

LEFT 4 DEAD

"This virus defies anything we've ever seen. Sometimes it's airborne. Sometimes it's not. It mutates daily. We're trying to cure it and we can't even pin it down."

It all went to shit two weeks ago. Someone in Pennsylvania came down with a new disease. They called it the Green Flu, but it wasn't a flu. Not even close. The damn disease was closer to rabies than anything else but unlike rabies, it spread. It spread quickly, far beyond any ordinary disease. In two weeks, the entirety of Pennsylvania had been overrun by those infected with the Green Flu and the virus was making inroads towards the rest of the East Coast.

This is the world you have entered Jumper. This is a world on the edge of the precipice, ready to fall into chaos and madness at the hands of the Green Flu. This is for you.

+1000 CP

I'm sure you already know what to do with it.

CAMPAIGN 1 – LOCATION

You may choose your location from the options below or, if you're feeling lucky, roll an eight-sided die to determine your location.



FAIRFIELD

A once-booming city that became the epicenter of the infection. Boarded-up buildings are a common sight here, along with countless cars and bodies littering the streets, an obvious sign of a failed quarantine. From the streets you're in, you can hear the sound of a group of survivors up on the rooftops. Perhaps you can work with them on the way towards the last evacuation point left in the city, the rooftop of Mercy Hospital.



WHITNEY COUNTY

Located just outside of Fairfield and not really that much different in terms of people, you find yourself in one of the many dilapidated alleyways of the small town. For now, your only options seem to lie in the two bridges on either side of the town. Of course, you can always loot the place first. This is a place of industry after all and there seems to be fewer infected running around when compared to Fairfield. Surely there would be something of value in these factories.



RIVERSIDE

Before the outbreak, this small little town was little more than an ordinary suburban town you'd find almost anywhere in the States. Now though, now it's a ghost town, its inhabitants having either fled from the Infected or turned by the infection ravaging Pennsylvania. You'll be starting off at the entrance to the Riverside tunnel, the town proper being about half a mile away. Hopefully you find what you're looking for here.



NEWBURG

Even from the rooftop garden you find yourself on, it's rather clear that this city is a bit fancier than the other places before it. There's quite a lot of apartment buildings and skyscrapers around you after all. Of course, this does mean that you'll probably find more of the Infected around here. Thankfully the airport is still up and running, the military continuing to evacuate the few survivors still alive and fighting.



ALLEGHENY NATIONAL FOREST

Located in the northwestern portion of Pennsylvania, this forest used to be a place where people could camp out or hike in order to get in touch with nature. Nowadays, there's nothing left but the remnants of former campsites and the Infected. Fortunately, there are notices all across the forest telling any survivors to head towards Daughtery Farm where an evacuation outpost can be found. Hopefully the military is still there.



SAVANNAH

The second largest city in the state of Georgia, this place hasn't been truly struck by the infection yet. For now, efforts are being made to evacuate the people of Savannah with barricades being set up in order to slow the tide of infection, the media continuing to report on the situation, broadcasting it across the nation. As for you, you find yourself in the lobby of the Vannah Hotel, having just recently checked out. What you do now is up to you.



RAYFORD

Once word of the Green Flu outbreak and the subsequent containment failures reached this town, the city's residents decided to take matters into their own hands. While some residents fled, many decided to equip themselves and fight back. As of now, the residents are managing to fight back thanks to their arsenal of weaponry, homemade or otherwise. But that will not last and sooner or later, the residents must choose to run or die. Perhaps you can help with that?



THE LIGHTHOUSE

You find yourself standing in front of a chainlink fence, a lighthouse only a few hundred feet behind it. This place seemed to have once been an evacuation outpost if the corpses of both soldiers and civilians littering the area are any indication. Now however, no one is left besides the roaming hordes of Infected surrounding the outpost. The only method of exit left seems to be through the sea. Perhaps if the light was turned on, a passing boat may come by.

CAMPAIGN 2 – ORIGINS

What is your history, if you choose to take one, in this world? Are you a survivor trying to escape the warzone your home has become? Or are you one of the special brand of Infected, someone who somehow kept their mind intact through the disease? The choice is yours. Age and gender aren't really relevant now, so feel free to change it how you please.



