

A NEW BROADWAY MUSICAL

SOUTH PARK

• EUGENE O'NEILL THEATRE 230 WEST 49TH STREET (212) 239-6200 TELECHARGE.COM GOD LOVES MORMONS AND HE WANTS SOME MORE

Compiled by /u/randalReps

Introduction



Jumper, <u>your mission call has arrived</u>. After much prayer, fasting, and a brief consultation with the Stake President's secretary (who is very good with spreadsheets), I am pleased to inform you that you have been called to serve as a full-time missionary of the Church of Jesus Christ of Latter-day Saints.

You will serve for two years, wearing the sacred uniform of the missionary elder: short-sleeved white shirt, black tie, and a name tag that says "Elder" followed by your last name You'll be paired with a companion (chosen by divine inspiration or alphabetical order), and together you'll face the trials of missionary life: door-knocking, scripture study, and the occasional existential crisis.

Now, I know you're wondering: "Where am I going?" And to that I say: patience is a virtue, and also the fax machine is jammed. The location of your mission will be revealed shortly. Wherever it is, the Lord has a plan.

So prepare yourself, Jumper. You'll be tested, uplifted, and possibly chased by angry villagers, but you'll come out stronger and wiser. The field is white and ready to harvest. Your scriptures are packed. Your companion is waiting. And the <u>Lord is watching</u>, probably with popcorn.

You have 1000 CP for your two year mission.

Bishop Harold W. Farnsworth

Origin



Young Missionary

You're fresh out of the Missionary Training Center, armed with a smile, a testimony, and a dangerously shallow understanding of world geography. You've been called to serve, and by golly, you're ready to knock on every door, preach every verse, and sing your heart out until someone converts or at least offers you water.

You begin your jump as a *full-fledged Mormon elder*, complete with the iconic missionary uniform: short-sleeved white shirt, black slacks, black tie, and a name tag that says "Elder [Insert Your Name Here]." It's not bulletproof, but it is faith-proof.

You're optimistic, idealistic, and just naïve enough to think you can change the world in two years. And who knows? Maybe you actually will.

Location

Salt Lake City Airport

Welcome to Gate 18, where dreams take flight and missionaries take selfies. The air smells faintly of cinnamon pretzels and divine purpose. Your company of freshly minted Elders stands in a nervous huddle, clutching scriptures, carry-ons, and a laminated itinerary that says "UGANDA" in bold, terrifying letters.

Perks



As part of your divine calling, you've been granted a heavenly discount. At each price tier you may choose two perks at 50% off and as a special bonus, your selected 100 CP perks are absolutely free.

Broadway Blessed (Free)

Now Elder, I don't say this lightly, but the Lord has blessed you with a voice that could part the Red Sea and bring a standing ovation at the Eugene O'Neill Theatre. With this perk, you possess a Tony Awards caliber singing voice, the kind that makes angels weep, converts swoon, and even skeptical warlords tap their feet.

Whether you're belting out your testimony, harmonizing your repentance, or jazz-handing your way through a theological crisis, your vocals are flawless. You hit every note, nail every modulation, and can emotionally devastate an audience with a single sustained high C. You don't just sing, you minister through melody.

Let There Be Showtunes (Free)

With this perk, you gain access to a reality toggle that, when switched ON, transforms your surroundings into a full-blown Broadway musical. Music swells from nowhere. Spotlights descend from the heavens. And every person, yes even the grumpy ones, sing and dance in perfect sync like they trained at Juilliard and rehearsed for weeks.

Arguments become duets. Sermons become eleven o'clock numbers. Even grocery shopping turns into a tap-dancing extravaganza about the price of canned beans. It's spontaneous, seamless, and fabulous.

By default, the toggle is set to OFF. But when you flip it ON, reality obeys the laws of musical theatre. You can activate it for a single scene, a whole day, or until the final curtain call.

