

Battle for Dream Island

*a jumpchain CYOA by MelecieDiancie
v 2.0, 29 May 2021*

Welcome to Goiky, Jumper. What exactly is going on here? Well in a few days after arriving here, a speaker box will pop up and start a reality show where twenty objects compete for the chance to win Dream Island, a square mile isle of paradise with a casino, a hotel, six restaurants, and the ability to decide who gets in and who doesn't. The challenges this Announcer hosts range from as simple as solving a puzzle, to as disgusting as attacking fellow competitors with vomit, to as risky as escaping an erupting volcano unharmed, and much more wacky and interesting stuff. Here, death is common and definitely to be expected, so expect to die a hundred times. Fortunately, you'll just be recovered safe and sound, this is not the end of your chain.

However, winning Dream Island is only half the battle here. After the show has ended, the contestants will find themselves wanting to relive the challenge and try to host another season, however this fails spectacularly and strands them in Yoyle City after a while. A few years later, another contest starts, this time for something called a "BFDI", hosted by Four and X, before being interrupted by the sudden arrival of Two and the return of the first season's Announcer.

Oh, and... I won't be the only one watching you here. Tens of thousands of people you can't see are eyeing your progress in the game, and like I, they don't want you to be boring. In this competition, they have the ability to vote out people who they don't like, and they're going to be kicked out of it. Better be on your best behavior.

You get +1000 Choice Tokens!

But anyway, back to the present. Firstly, gender is irrelevant and you can choose whichever to have, and you may change back after the jump. Age is also irrelevant. Next, feel free to roll a d1, d8, or pick for 50 CT.

[1] Southern Goiky Plains - Located south of the Goiky Canal, and where everyone who will be competing in the first season of this reality show is. You may pick this for free.

[2] Evil Forest - a really dark and scary forest. There is a canyon filled with spikes that split the forest in half, with only a really fragile rock formation connecting both sides.

[3] The Desert - A harsh desert that spans much of southern Goiky located north of the Evil Forest.

[4] Yoyle City - An abandoned city in Yoyleland, north of the Goiky Canal, marked by the tall Yoyle Needy.

[5] Summit of Yoyle Mountain - Yoyleland has a really tall mountain, however its summit is further than the actual peak of the mountain, with an entire obstacle course built (for some reason) to the top.

[6] Bathrooms - Located somewhere south of Yoyleland, where the only (notable) landmark is a bathroom stall, and where Battle for BFDI will take place.

[7] Pillary Ruins - An older ruin in the southern half of Yoyleland, being the location of the Archaic Temple.

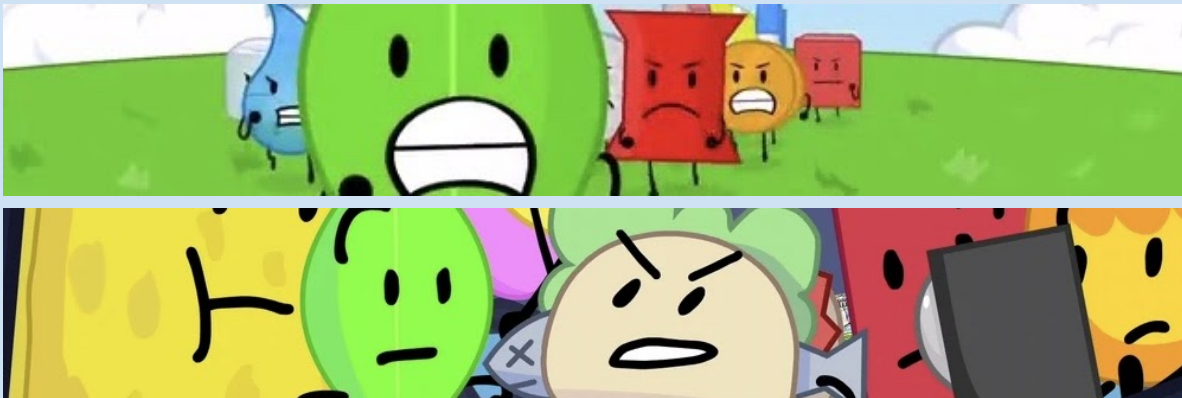
[8] Free choice - pick any of the 8 listed above for free!



Forms

Object Form (0+ CT) This is **mandatory** for all backgrounds. You can pick anything that is not a human or animal to become, up to the height of a tall tree. You'll be able to gain the basic characteristics of said object, like a fire being able to burn wood. This alt-form will usually have thin black limbs, although if it has wheels they can be substituted instead. You can buy more alt-forms for 50 CT, however you can only pick one in this jump.