SURVIVOR

There are only a few survivors left and you can call yourself one of them. You've either escaped being infected or you are immune to the Green Flu in some fashion.

Either way, you've survived in this hellish world of Infected freaks and madmen. And you're gonna make sure that it stays that way.



INFECTED

Strange. Something unusual happened to you. You were infected by the Green Flu and yet, somehow you are still you. Your mind is intact, unchanged by the disease and you can even talk. Sadly, the same can't be said about your body. Even from a distance, people can tell that there is something wrong with you.

In a world like this, that's a good way to get yourself shot. You might be able to communicate with them but that doesn't mean that they will actually believe you. No one wants to be infected after all.

CAMPAIGN 3 – PERKS & ABILITIES

Perks from their respective origins will receive a 50% discount. Discounted 100 CP perks are free.

GENERAL



The Music Director [FREE]

Music is truly amazing. It can be used to bring about a sense of calm to people in danger or further motivate them against an oncoming horde. Luckily for you, you'll now have music available to you at all times. You receive the entirety of the Left 4 Dead series' soundtrack and not only that, this music, and all other music you have, will play at appropriate times, as if a director was conducting an orchestra purely for you. You may turn this off as you wish.

"We're not infected!" [FREE/200 CP]

Many of the survivors in this world share a common feature and that is their immunity to the Green Flu. It is only right then that you too share in this immunity. You need not fear becoming one of the Infected for as long as you live, the Green Flu unable to properly take hold of you. Even ordinary diseases cannot infect you anymore, your body's immune system far too robust for such things. By paying **200 CP**, you can carry this immunity with you into other worlds, even supernatural diseases no longer affecting unless you wish it.



Sweep and Clean [400 CP]

It is difficult to survive on your own, especially in times like these. Thankfully, you will not have that problem.

Wherever you go, you will find it easy to join up with any groups you encounter. You'll find yourself forming fast friendships with the members and rising in the ranks. In only a few short weeks, you could even find yourself becoming the leader of smaller groups.

Not only that, you'll quickly realize that teamwork problems are a thing of the past. Any teamwork you now have with your allies starts off exemplary and it only gets better from there. It's almost as if you know what you each other is planning and thinking. You might still fight and argue but inside of battle, you all have each other's backs.

SURVIVOR



"Nice shooting, kid." [100 CP]

If you want to survive in this world, you're gonna need a lot more than just your fists. Weaponry after all, is the great equalizer, especially guns. Thankfully, you'll find yourself to be a fair hand at anything you can get your hands.

It doesn't matter what it is you pick up, whether it be a sword, pistol or even a weapon from the ages into the future, you'll be wielding with the same proficiency as an average proper wielder of the weapon. Never shoot yourself in the foot or hurt yourself ever again.

"I got a good feeling about this!" [200 CP]

In times like these, it's important for people to stay positive. In a world like this, that optimism can truly work miracles. No wonder you've learned how to keep upbeat. In fact, your optimism is something marvelous.

Thanks to it, not only can you keep your cool in even the toughest situations and your optimism is such that even your allies find themselves being affected. They'll be just as brave and cool-headed as you are, so long as you stick by them.



"Sweet!" [400 CP]

Someone one up there really likes you. That's the only explanation people will believe when they see just how lucky you truly are. Wherever you go, you almost always seem to find what you need, so long as it isn't too specific. You could even find items from previous worlds you've been to showing up in boxes, closets, chests or in other containers.

This doesn't just affect your luck regarding loot. You're luckier in general as well. Your shots seem to hit more vital areas than usual and are usually more accurate as well. You could probably even making a living off of the winnings you make in casinos.

"Good thing I'm indestructible." [600 CP]

Sometimes, despite all you do, you fall. It could be from a mistake or just plain bad luck; it doesn't matter how. What does matter is if you can still get back up. That's what this does for you.

Now, whenever you would die through any reason, you will become incapacitated instead. Once incapacitated, you will be reduced to crawling on the ground, unable to move any faster than a crawling man but still capable of fighting back. This state will last for three minutes and can decrease if attacked even further. If an ally manages to patch and help you up, a process that will always take at least 5 seconds at best, you will be back with 30% of your health and ready to fight once more.