"Hello!" (100 CP)

You've mastered the art of cheerful first impressions. Whether you're knocking on doors, meeting warlords, or introducing yourself to a talking frog, your opening line always lands. People instinctively trust you for the first 30 seconds, long enough to hand them a pamphlet, pitch your gospel, or distract them while your companion runs. This perk also grants a minor boost to charisma when wearing a name tag.

"You and Me, But Mostly Me" (100 CP)

You were born to lead, destined to dazzle, and absolutely *meant* to be the one who gets remembered. With this perk, you thrive in partnerships, duos, and ragtag teams, but let's be honest, you're the one driving the plot forward. Allies find themselves swept up in your momentum, achieving things they never thought possible simply by sticking close to your orbit. You do the daring, the dramatic, and the downright miraculous, and your sidekicks get to ride your coattails all the way to success. Whether you're converting a village, storming a fortress, or rewriting destiny with a tap dance and a grin, your team always comes out on top... because they've got *you*. It's teamwork, sure but mostly you.

<u>"Turn It Off"</u> (100 CP)

Sometimes life throws you feelings: big, messy, inconvenient feelings. Guilt, fear, temptation, existential dread, the urge to punch your companion in the throat. But with this perk, you've learned the sacred art of emotional suppression, Mormon style. You can flip off negative thoughts, impulses, and unwanted urges like a light switch - click! - leaving you calm, composed, and ready to bear your testimony with a grin. Whether it's anxiety about your mission, intrusive thoughts during scripture study, or a sudden craving for caffeine, you can shut it down instantly and carry on like nothing happened. You gain resistance to mental manipulation, emotional overwhelm, and guilt spirals, all wrapped in a cheerful layer of denial.

<u>"All-American Prophet"</u> (300 CP)

You've read the book, you've seen the light, and now you've got the mic! Whether you're preaching the gospel or pitching your homemade sci-fi religion to a skeptical village, you've got the charisma, cadence, and conviction of a true All-American Prophet. Your words sparkle with divine flair, your storytelling turns heads, and your sermons, no matter how bonkers, just make sense. You can evangelize any concept, creed, or cosmic spaghetti monster with such passion and pizzazz that people lean in, nod along, and maybe even convert. Post-jump, this works for any idea you want to spread: political movements, philosophical manifestos, or your personal brand of magical realism.

"Making Things Up Again" (300 CP)

You don't know the answer? That's okay. You don't need to. Because when the spotlight hits and the questions start flying, you've got the holy gift of improvisation. If you lack knowledge on a subject: be it theology, magical theory, alien diplomacy, or how to fix a dimensional rift with duct tape. You can simply make things up ... and it just works. Your explanations sound plausible, your logic feels airtight, and your audience nods along like you're quoting scripture even if you're literally inventing doctrine on the spot.

Post-jump, this perk lets you build belief systems, magical theories, or historical accounts from scratch, and people will treat them as gospel. You're not just making things up again... you're revelating.

<u>"Baptise Me"</u> (300 CP)

You've got the spirit. You've got the scriptures. And now, you've got the chemistry. When preaching to someone of the opposite gender whom you find attractive, your evangelizing efforts become supernaturally effective. The more smitten you are, the more persuasive you become. Your words take on a radiant glow, your testimony hits like a love ballad, and your pamphlets practically sparkle. You're not just sharing the gospel, you're sharing yourself, and people feel it.

This perk turns romantic tension into divine momentum. Your passion fuels your conviction, and your conviction fuels your charm. Just be warned: the line between spiritual awakening and romantic entanglement gets very blurry.

<u>"I Believe"</u> (600 CP)

Your faith is so strong, it bends reality . . .just a little. When you truly believe something (even if it's wildly inaccurate), the universe gives you a wink and a nudge. You can walk into danger with a smile and a scripture quote, and somehow things work out. Gain a passive luck boost when acting with sincere conviction, even if your facts are... creatively interpreted.