Booksona (50 CT) A variation of Book from Ten Words of Wisdom, a universe closely intertwined with this. With one, you can decorate your book with anything, and you can pick one specialty that will define your contents. You will be smarter in that form, especially in your field of expertise. Can only be used outside of the jump, and counts as an alt-form. You can also give yourself a title with this.



Companions

Old Friends (100+ CT) You may import any number of companions with you to join this Jump for 100 CT for the first purchase and 50 CT each additional companion. They will start with 300 CT and may not take drawbacks, however you may spend another additional 50 CT to give them all with an extra 50 CT.

New Friends (100+ CT) You may also get new companions from this universe if you want for 100 CT for the first purchase and 50 extra for additional companions. They will get human forms upon exiting this jump. You may take up to eight for a cost of 450 CT. A limitation, however: you may not companion the speaker boxes or the Algebraiens (Two, Four, and X).



Now, we can get to the actual fun stuff. You may take as much of these perks and items as you want as long as you keep your token balance above zero. Make sure you pick what you need to beat the challenges ahead!

Perks

Standard Jumpchain rules apply. You may discount any one perk per price tier, with 100 CT perks being discounted to free.

Alliance! (100 CT)

Like Pencil, you tend to be great at picking up friends and creating alliances for you to help each other. The longer this alliance goes on and the more who join, the more "membership tiers" you can add to your alliance to distinguish the originals and the newbies.

Fan Favorite (100 CT)

You seem to have obtained a sort of fan-favorite status among the voters that decide this competition's results. Through their will, fate may start to give way a little bit to help you, especially if you are doing kind or great deeds. If you are clearly evil, this perk will have less effect.

Object Talent (100 CT)

Aside from inherent characteristics, you gain the talents and traits needed to use your object well. A Pen will find themselves great at writing, or a Sword good at swordplay. This persists post-jump, and even when not in your object form. If you've purchased multiple object forms, you will find talents for using all of them.

Sanity Lock (100 CT)

Boredom, wasting your time unable to do anything, really painful stuff. If you lose here, you'll be forced into months of isolation and boredom. Let's dull that a bit: boredom and confinement will not get you insane, and time feels a lot faster when you're unable to do anything.

To the Right (200 CT)

You now have the odd ability of hiding in plain sight, and in improbable situations as well. If you grab the attention of others or if others are focused on finding you, you'll lose this protection, however you can stay hidden. You'll also know where peoples' attention is.

Death P.A.C.T. (400 CT)

No, not the kind of death pact you're thinking of. Even though death is cheap in this world, people still want to prevent it. As such, you've given yourself the skills needed to prevent death. It may be small thanks here, but elsewhere people would actually owe you their lives!

Chessmaster (600 CT)

It may seem like making friends and avoiding enemies would be the best course of action to sail through this show? Ha ha, no. You'll instead get the ACTUAL skills needed, able to subtly manipulate the actions of up to 64, just enough to prevent you from being caught.

Mechanical Mind (200 CT)

Tinkering with machines, programming, hacking, all those come to you easily now for you are a mechanical mind. This does not even stop you against practically sapient machines, you can even hijack control from them, although that'll take a lot of work and time to do.

'Cos I Want (400 CT)

You seem to get a pass for your petty aggression and actions despite others' complaining. Slap or hurt someone and after a while nobody will care. Only things much more serious than that will get them to bear a grudge against you. Since death is cheap here, it counts here.

Cake at Stake! (600 CT)

The fear of every contestant here is to be eliminated, and that happens right here, at the Cake at Stake ceremony. After your time in this world, you could host similar ceremonies where the Voters would decide who gets rewarded or who gets punished among those participating.

Collector (200 CT)

This trait's effects are twofold. Like Cloudy, you'll frequently stumble upon random objects, some of which may be useful, which you can collect. This also lets you manage through your pile of items in order to find what you need. This perk comes with a free small pile of random items.

Maroon Ball (400 CT)

You said *red* ball, but they brought you a *maroon* ball. Ten point penalty. If you know the rules, you can easily find loopholes as flimsy as "maroon is not red" and punish people for these odd rules, effectively giving you free reign to punish them while still being *technically* right.