You can only be incapacitated twice a day. A third incapacitation will result in your death, should you not have any other way to prevent it.



INFECTED

Common Infection [FREE/Infected Only]

As a perk of becoming one of the countless Infected that now roam the world, you have the same advantages they hold. In terms of appearance, your skin has turned as pale as a corpse. But the disease affected more than just your skin. Now, you need neither food nor drink and even exhaustion is a thing of the past for you. Unlike the other common Infected however, you'll find yourself to be no less durable than you were before.

Of course, just because you are one of the Infected, it does not mean that you will be spared being attacked from your fellow Infected, more specifically the Special Infected. They'll charge right through you if it means getting towards the uninfected.

For the duration of this Jump, your skin will remain corpse-like by default. Afterwards, you may turn your skin back to normal as you please.



Uncommon Infection [200 CP]

Many of the Infected here are a bit better than others. And now, you are one of those Uncommon Infected.

The boons of this should be quite clear. You're stronger and more durable than before, capable of breaking down weakened walls and withstanding twice as many as before bullets without dropping.

You are now also capable of scaling buildings with ease, your fingers digging handholds onto the walls for you to latch onto.

And last but certainly not least, anyone not infected will have an orange outline around them, even through walls. You can toggle this ability at will.

They won't be able to hide from you anymore.

Crescendo [600 CP]

While many of the Infected have strange and unique mutations, it is not them who has spread this vicious disease across the state and beyond. No, that honor belongs to the hordes of common Infected ravaging the land. It is only fitting then, that one as special as you be able to use them to their fullest potential.

As such, you now have the ability to unleash an earth-shaking roar and upon doing so, call forth a horde of Infected, numbering in a dozen at the bare minimum, and appearing from seemingly everywhere, bursting out of the ground or emerging from the shadows. While this can be used multiple times in a row, it only grows stronger the more time passes between uses, until after five years where it reaches a truly terrifying crescendo and unleashes a horde of millions. Quantity has a quality all its own and your enemies would do well to remember that.



Special Infection [400 CP]

Looks like the Green Flu affected you more than the others, didn't it? The mutations you received are radically different and have you made far stronger than the common Infected now roaming in these lands. As a rule, all of the Special Infected are considerably stronger and more durable than the Common Infected.

Decide your mutation from the list below. This option can be purchased multiple times, however, only the first two purchases are discounted.



Boomer

- As a Boomer, you may not be much stronger than before you now have the ability to produce an extremely large amount of bile in your body and violently expel said bile in a stream of vomit. This bile will blind your foes and is attracts the Common Infected as well as spawning two dozen of them in your nearby location. You also have the ability to explode violently, covering everyone within ten feet of you in bile and shoving them back a few feet away. Thankfully, unlike other Boomers, your self-destruction will only result in heavily damaging you but still leaving you alive and capable of fighting back.



Hunter

- Your entire body has been strengthened but it is your lower portion that has received the most benefit. You are capable of scaling buildings rapidly, like an overgrown spider, but your most dangerous ability now lies in your pounce. You can leap over a hundred feet horizontally and over thirty feet vertically. In regards to strength, you are, at the very least, capable of ripping armored soldiers apart with your hands. To complement your newfound strength and agility, your senses have also been heightened to the point that even without your eyes, you could easily fight and travel across any environment, from the urban jungle to the suburbs and more.



Smoker

- It is clear, even at a distance, that a certain part of your body received the biggest mutation. Your tongue has become ridiculously long. It is over a hundred feet long and you are capable of launching it out of your mouth like an arrow, constricting and ensnaring your targets. Once your target has been ensnared, you can now drag them towards you surprisingly quickly. Another ability you now have is the ability to release dark green smoke from the many orifices on your body, both natural and not. This smoke blinds anyone caught within and makes them cough, rendering them incapable of vocal communication for as long as they stay within the smoke. The putrid smell won't do them any favors either.