"I Am Africa" (600 CP)

You've arrived in your assigned land wide-eyed, well-meaning, and ready to help. And somehow, you become it. With this perk, you don't just visit a place, you feel the heartbeat of the people, the rhythm of the culture, and the soul of the soil beneath your missionary shoes.

Your empathy, adaptability, and emotional resonance skyrocket when you're on a mission to help a place. You pick up the language faster, earn trust more easily, and find yourself invited to weddings, funerals, and sacred ceremonies without question. You're not just serving, you're belonging.

Post-jump, this perk activates whenever you're assigned to uplift, heal, or support a region, culture, or community. Whether it's a war-torn fantasy kingdom, a post-apocalyptic wasteland, or a floating city of sentient jellyfish, you'll become one with the mission and the people.

"Tomorrow Is a Latter Day" (600 CP)

You've messed up. You've misquoted scripture. You've promised frogs will cure AIDS. And yet, you inspire. This perk grants you the miraculous ability to turn personal failure, doctrinal disaster, and narrative nonsense into a movement of hope, unity, and spiritual reinvention.

Whenever you're at the lowest point: rejected, defeated, or excommunicated by reality itself. This perk kicks in like a gospel choir on a caffeine high. You find the emotional truth in the rubble, rewrite your mission, and inspire others to follow your new gospel. You become a beacon of "weirdly correct" hope, and your version of events becomes the one people want to believe. Post-jump, this perk lets you build movements, rewrite myths, and lead communities with your own brand of faith.

Items



Missionary Uniform (Free)

This crisp, regulation approved ensemble includes a short-sleeved white dress shirt (perfect for tropical climates), a modest black tie, slacks that say "I'm here to preach, not party," and your official name tag, which proudly identifies you as Elder [Insert Your Name Here]. It's not flashy. It's not magical. But when you wear it, people know you've got a message to share.

The Book of Mormon and Scripture Tracts (100 CP)

Now this, *this*, is the cornerstone of your missionary toolkit. You receive one pristine, leatherette-bound copy of *The Book of Mormon*, infused with just enough spiritual gravitas to make you stand taller, speak bolder, and face angry villagers with a smile. Holding it grants a gentle but noticeable boost to your courage, especially when preaching, testifying, or improvising doctrine under pressure.

Alongside it, you carry a blessed satchel containing 100 scripture tracts. Pamphlets so divinely persistent, they replenish themselves daily. No matter how many doors you knock, how many pamphlets you hand out, or how many get used as kindling, you'll wake up each morning with a fresh stack, ready to spread the Good Word.

Post-jump, these tracts adapt to whatever gospel, philosophy, or cosmic truth you're preaching. Whether it's the teachings of Joseph Smith, the tenets of your personal jump religion, the tracts will match your message complete with tasteful clip art and convincing footnotes.

The Book of Mormon Broadway Musical: Special Jumper Edition (100 CP)

Praise be! At the end of your sacred two-year mission: whether you converted a village, befriended a warlord, or accidentally founded a religion. You'll be honored with a *full Broadway musical adaptation* of your journey. That's right, Elder: *your* life story, set to music, choreographed, and performed on a real stage with jazz hands and emotional key changes.

A top-tier Broadway actor, chosen for their uncanny resemblance to you, will portray you with gusto, sincerity, and at least one show-stopping solo about your spiritual growth and questionable decision-making.

You receive:

- The complete *Original Soundtrack*, featuring hits like "I Believe (In Whatever I Just Made Up)" and "Doorbell of Destiny".
- A **DVD** recording of the entire performance, complete with behind-the-scenes interviews and a blooper reel.

Whether your mission was triumphant, tragic, or just plain weird, this musical will immortalize it in glitter, gospel, and glorious harmonies. And yes, there will be tap dancing.

Bag of <u>Lifestraws</u> (200 CP)

Now this is what I call a miracle in a mesh sack! You receive a bag containing 100 Lifestraws, those blessed little tubes that let you sip swamp water like it's spring-fed from Eden. Each Lifestraw can purify up to 4,000 litres of water, which is roughly enough to hydrate a small village, a large missionary team, or one very thirsty warlord.