Zappies (600 CT)

Four's *other* iconic ability, which is able to quickly drain one's health through a paralyzing laser. A brief shock can cause a burn, prolonged shock can faint or possibly even kill. However, using it for too long will quickly tire you out and prevent it from being as effective.

Next Adventure (200 CT)

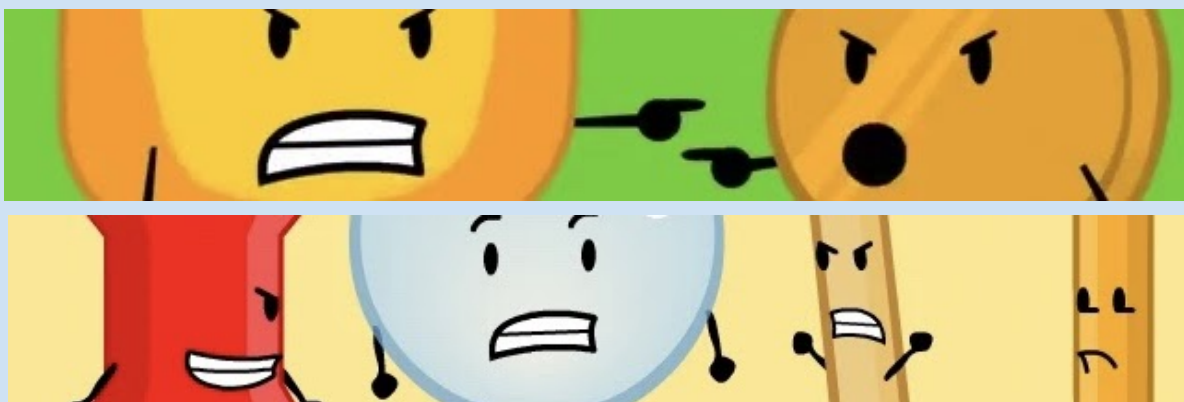
You found your next adventure! Wherever you go, you cross paths with many possible adventures to do and paths to follow, enough that your life would always be fun. This even crops up in, say, a prison, and these adventures may even lead you to freedom!

Screechy (400 CT)

Four and Two have abilities unique to them that make them much, much more powerful than people here. For Four, their most iconic power is the Screech, able to deafen and stun anyone who hears it for a while. Might cost you your friends, but who cares if you can rid your enemies?

Rule of Fun (600 CT)

This world is absurd, wacky, even alien and strange at times compared to other places. This perk is basically BFDI on the go, with things starting to run on "fun logic" instead of reality, and people acting much more weird and interesting. You may toggle this for each jump.



Items

Like perks, you can discount one item per price tier. Discounted 50 CT and 100 CT perks are free. All of these replenish weekly if lost or consumed unless said otherwise.

Cake (50 CT)

A weekly supply of random cakes and other treats, baked by the announcer. Comes in random flavors, including the local yoylecake. Other types of cakes will be added post-jump.

Distance Tracker 2000 (50 CT)

A machine that lets you calculate the distance between where you are right now and any notable position in the world. Additionally, it calculates the estimated time to get there. You may also input any location in the world as well if you want, as long as you know its coordinates.

Grotatoes (50 CT)

A supply of grotato seeds, genetically modified potatoes that grow in less-than-ideal places and requiring minimal sunlight and water.

Odd Ingredients (50 CT)

A collection of... really odd and disgusting ingredients, including but not limited to dirt, cyanide, gunpowder, lava, hydrochloric acid, marbles, and so much more, as well as the boring usuals like rice, beans, eggs, wheat, and fish. Each of these ingredients has a unique taste and is perfectly edible.

Boost Alcohol (100 CT)

A dozen alcoholic drinks from Ten Words of Wisdom, which has been used to give its owner a hyperactive boost and get their results much higher than what it normally would've been. Drink responsibly, too much boost alcohol will kill you.

Freeze Juice (100 CT)

A bag of about 30 freeze juices, chilly syringes that freeze whoever it hits. Useful for stopping people in place or to easily kill them by shattering the ice. Hit people melt over time. This bag replenishes daily.

Non-Slip Shoes So Ha (100 CT)

A pair of stylish pink shoes that prevent you from slipping off platforms, and has a little bit of suction. It cannot get you to walk on walls, but enough to prevent others from easily pushing you off. Still weak to saliva.

Yoyleberry (100 CT)

The fruit of Yoyleland. Eating these will turn you to metal for a little while, which protects you from the cold. Planting these lets you grow bushes that produce even more yoyleberries. Of course, you can farm yoyleberries, or add them to a stew as an ingredient.