Charger

- You've grown taller, more muscular, and one of your arms, either your left or right, is heavily mutated. This has done wonders for your strength and durability. You're strong enough to bust through brick walls with ease and receive no damage in turn. As for durability, it's impossible to knock you down anymore and you are even capable of taking a few point-blank grenades without even flinching. Your most powerful ability however, lies in your mutated arm. Once you've gotten someone in your grasp, they will not be able to escape it, your grip truly unbreakable to the. To assist in that task, your ability to charge is also greatly increased, the longer your charge, the greater your strength.



Jockey

- Isn't this a rather interesting mutation? You've built up a surprising amount of muscle, mostly on your shoulders, neck and arms. This means that you have a rather surprising strength and durability. In fact, you're about as half as durable as a Charger in spite of your size and you have enough strength to pounce. Not as far as the Hunter, but surprisingly far nonetheless. Your most impressive talent however, becomes evident once you managed to pounce onto someone else. Once you've latched onto someone, you can steer them with the ease in the direction of your choosing and they won't even be able to knock you off. Lead them to a trap, to your friends, to anywhere you want.



Spitter

- Your skin now glows a luminous green, like a glow-in-the-dark doll. This glow is all thanks to the acid your body now produces at a truly astonishing rate. While you may not be as strong or as durable as some of your other Infected compatriots, you make up for it with your acid and your ability to spit it out. While you may be resistant to acid, your foes cannot say the same. A pool of your acid is capable of killing ordinary men in seconds, to say nothing more if you land a direct hit. The only thing your acid lacks is longevity, evaporating after ten seconds. Finally, you have one more ability. Every five or so hours, you can spit acid high up into the air and it will form a pool of acid below every enemy within two hundred meters of you.

Boss Infection [600 CP]

Now you are something truly special. Even the other Special Infected can barely hold the candle to the form you now possess. Stronger and more enduring, it would take a truly tremendous amount of firepower to bring you down now and even then, you would bring down many of them with you before you could truly be put to rest.

Make your opponents suffer for daring to face you in battle.

This option may be purchased twice but only the first purchase is discounted.

The Tank

Built much like your namesake, you are an exemplar example of how destructive and monstrous the Infected can be. The ground shakes when you walk and once you pick up speed, it will quake. When you're charging, walls are broken and cars are sent flying into the air.

Even when your foes are far away, you still have ways to bring them down. Tossing cars a hundred meters away is an easy feat for you and you are capable of even more, such as ripping off fifty tons worth of pavement and hurling it at your targets.

Of course, your durability is possibly even more impressive than your strength. Melee, gunfire, explosives, these are all things you can shrug off with ease, only falling to them once your body literally cannot handle anymore wounds.

You are an unstoppable juggernaut of pain and terror and your enemies will know it.



The Witch

Contrasting the intimidating and terrifying appearance of the Tank, your thin and lanky form belies the true danger you possess. In fact, your form could perhaps even be more dangerous than even the Tank.

From a distance, you do not look much different from the Common Infected. But once one gets closer, they will see your most striking feature, your hands. Your fingers have grown into foot-long claws stained with blood, claws sharp enough to tear through bone and steel alike.

To accompany these deadly implements of battle, your speed and durability have drastically increased.

You are more enduring than even a Charger, taking a tremendous amount of gunfire and explosives before falling. In regards to speed, you are quite possibly the fastest of the Infected. You are capable of ripping apart a dozen people with ease before they can even react.

Show them that you are the deadliest of the Infected for a reason.

CAMPAIGN 4 – EQUIPMENT

You may import items you own into any item you purchase so long as it would make sense to import as such. Items from respective origins will have a 50% discount and discounted 100 CP items are free.

GENERAL



Valve Still Can't Count to Three [FREE]

The next time you enter your Warehouse, you will find a briefcase with Valve's symbol emblazoned upon it. Opening this briefcase will reveal to you something spectacular.

Within this briefcase is a copy of everything ever released by Valve, from games to books and even more, along with the source codes for their various programs. Not only that, there are even sequels in the package. Strangely, none of them are ever labeled with a three.



Developer Commentary [100 CP]

A small button in the shape of a message box with no special properties at first glance. Of course, it does have a few special properties. First, whenever you want it to, it'll appear in the palms of your hands. Its second property is that it cannot be noticed by anyone but you and those you allow it to be visible to. Its third and final property is more unique.