Perfect for missions in places where the local water supply is an issue, these straws are portable, durable, and replenish every 3 days like clockwork. That's right, no matter how many you hand out, the bag refills itself with fresh, unused Lifestraws.

You are encouraged to give them away freely. These straws are a divine gift.



Companions/Followers



Import (200 CP)

You can bring in your full roster of eight Companions! Each one receives a generous 600 CP stipend to build themselves up, accessorize their spiritual toolkit. And if they're feeling brave, they can take up to 400 CP in Drawbacks to really spice up their testimonies.

SEXPORT (100 CP)

Ever met someone in this setting who just gets you? With Export, for a humble 100 CP, you can take them with you when you move on to your next divine destination.

Elder Price (Companion - 100 CP)



Elder Kevin Price is a bright-eyed, square-jawed missionary with a dream in his heart and a hymn in his soul. He's got the Broadway Blessed perk, which means every moment with him feels like a showstopper; "Hello!", granting him flawless door-to-door charm and uncanny optimism; and "All-American Prophet", which lets him preach with such conviction you'd think he wrote the Book himself (and sometimes he thinks he did). Elder Price is loyal, enthusiastic, and just a little prone to theological improvisation

when the situation calls for it. Whether he's converting a village, founding a new gospel, or belting out a solo in the face of danger, he's convinced he's destined for greatness, and frankly, it's hard not to believe him.

Elder Cunningham (Companion - 100 CP)



Elder Arnold Cunningham is a lovable, socially anxious whirlwind of enthusiasm, pop culture references, and theological creativity. He comes with Broadway Blessed, so even his nervous ramblings can crescendo into toe-tapping miracles; "Hello!", which gives him the courage to knock (even if he forgets what to say); and "Making Things Up Again", a perk that lets him improvise doctrine so convincingly it might just become canon. Elder Cunningham may not know all the scriptures, but he knows Star Wars, Lord of

the Rings, and how to make people feel seen. He's loyal to a fault, endlessly imaginative, and somehow manages to turn wild stories into spiritual awakenings. With him by your side, you'll never be bored.

Local Mormon District (Followers - 100 CP)



You gain the loyal support of your very own Local Mormon District. Eight bright-eyed Elders who arrived in Uganda shortly before you did, full of faith, hope, and laminated pamphlets. Unfortunately, despite their best efforts, they haven't quite managed to convert the villagers. But don't let that discourage you! These Elders are still spiritually fired up and ready to follow your lead.

Each one comes equipped with the Broadway Blessed, "Hello!", and "Turn It Off" perks. Post-jump, these Elders will help you evangelize whatever you want: your personal gospel, magical theory, theology, philosophy, or sacred teachings.



Mobile Medical Missions Team (Followers - 200 CP)



This three-person Mobile Medical Missions Team has been deployed to support your efforts in the region. While not affiliated with the Church of Jesus Christ of Latter-day Saints, they are committed to humanitarian service and will assist you in delivering medical care wherever your mission takes you.

The team includes:

A General Practitioner trained in tropical medicine and rural diagnostics.

- ★ A Nurse with field experience, triage skills, and the patience of a saint.
- A Driver/Assistant responsible for logistics and translation.

Their Mobile Clinic is equipped with:

- Mini Diagnostic Equipment (portable ultrasound, blood pressure monitors, etc.) Medical Supplies (bandages, syringes, gloves, and more)
- Medicines (antibiotics, antimalarials, and emergency treatments)

Post-jump, this team will continue to provide medical support tailored to your mission. Whether that involves healing the sick or stabilizing communities.