Acid Spitballs (200 CT)

A tray of 30 acid spitballs that when handled carefully, can be thrown as a weapon to melt just about anything, including even yoyle metal. This tray replenishes daily.

FreeSmart SuperVan (400 CT)

A giant van for partying wherever and whenever you go! It holds up to an entire team of people, and has comfortable seats, a radio, and even a magnet! Take your alliance parties on the go with the FreeSmart SuperVan! LPRC not included.

Announcer's Bugs (600 CT)

A few eggs of poisonous bugs that can multiply fast. Better keep them sealed, or they may overwhelm you. Comes with a supply of anti-poison syringes and a button to delete them all.

If they die of causes other than being manually deleted, the eggs will reappear in a year.

Donut's Camera (200 CT)

This camera surely looks ordinary, but it has a special function. Hooking it up to a TV will create a portal from there to your camera's video recorder, which allows you to grab people from there. Unlike the original, this camera can function two ways if you want to.

Laser-Powered Teleportation Device (400 CT)

A device that handles teleportation to a set place anywhere in the world you wish. Comes as a set of four, you may use all four at the same time for faster teleportation, or separately for different target locations.

The HPRC (600 CT)

A powerful machine that allows you to revive people from the dead just by cranking. Type a name and revive someone! It can only be used five times a month, unlike the original.

Wall Teleporter (200 CT)

A replica of Golf Ball's wall teleporter, which allows you to teleport things through walls of up to 4 inches thick. Another setting allows teleportation through eight inches thick walls, however it expends more energy and may take up to a month to recharge.

Speaker Box (400 CT)

It's the Announcer! But yours! A sentient speaker box that may be used in hosting your own competition, keeping an eye on people, and generally, it can do what the Announcer can do, however that's not really saying much given it is not as powerful as Four.

Jumper's Factory (600 CT)

A giant underground facility, complete with an AI that takes care of the facility when you're not present. It allows you to work and create new inventions, with lots of materials being provided and ready for you to use in the factory.

Win Token (200 CT)

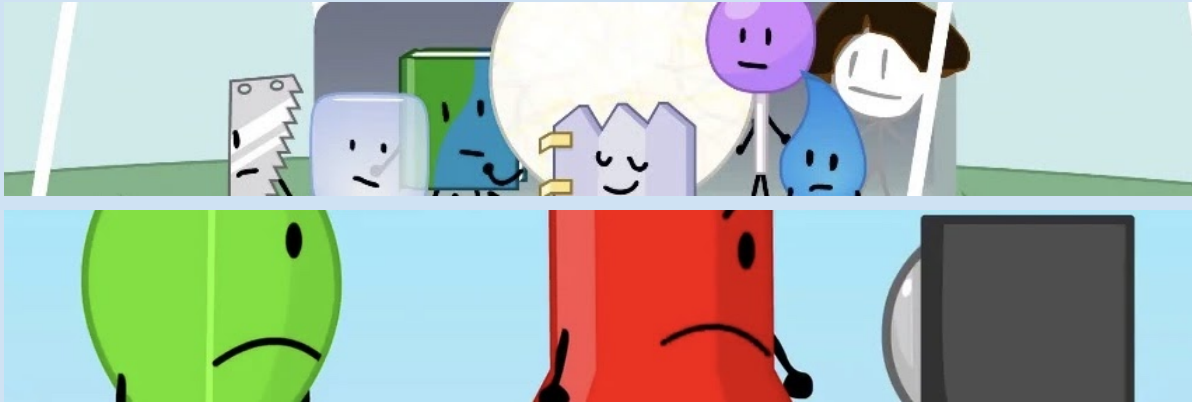
A shiny green token. Holding it up to the sky will cause it to fade away. Fate will then bend to make an upcoming challenge easier for you to overcome, however you still have to put some effort in to get its benefits. You get one per month to a maximum of five.

Private Jet (400 CT)

A useful but small jet that can hold up to four people at once, or one Spongy. It comes with parachutes to prevent the passengers from dying. While it can reach space as well as prevent anyone inside from dying, going too close to the sun will cause it to burn.

Leafy's Map (600 CT)

A map of Goiky, which has something more to it than what it looks like. Saying the magic words and pointing somewhere in the map will teleport you there! The original map is left behind when you teleport, however your version lets you keep it.