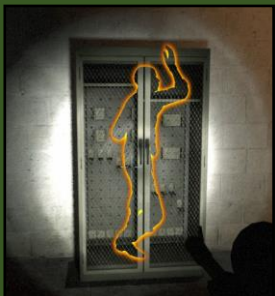
By slapping it onto something, you can hear a 'developer's commentary' of sorts, the voices of Valve employees discussing the history and a few tidbits of anything you slap it on, including living things. It's only a cursory history and description however, and while it may reveal a few secrets, it's best not to rely on it.



"Get to the truck! MOVE!" [300 CP]

To survive in this world, one must be capable of traveling with either protection or speed. Fortunately for you, you don't have to settle for only one of those qualities. Not when you have an APC by your side!

Capable of traveling well over 200 km/h, this armored personal carrier can carry you to safety across the apocalypse, especially with its endless fuel. Armed with a 12.7mm machine gun and a stockpile of ammunition large enough to fire it straight for an hour that replenishes daily, this can carve a path through entire hordes of Infected. The only thing you have left to worry about are Tanks and Witches at this point.



Rescue Closet [500 CP]

There are many ways to die in this world. You could die from the Infected, from friendly fire, and even from just plain falling from too high of a height. Fortunately, being killed doesn't always mean that you die.

You now have a closet inside your Warehouse for making sure that when you are killed, you won't die. Whenever you are killed and all other methods you have to prevent that from happening are unavailable, you will respawn inside of this closet. Unfortunately, you can't escape the closet on your own, at least without waiting for an hour. If you have companions or allies however, they can let you out immediately by opening the door.

This closet will save you once every ten years or until your next Jump, whichever comes first.

SURVIVOR



"This'll do some damage." [100 CP]

Do you truly expect survivors to keep on fighting against an unending tide of Infected with their bare hands? Of course not! So many survivors can owe their survival to weaponry, whether it be guns, swords or even explosives. As such, it is only right that you too have your set of weaponry for your time here.

You receive a Tier 1 and Tier 2 weapon along with a sidearm and a melee weapon of your choice. The weapons will be supernaturally durable, never receiving damage from time, weather, or even basic wear and tear. Any firearms will also have a stockpile of replenishing ammunition, incendiary and explosive, in your Warehouse and sidearms will never leave your side, always appearing in your hands whenever you wish with infinite ammunition to boot, standard ammunition only but that should still be useful.

"First to aid, last to die." [200 CP]

This bag is a sight for sore eyes indeed. This bag is a lot more spacious than it seems. It has a defibrillator, two pain pill bottles, two adrenaline shots and of course, a med kit. The med kit can be used to heal 80% of a recipient's maximum health, no matter the damage received and unlike ordinary med kits, it only takes five seconds to use. The pain pills and adrenaline shots are items that give recipients temporary health. The pain pills give 50% health while the adrenaline shots give 25%, however the adrenaline shots also give them unlimited stamina and can make them faster for fifteen seconds. The defibrillator is the most important of them all. It can resurrect anyone who died within 24 hours whose their corpses aren't too mutilated or ruined. It's a one-use item however. Use it wisely.

The contents of the bag replenish at the end of the day. Don't be stingy with health.



"A boat to a better place." [400 CP]

If the apocalypse on land isn't to your liking, perhaps it is time to take to the seas like a sailor of old. With this sailboat, you won't have any trouble doing so.

Over 120 feet long, this sailboat has enough space to comfortably fit 12 people and still have room to spare. It's insides are quite luxurious as well, closer to a high-class cruise ship than an ordinary sailboat. You won't have to worry about supplies either. There's enough first-class food and drink to last 12 people a month if its rationed carefully and it'll replenish every month.

As for travel, the boat will do just fine. Even without wind, it'll travel where you want it to go and you won't have to worry about damage either. The boat repairs itself slowly, being fully repaired by the end of the month no matter damage. Go forth, sail across the ocean's gray waves and thrive.

"We find an island, make it ours." [600 CP]

There are times when you just want to go away and leave society behind. This personal private island is just for those times.