UN Peacekeeping Squad (Followers - 200 CP)



For 200 CP, you are granted the support of a UN Peacekeeping Squad stationed approximately 20 minutes from your mission site. This unit operates under international mandate to provide security, logistical assistance, and deterrence in volatile regions. While not affiliated with your religious mission, they are authorized to assist in maintaining peace and protecting

humanitarian operations. The squad includes:

- 9 8 trained infantry personnel, each equipped with standard-issue AK-47s
- Representation Appears to the vehicle's turret and the vehicle's turret and the vehicle's turret are the vehicle's turret.
- A Sergeant, responsible for tactical coordination and field decisions
- A Driver, trained in evasive maneuvers and terrain navigation

Their vehicle is a customized Toyota "Technical", modified to carry troops and mount the Dushka for defensive operations. It's not elegant, but it's reliable.

Drawbacks



Meta-drawbacks

The Warehouse Is Not of This World! (+200 CP)

Oh dear Jumper I regret to inform you, by divine decree and celestial bureaucracy, that your Warehouse has been locked out for the entirety of this jump. That's right! All out-of-jump items, companions, followers, and storage access are now unavailable. But fear not! The Lord giveth, the Lord taketh away. This is a test of your spiritual fortitude and narrative creativity.

Perkless in Paradise! (+200 CP)

Oh my dear Jumper, I bring grave tidings wrapped in glitter and gospel: for the duration of this jump, all out-of-jump perks are strictly prohibited. That's right! Your psychic powers, your divine blessings, your reality-bending cheat codes, they've all been confiscated by celestial customs.

Except for one mercy: 6 Body Mod stays. This is a test of faith, Jumper, and a trial of character.

Now listen closely Elders! Each of the Drawback sections below comes in **three glorious levels of difficulty**, like ascending the spiritual staircase, but with more emotional trauma and jazz hands! Should you choose to take on the challenge (and bless your brave little soul if you do), you may select **one level per section**. Just one! Not two, not all three, this isn't a buffet of suffering! Pick your path, sing your testimony, and prepare for a trial that's doctrinally sound *and* dramatically satisfying!

Hardened Hearts



They're Just Not That Into You (+100 CP)

You arrive with a smile, a song, and a gospel in your heart <u>but the villagers greet you with polite nods and emotionally distant eyes</u>. They've heard it all before: the sermons, the promises, the cheerful foreigners with pamphlets and purpose. You're not unwelcome, but you're not embraced either. To them, you're just another chapter in a long book of well-meaning visitors who never stayed long enough to matter. If you want to reach them, you'll need to earn their trust the hard way, through quiet service, consistent presence, and maybe fixing a few roofs before you preach about heaven.

The Gospel According to Disappointment (+200 CP)

The villagers have seen missionaries come and go like seasonal rain. Each one bringing hope, each one leaving behind nothing but broken promises and forgotten hymns. Your arrival is met not with curiosity, but with jaded suspicion. They whisper behind closed doors, roll their eyes at your enthusiasm, and treat your gospel like a rerun of a show they stopped believing in years ago. You'll face closed doors, cold shoulders, and the kind of emotional resistance that can't be overcome with charm alone. To reach them, you'll need to rebuild trust brick by brick and heart by heart.

Faith in Ruins (+300 CP)

You've entered a village where faith has been buried beneath grief, betrayal, and the bitter dust of broken dreams. These people don't just doubt your gospel they resent it. Your presence is a reminder of every foreigner who came with promises and left with excuses. To reach them, you'll need radical compassion, transformative action, and a willingness to suffer alongside them. There will be no easy conversions, no spontaneous singalongs. Only the long, painful work of healing.

Man Up



Stage Fright of the Soul (+100 CP)

You've got the gospel, the choreography, and a companion who believes in you but deep down, you're not sure you belong here. Every door feels heavier, every testimony feels rehearsed, and your voice trembles just a little too much during solos. You're plagued by mild but persistent self-doubt, the kind that makes you second-guess your calling and rehearse your "Hello!" five times before knocking. It won't stop you from trying, but it will slow you down. You'll need encouragement, small victories, and maybe a pep talk to start believing in yourself.

