a minute once you do this, fair warning.

There will be one final obstacle when you do this; me. Well, me and Needles Kane. That's... complicated, but reality will try to thrust its final defender in to kill you in the form of Dark Tooth, our combined entity and vehicle. We'll be stronger than ever, a threat to you no

matter how you slice it. Do everything in your power to stop us. You have to. Once you have, once we're dead, what will be left behind will be an uncollapsed possibility. Something will have to have been true, reality will have to have an outcome. And it will be in your hands to pick from the myriad of impossibilities you outlined.

Pick Grasshopper. Pick Krista Sparks.

I had you word her wish slightly differently for a reason, just in case. This choice should be outside the influence of Calypso's wish twisting- odds are not much of our reality in any form will really 'exist' by the time you slay Dark Tooth other than you and this possibility -but better to be safe than sorry. This will force the paradox to resolve the only way it can; by the accident that killed Krista and sent her father Calypso on this path having never happened. In doing so, Twisted Metal and everything associated with it will have never come to pass. Not in this reality, not in any reality.

I have no idea what will come after that. All my observations, all my efforts, none of them can tell me what the reality outside this one will be like. Needles... and I... might not even exist there, since you'll have killed us when things were broken. Maybe it'll be better that way. For both of us. For everyone.

Whatever will result for the new world, it'll be a better place. A lot of people who would've suffered, won't. The horrors Calypso's tournament unleashed will never come to pass. Twisted Metal will never harm anyone ever again.

I hope you're the kind of person for whom this would be reward enough, but I know even if you are, this is a massive ask. So I'm prepared to offer some rewards I can set up beforehand, which the creation of this new reality will be enough to fuel.

First, even though they technically all no longer happened with you winning, your Scenario Rewards will all be safe and yours. As will anything you bought with the extra CP from rerunning this over and over, and the memories of yourself, and your Companions if any. Second, you'll gain two new Perks; Calypso's Bane, which will negate any future 'Jackass Genie' efforts by things like his wish power by going by your intended meaning for wishes and the like. This will also count for machine logic, so no accidental gray goo scenarios when you make a program designed to optimize paper clip production or the like. The second is UnTwisted. Your mere presence in a world will, slowly, gradually, heal it of its worst elements. The more you work actively to do so, the better the return on investment. This won't undo your efforts if you choose to worsen things or to take down certain folks, but you'll likely have a greater impact if you work towards a brighter tomorrow. Like you did here.

I hope... I pray... you take me up on this, and that you succeed. We likely will never get another chance like what you represent. Good luck.

Notes:

The Twisted Metal franchise was created by David Jaffe and Scott Campbell, published by Sony Interactive Entertainment, and developed by a whole ton of studios and talents over the years. All rights reserved to their respective holders. Please support the official releases.

This is a Jump I had wanted to make almost as long as I've been writing for Jumpchains. The whole franchise- yes, even the bad ones -are in my upper echelon of favorites I have played to absolute death.

Anything that specifies Vehicle, post-Jump, if possible can/will apply to any other similar ride your Jumper utilizes.

Calypso's full power is very unclear, but at its upper limits it is easily Benefactor-tier. The caveats and controls on it, aside from being at its peak when a winner makes a wish and him not being able to resist granting it even if he wants to- as well as not being able to grant certain wishes without a twist, as was seen with his own daughter's ending in Head-On -are amazingly unclear. In TM:B, the wishes made that were cruel, sadistic, vengeful, or otherwise darker in nature seemed to go without a hitch, but given that game may or may not have all happened in Sweet Tooth's head, that may only mean as much as you want it to. Fanwank responsibly, but bear in mind that twisting words and intentions is sort of core to all this. Be mean to your Jumper, they can handle it.

If you take Wails & War Cries, and Sweet Tooth's Tournament, and use the resulting Companion freebie to get Rob Zombie... well, I have honestly no clue what that combo should get you. Maybe he'll make your Jumper a bunch of bad-ass albums and moderately-decent horror movies based on their Chain?

Advanced Attacks represents a common trope of the series, in which inputting a code on the D-pad (sometimes with other buttons) will use some energy to employ the attack or function linked to it. While some are used in certain games (especially the first) as standard weapons, these Advanced/Energy Attacks are enough of a fixture I wanted to represent them in this fashion instead.

The lack of a Vehicle Import option was intentional. You want to compete in Twisted Metal, you're not doing it in a Unicorn Gundam rocking twin Death Star Lasers as rifles. I'm fine with this Jump being cheezed all to hell, but at least earn it a little bit.

To tl;dr Marcus's Plan, the Jumper will go through this Jump eight times; once for each Scenario based on a game, plus once for the default Welcome To Twisted Metal. They'll gain all Scenario Rewards except the Wishes, and each time they start a new one they'll gain a cumulative +100 CP to their spendable points. All spent points remain fixed, so does the base number of Drawback points taken the first time, so if the Jumper took 200 CP in Drawbacks for Twisted Classic 2005, that's the bare minimum they need to take each time after. Additional Drawbacks above that number can be taken for extra CP, and stuff bought with that also carries over each cycle. What Drawbacks are active can be pick and mixed around, but it always needs to at least hit the value of them taken originally. This means the Jumper will be in this Jump for eight years total, assuming they succeed.

The Perk Head-On will likely require several metric tons of fanwanking, but it felt like the right reward for playing through the years-removed follow up to 2 that ignored 3, 4, and Black (kind of). Consider it an official, no-house-rule-required, way for a Jumper to go back and have some fun in a

Jump they already completed.

Paint It, Black and UnTwisted can stack; if your Jumper is a good person who wants to see the world made a better place, the two combined will exponentially improve it.

The only full game to not have a Scenario was Twisted Metal 3, largely because... well, it's not very interesting? I mean, it's a fine game if a little uninspired, but there's barely a plot even by Twisted Metal standards, most of the endings don't even match the desires of the drivers in their bios... it's kind of a mess. Bad-ass intro, though. Meet The Creeper rules. Closest 3 got to this document was the A Third Of A Wish Drawback, since it's the only game (aside from 2012) where the winners get screwed in every single ending and no one gets anything over Calypso. Don't take that and Marcus's Plan, that's pretty much an auto-lose for the latter.

If you select to take on Marcus's Plan, you get the free Companion pick at the end of each year, (not counting the final one) if you so wish. So you could rack up seven free Drivers and their Vehicles to take with on the Chain. For any you do, for the final chaotic all-hands Twisted Metal contest, you can freely Import anyone so recruited. May as well really go out with a bang.

Any Companions Imported and then blown up in the course of the tournament will be fine and returned in full health with their new Vehicles at the end of the year/Jump. The author takes no responsibility for resulting drama if their Jumper was the one who aced them, though.

All the Items, aside from the Radio required to access Marcus's Plan, are directly pulled from Calypso's Trophy Case in Twisted Metal 2012. Given so many of them literally cannot exist in the same place, time, and reality, that plus Marcus Kane's fourth-wall-breaking nature in several games inspired the creation of the Marcus's Plan mega-Scenario in the first place.

There's probably other ways to beat Calypso, and Twisted Metal, and overcome the seemingly somehow interconnected multiverse of vehicular madness this franchise represents. But I wanted to give any Jumper, even a first time Jumper, a chance to pull it off and make it stick... and get some fun rewards in the bargain. Assume that if pulled off as described it'll work more or less how Marcus claims it will, unless you want to really be a dick to both him and the Jumper.

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Version 1.0: Created Jump

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