For this Jump alone, the island will be somewhere off the closest coast to your starting location, around 750 km off-shore. You will always know where the island is and you'll always be able to find it.

The island itself is uninhabited, untouched by man and machine. It's also quite large, with an area of around a thousand square kilometers. You could truly make a life for yourself and for your friends. A life free from the restraints of civilization and, most importantly, free from the Infected Hordes.

Wouldn't that be nice?



INFECTED



Boomer Bile [100 CP]

Officially known to CEDA, the Civil Energy and Defence Agency, as "Boomer Excretion", these glass bottles of bile obtained from Boomers are a perfect way to give the Infected a taste of their own medicine.

Refined once collected from boomers, the bile in these bottles serves as bait for the common Infected. Once in the open air, all the common Infected will rush towards the bile, mauling and attacking anything covered by the bile, even other Infected.

Unlike the version of the bile found here, this one is special in a few ways. First, it attracts anything else mindless and aggressive enough to attack on sight like zombies and other zombie-like beings. And secondly, the ten bottles of bile you have restock daily, ensuring you have a steady supply.

Needless to say, this will no doubt be useful wherever you go in this world.

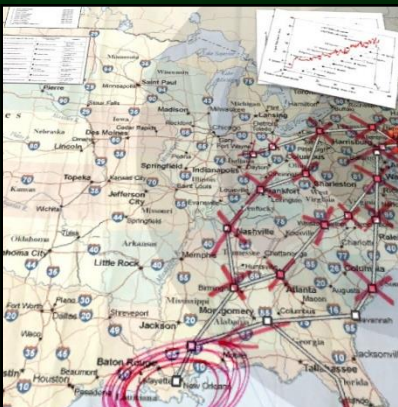
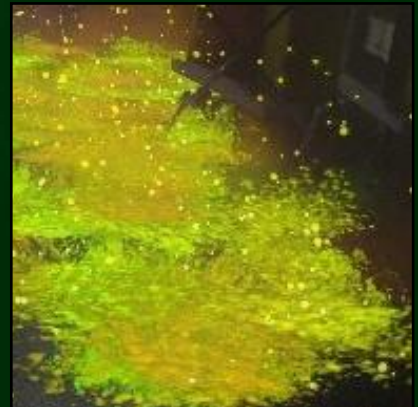
Spitter Acid [200 CP]

Similar to the Boomer Bile item above, these glass bottles act as containers for a certain Special Infected's excretions, namely the Spitter.

Unlike the Boomer Bile, these excretions do not attract the Infected by the droves. Instead, these excretions serve as a way to deal damage to your enemies, whether they be in crowds or by their lonesome.

Just as damaging as acid Spitters excrete, these excretions surpass them in one quality, longevity. Capable of lasting well over thirty seconds before finally evaporating, these excretions will no doubt prove to be very damaging to your foes and any defenses they might have.

You receive ten glass bottles of Spitter Acid and they will restock daily.



The Green Flu [600 CP]

The disease that swept throughout Pennsylvania in the span of a few short weeks and left the state utterly ravaged. Are you sure you want to deal with this?

If so, you will be given a metal vial containing the original Green Flu virus.

The Green Flu is utterly and truly unique. There is nothing like in the history of the world. It is a disease that mutates on the fly, changing day by day. Only a few people are immune and they still function as carriers for the disease. It is a disease like no other.

The disease you have in the vial holds the same potential as the disease now ravaging America. And unlike the disease here, this one will not harm you unless you let it. This disease is capable of even adapting to magic, psionics and maybe, if it mutates far enough, it could infect even technology.

I guess it's time for you to start experimenting.

CAMPAIGN 5 – COMPANIONS



"We should call ourselves the Unstoppables!" [FREE/100 CP]

What's an apocalypse without any friends? A boring one, that's what. Thankfully, you've got a few people to keep you company. You may import or create three companions for free to join in your adventures in this land, each of them receiving **600 CP** to spend on whatever they desire. They can choose their own origin as well, even differing from yours.

If you wish, you can purchase more companions for **100 CP** each.