The Gospel According to Anxiety (+200 CP)

You're not just nervous, you're afraid. Afraid of failure, rejection, ridicule, and the crushing weight of expectations. Your hands shake during sermons, your voice cracks during songs, and you sometimes hide behind your companion when the villagers ask hard questions. You know the gospel, but you don't trust yourself to deliver it. Every step forward feels like a battle against your own mind, and every setback reinforces the fear that maybe you're not cut out for this. To overcome it you'll need deep introspection and emotional breakthroughs.

Man Down (+300 CP)

You are paralyzed by crippling fear and self-loathing. You question your worth, your mission, and even your right to sing. You avoid eye contact, flinch at confrontation, and sometimes consider faking illness just to skip the next village visit. Your companion carries the load while you spiral in silence, and even your musical numbers are off-key with despair. To rise from this pit, you'll need a transformational arc, a journey of healing, courage, and rediscovery. It won't be easy. You'll face emotional breakdowns, spiritual crises, and the long, painful climb toward self-acceptance. But if you make it through, your final solo will be the stuff of legend.

Spooky Mormon Hell Dreams



Did I Just Sin... by Thinking About Sin? (+100 CP)

You're a good missionary. A very good missionary. So good, in fact, that you've started confessing sins you haven't committed, just in case. You apologize for impure thoughts that lasted 0.3 seconds, for humming secular tunes, and for accidentally saying "heck" instead of "hecketh." Your dreams? Oh, they've started getting a little spooky. Once a week in your dreams, you're visited by tap-dancing demons who wag their fingers and sing about eternal damnation because you forgot to say grace before chewing gum.

The Devil's in the Details and So Is Your Shame (+200 CP)

You now believe that everything is a sin. Wearing mismatched socks? Sin. Laughing at a fart joke? Sin. Thinking about kissing your crush while reading Leviticus? Double sin. You carry a notebook to log your transgressions, which include "accidental eye contact with a mannequin" and "feeling smug about my hair." Your <u>Spooky Mormon Hell Dreams now occur every other night</u>, featuring increasingly elaborate musical numbers starring your childhood pets.

Welcome to the Eternal Cabaret of Shame (+300 CP)

You are a walking guilt machine. You confess sins you committed in past lives. You apologize to trees for stepping on their fallen leaves. You once fasted for three days because you thought your sneeze sounded prideful. Your Spooky Mormon Hell Dreams now occur every night, and they've evolved into full-blown Broadway productions with pyrotechnics, jazz hands, and a chorus of flaming missionaries singing "You're Going to Hell (And It's Your Fault)."

Borat Tours Africa



Unbeknownst to you, your mission area has been selected as the centerpiece for Sacha Baron Cohen's latest Borat mockumentary: **Borat Tours Africa**. Armed with a camera crew, a questionable accent, and a complete disregard for cultural sensitivity, Borat is here to "learn about Uganda and make sexy time with the truth." Unfortunately, he finds *you* to be the perfect foil.

Borat has arrived in Africa. And wouldn't you know it, he's decided you are the perfect spiritual foil for his latest documentary. Every time you preach, he shows up with a camera crew and fake mustache, misquoting scripture with gusto.

He insists that Lehi was swallowed by a giraffe. He claims your Book of Mormon is "the sexy sequel to Torah."

😆 He interrupts baptisms to ask if the water is "holy enough for goat washing."

Locals laugh, but your credibility takes a hit. You must spend extra time clarifying that you are, in fact, a real missionary and not part of the traveling circus. Your teachings are constantly misinterpreted, and your spiritual message is drowned out by Borat's "educational" antics.

(+300 CP)

Borat's antics have escalated. He now performs full reenactments of your teachings using sock puppets, interpretive dance, and a goat named Elder Fluffy.

He distributes parody pamphlets which include quotes from The Lion King and Shrek.

He holds a press conference declaring you believe in "baptizing chickens for eternal salvation."

😂 He insists your church believes in "magic underwear that makes you invisible to lions."