Prizes

Prizes you get by winning a competition will be fiat-backed, and be obtained immediately. Additionally, you may purchase one (1) prize for a non-discountable 600 CT, however they are only obtained after the ten years end.

Dream Island

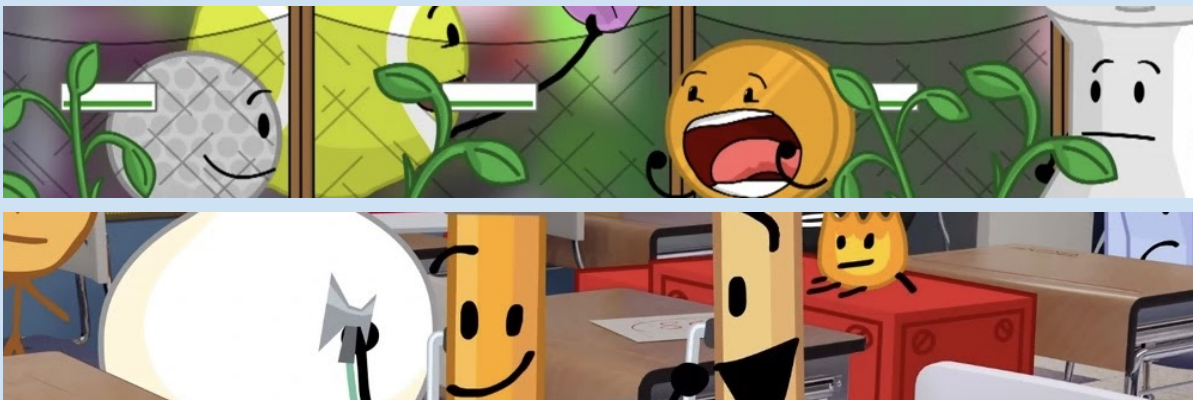
Say it with me: "A whole square mile of paradise, a five-star hotel, a casino, robot servants, and the winner even gets to decide who gets to come in and who doesn't". THE Dream Island that has been all the rage in this first competition. After obtaining it, you'll be able to keep it in your warehouse or place it somewhere in the world.

A BFDI and BFB

A video block that contains the entirety of the 10+ years of competition from BFDI to BFB, stored inside a block. You will receive similar blocks in the future after each jump, allowing you to relive in perfect and clear detail the memories. Only responds to your input unless you want someone else to interact with it.

The Power of Two

The near-limitless and incredibly powerful power that Two currently has, it basically amounts to great reality warping, flight, telekinesis, teleportation, and many more! However, it would be unfair to just be able to buy this easily, so just buying this as a perk would heavily tone down the amount of reality warping you have to really basic, but it's still extremely powerful.



Drawbacks

You may take up to 600 CT of drawbacks to gain yourself extra choice tokens to spend on perks, items, and companions. Like always, drawbacks trump perks.

Crossover Episode (0 CT)

Is that MePhone 4?
Taking this toggle will cause there to be crossovers between BFDI and the casts of other object shows, including Inanimate Insanity. Don't worry, you won't get involved in dangerous situations from other shows unless you want to.

Voter Bias (100 CT)

Or you somehow have incurred the wrath of the invisible voters. You'd receive more votes than usual, which is very much not a good thing as too much will send you packing. Be on your very best behavior, or the cast votes will kick you out.

Fragile (200 CT)

Whatever you may be, you die easily. Again, death is just a recovery away here, but it is a massive setback for your progress, not to mention it being very painful. A certain Blocky may also be out to torture you...

Contestant Voting (0 CT)

For you, it may be better to not deal with the voters instead. What will instead decide your time of stay here is your bonds with other contestants, and whether you befriended them. It may just be your team against each other, or everyone against you.

In It to Win (100 CT)

You're competitive, which is great and healthy. Perhaps *too* competitive. Unfortunately, that makes you more aggressive and dangerous to others, and neither the Voters nor the other contestants would like that.

AAAAAAAAA (200 CT)

What's with you and being frightened with anything? You are scared of nearly everything, which naturally makes it hard for you to do just about anything. You may grow out of it after some time, but it would take a lot of work.

Powerless (100+ CT)

Okay, so do you *really* need all these fancy powers to participate in BFDI? No you don't. All supernatural powers and items you have are disabled. For an extra 100 CT, extend that to *all* of your perks and items not obtained from this jump, including the Warehouse.

Bember (100 CT)

Other contestants treat you like you're one level below them. This would be fine for most, but the ones where this matters the most would be very inconsiderate of you. Ones like Golf Ball, Pencil, Flower, and others like them.