"Stay together, people." [FREE/50 CP]

Despite being a world on the brink of collapse, there are still people out here making alliances, becoming fire-forged friends in the face of seemingly insurmountable danger. What about you? Have you made such a connection, such a friendship, with someone from this world?

If so, you may freely take them as a companion on your journeys beyond this world. Of course, they have to agree to joining you. Fortunately, a lot of the people here don't like what happened to the world and would very much like to leave. You won't really have to do a lot of convincing.

By paying **50 CP** however, you can force the issue and take them along, regardless of their grievances.



A Witch On Her Wedding Day [200 CP]

Strange. It seems that it is possible for an Infected to keep some of semblance of their mind and sanity intact, if this woman is any indication. This Witch is quite unique as, unlike the rest of her kind, her appearance hasn't degraded at all. Even in her tattered wedding dress, she's still just as beautiful as she was before she turned. Were it not for her blood-stained claws and her glowing red eyes, she would be able to pass as human. And now, she has latched on to you as her best friend and confidant.

Do not mistake her fragile appearance as weakness. Much like other Witches, she is very much a formidable fighter, even capable of fighting against entire squads of hardened survivors and winning. You won't have to worry about her.

A Man In Need Of Cola [200 CP]

Despite the difficulties in surviving alone, a few folks have managed. This man is a perfect example of such a fellow. Normally, this man, Whitaker, would have been perfectly content to wait out the apocalypse inside of his fortified gun shop. But in his haste, he forgot to pack his cola and all the cola in his hometown had already been looted. And so, he decided to leave his fortress of a shop and join up with you and your travels, all in the quest for more cola. You've struck up quite the friendship over your travels and he's very much interested in the Jumpchain. After all, so many worlds means many new types of cola for him. You won't have to worry much about him. Despite being sixty years old, the man is quite a fighter both up-close and from afar. His skills are also backed up by enough weaponry to equip a squad of soldiers, weaponry he somehow manages to fit inside of his bag. He also never seems to run of ammunition either.



CAMPAIGN 6 – DRAWBACKS

You may take as many drawbacks as you wish but you may only receive a maximum of 1000 CP.

LEFT 4 DEAD -生存者たち- [+0 CP] Huh. Strange. It seems that this world has changed quite a bit. There are a few new characters, strange new items, a few new locations and maybe more. This is the modded toggle. By picking this, you can add mods to game. The world will still be as dangerous as it was before. It'll just be stranger.	Headshot! [+100 CP] The Infected are like zombies even more now. There is only way now to put down an Infected and that is destroy their brain. While they can still be damaged like normal, the Infected can never truly die unless their brains are destroyed enough to render them non-functional. If you're one of the Infected, you'll notice that every survivor is just a bit better at aiming their shots and working with their allies. Make sure your aim is good, watch your step and you might just make it through this.
"Will you cut that shit out?" [+100 CP] You and any of your companions couldn't hit the broadside of a barn. Your accuracy has gone to the shitter and because of that, you can no longer rely on firearms or other forms of ranged attacks, at least without relying on significant amounts of ammunition or spread. Thankfully, anything you or companions hit without intending to only feel the pain of a paintball shot. Painful, yes, but not life-threatening. Hopefully you and your companions are well-versed in melee combat.	"Goddamn zombie apocalypse and shit." [+200 CP] Hmm. Looks like the Infected are a much bigger problem now. It seems that the hordes of Infected have become far larger than before, numbering into the millions now. And there are far more types of Special Infected now. There are sightings of Infected soaring through the air with wings oozing pus and bile, Infected screaming everywhere and attracting hordes and even animals, both sea and land, can be infected. Not only that, but it seems that North America isn't the only continent suffering from the Green Flu now. There are reports of similar outbreaks cropping up all over the world now. This world is now far more dangerous than it was before. I hope you can handle it.
"You said you were immune!" [+300 CP] But you weren't. At least, you aren't immune anymore. Now, no matter your origin, you will be subject to the full brunt of the Green Flu. For now, you won't have to worry about any physical mutations. Those come later. Your first problems lie in the psychological. You see everything in an orange hue and you start seeing people, Infected or not, as monsters or demons. This will become confusing quickly once hordes are involved. After that, you'll start suffering from a degrading mind. You'll be more hostile, more aggressive and lose control more easily. This will be very dangerous to those around you. After seven and a half years, your body will start mutating in painful ways and you will need far more sustenance to stop any further degradation. Hopefully you can still push through.	Last Gnome on Earth [+300 CP] You hold in your hands a garden gnome. But this is no ordinary gnome. Not even close. This gnome goes by the name Gnome Chompski and it is your mission, nay, your duty to deliver him to the the final frontier, to space. Despite all your powers, this will be no easy task. There is only one way to bring him to space, regardless of your abilities. You must bring him to Cape Canaveral, the location of the Apollo 11 launch site and use the rocket that will now be there to launch him into space. Until Chompski is launched into space, you will not be able to traverse the world any faster than Usain Bolt's running pace unless you use local vehicles. You must get to the rocket the normal way. Chompski is indestructible, thankfully, but he cannot be stored in the Warehouse.
Realism [+400 CP] This world wouldn't be much of a challenge if you had a variety of abilities and equipment from a variety of different worlds. Do you believe that you can still survive in this world without them? If so, all powers and items from beyond this world will be locked away from you for the duration of your time here. Good luck. Hopefully you know what you're doing.	Expert Mode [+400 CP] The world was dangerous before, but now, now it is truly deadly. Depending on your origin, the opposing side will become far more powerful. If you were a Survivor, you would find the Infected far stronger and far more enduring. Any damage they take from all sources is reduced by to a quarter and their attacks are four times as damaging. The Witches are also a special case now. Whereas once they could've easily killed anyone, now they're guaranteed to kill the first person they see after they're startled. If you were an Infected, humanity has it out for your kind and you specifically. Survivors are expert marksmen and warriors but they won't be your main threat. The military will be. They will learn quickly how to counter the Infected, keeping pace with the Green Flu's daily mutations. Can you handle this?

CAMPAIGN 7 – ENDING

Your time in this world is done. Now all you have left to do is to make one final decision.



GO HOME

It's been a long time and perhaps this world was the final straw. You've been gone for long enough and it's time to finally come home with everything you've obtained across your journey. Home sweet home, Jumper.



STAY HERE

Despite all the troubles in this world, despite all the damage it took over the course of your time here, you've formed a connection to it and its people. This is the world you'd like to end your travels in. And so, you've settled down your roots, ready to spend the rest of your life in this world.



CONTINUE ON

This isn't the end for you. Not even close. And this world only drove that point in deeper. There are so many more worlds to explore and so much more to learn and obtain. There's no rest for the wicked and there's no rest for you, not yet anyways.

CAMPAIGN 8 – NOTES

1. I would like to thank the people of r/Jumpchain for helping with this. I wouldn't have finished this if it weren't for their help.
2. Regarding various perks and items:
 - a. **"We're not infected!"** – This grants an immunity. You will not be a carrier for the Green Flu or any other disease.
 - b. **Crescendo** – Crescendo works by building up your horde. You can spam Crescendo all you want but doing so will only allow you to spawn around a dozen or so at a time. By not using it, the horde you can call forth will be far stronger. Not using it for a day will let you summon a hundred Infected at once. A week will have you calling forth a thousand. A month and you will summon ten thousand. A year will let you call forth a hundred thousand. Five years and you will be summoning millions all at once, with even Special Infected appearing with your horde. The Infected you summon are loyal to you. You won't have to worry about them disobeying you and your orders.
 - i. Controlling the Infected is done mentally. They may not be able to complete more complex orders, but they will know who you want them to attack or what you want them to defend.
 - c. **Special/Boss Infection** – By default, your Infected Alt-form's appearance is based off a mixture of the appearances of whatever you purchased. You can also choose to have it be separate Alt-forms. After this Jump, you can keep the Special Infection's abilities and powers without changing your appearance.
 - d. **Rescue Closet** – Rescue Closet only saves you once every ten years or until after the Jump ends, whichever comes first.
 - e. **"We find an island, make it ours."** – After this Jump, the island will be in your Warehouse as an attachment, or you can plop it into a body of water of your choosing in future Jumps.