Crew of One (300 CT)

Okay, typically this jump will have no lose conditions. This changes that: now, you have to win one contest: either BFDI, BFB, or TPOT. Your companions cannot win the jump for you. If you fail, say goodbye to your chain!

Host Bias (100 CT)

I don't know what you may have done in the past to make them angry, but they're out for you. They'll likely still be fair if they have to be, but when they can, your hosts will be aggressive towards you. Expect harder challenges and much more pain.

Who? (200 CT)

You just seem to never exist. Just like Profily, even if you compete, it'd be like you were never there at all. The perk To the Right will be in full effect just to inconvenience you even more. This would wear off at some point late in the jump, at least.

Evil Jumper (300 CT)

A red, creepy, and evil clone of you will be present, with all of the powers you have. They'll interrupt the show, or cause lots of pain and trouble for you and everyone else. Unlike Evil Leafy, they will target you and force you to face them.



End

So, how was your journey, jumper? Another ten years of jumping done and dusted. How did the Voters treat you? And now that we're done here, there is one choice for you to make, and I think you already know what that is.

Return

to your homeland
and the jump ends here

Stay

in this wacky universe
and the jump also ends

Continue

to your next jump,
to seek new adventures

Changelog

v1.0 (25 Aug, 2019) - Initial release.

v2.0 (29 May, 2021) - Overhauled the entire jump: updated the introductory paragraphs, removed scenarios and made jump encompass the whole series from BFDI to TPOT 1, added roll for location, added and scrapped many perks, items, and drawbacks, changed the A BFDI prize to what it actually was, removed the unnecessary and confusing power limiter (which was instead turned to a drawback) and canon object systems, likely other changes I didn't catch.

Notes

- Yes, I used Comic Sans as the font. It *does* fit the theme of the show anyway... also because Times New Roman (the font I originally used to rewrite this jump) didn't work as well and Arial (the original font in 1.0) was too boring.
- The **Voters** are actually people from our world who watch these contests and vote on who they want to kick out. They're not multiversal beings like your Benefactor. They tend to pick out the most evil characters to vote for elimination, usually ones who have cost them the challenge or are harmful to other competitors.
- Some things (Booksona and Boost Alcohol) are from carykh's Ten Words of Wisdom series, a side series "camp" contest of 400+ people as books who make 10-word responses where voters vote on these responses based on creativity. This series is highly unlikely to ever get a jump due to there being no actual setting for TWOW, so these items are in this jump.
- Unlike TWOW, a jump for *Inanimate Insanity* and other object shows covered by Crossover Episode is possible, which is why I didn't add any perks or items for them in this jump.
- Anything but humans and animals count as objects for the sake of Object Form. You may be a tree if you want.
- You get your object's inherent traits without needing to choose Object Talent. For example, choosing Fire as your object lets you burn things easily for free, while Object Talent teaches you to be an arsonist or something.
- Object Talent's perks are usually worse than any 200cp perks that would give the same power. Additionally for Object Talent, you may get a perk based on the

symbolism of said object instead, so being a Clover may give you a small boost to luck.

- Powerless affects any obviously supernatural perks such as mind control, flight, etc. that are not already provided by your object form (flight can't be removed by Powerless if you are an airplane), however it keeps any perks like charisma boosters, fate benders, etc. It also prevents access to items that are similarly obviously supernatural, however technology, even futuristic tech, gets a pass. Your Warehouse Key is exempt.
- The magic words required to activate Leafy's map is "Blue skidoo, wwe can too!". It is a reference to *Blue's Clues*.
- Rule of Fun, while it will make things run on cartoon logic (that make stuff like the Coyote Effect possible), will not let you just abuse it for your own gain, it would also disadvantage you in comedic times.
- The free poison syringes provided by Announcer's Bugs do not have a side effect of cannibalism.
- The HPRC may not be used as a 1-up. Dying with HPRC uses remaining still counts as a chain end. Also, it stands for Hand-Powered Recovery Center. Additionally, the five-recoveries-a-month restriction is lifted post-chain.
- Using Voter Bias with Contestant Voting active will instead cause the other contestants to treat you with more suspicion and concern than usual. Making a mistake can be all it takes for them to vote you out.
- The Power of Two can be nerfed post-jump by your Benefactor if they deem it too powerful for you, even if you win TPOT. Post-chain, it will return to its original power, even if you purchased it.