You are now a recurring character in his mockumentary. Locals begin to associate your teachings with satire. And now, Salt Lake City is watching. LDS leadership has seen the footage. They're confused. Concerned. Possibly compiling a memo. You receive vague emails about "doctrinal clarity." You're not in trouble... yet. But you're definitely on the radar.

"This is my friend, he is not a very smart man!" (+400 CP)

The line between reality and satire has collapsed. Borat's film is out. It's viral. And you're in it. Constantly.

You're portrayed as a delusional zealot who believes giraffes are angels.

Your teachings are edited to sound like you endorse polygamy, goat sacrifice, and interpretive dance as baptism.

Locals now ask if you're "part of the Borat religion," and some genuinely believe your mission is a performance art piece.

You're trending for all the wrong reasons and LDS leadership is alarmed. Church HQ is debating whether to recall you, reassign you, or issue a press release. Your spiritual identity is a punchline, your teachings are parody fodder, and your every move is scrutinized by fans of the film and nervous church officials alike. You may still convert people... but only if they think it's ironic.

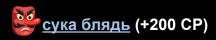
Borat Tours Africa DVD (Free item, requires any Borat Tours Africa drawback)

Congratulations, Elder! You are now immortalized in one of the most confusing, controversial, infuriating, and unintentionally hilarious documentaries ever produced. This DVD copy of "Borat Tours Africa" features your awkward encounters, all captured through the lens of Sacha Baron Cohen's mustachioed alter ego. It serves as proof that you survived both Uganda and Borat. Very nice!

PMC Wagner in Uganda



Just as you arrive in Uganda ready to preach the Good Word, Ugandan President Yoweri Museveni signs a security agreement with Vladimir Putin in a shocking turn of international diplomacy. Now PMC Wagner mercenaries have been deployed to the very region where your mission operates, and they're not exactly thrilled about your door-knocking, pamphlet-passing, musical evangelism.



PMC Wagner mercenaries have arrived in Uganda and they've taken a particular interest in your missionary efforts. You're not under threat, per se, but you're definitely under mockery.

You hear them mutter "сука блядь" and snicker whenever you pass.

They loiter near your missionary apartment, smoking and watching.

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You're not in danger ... but you're being trolled. Constantly.

Checkpoints of Confusion (+300)

Things have escalated. Wagner mercenaries now toy with you at security checkpoints, asking if your scriptures contain "encrypted messages" and pretend not to understand English unless you sing.

Operatives may delay passage, ask irrelevant or provocative questions, or feign confusion over missionary documentation.

Randomly confiscate your pamphlets "for analysis."

Local gatherings are increasingly interrupted by low-altitude drone flyovers, which appear timed to coincide with community outreach efforts.

You're still technically allowed to operate, but your mission now requires patience and a working knowledge of Russian sarcasm.



<u>Еб твою мать!</u> (+400 CP)

The situation is now fully compromised. Wagner operatives have initiated a disinformation campaign targeting missionary personnel.

Operatives spread rumors that Mormon missionaries are CIA agents, complete with fake dossiers and "leaked" photos of you holding a walkie-talkie.

Wagner troops now blast <u>Любэ's "Гимн России"</u> from loudspeakers whenever they see you with a crowd, turning every sermon into a geopolitical dance-off.

Locals start avoiding you. Some ask if you're "here to destabilize the region."

Your mission is now a surreal blend of faith, fear, and Cold War cosplay. You may still convert people, but only if you engage local leaders to counter misinformation.



Conclusion



My dear Jumper, on behalf of the entire LDS Ugandan branch, and with all the warmth a bishop's heart can muster, I thank you for your faithful service these past two years. You've spread the Good Word with courage, creativity, and more than a few inspired musical numbers.

Whether you now choose to Go Home (+500), Stay among us (+1000 CP), or Move On to new horizons, know that you carry our love and blessings with you. May your journey ahead be filled with purpose, joy, and the continued light of the Word.

Wherever you go, keep singing, keep believing, and keep making the world a little more Heavenly.

Bishop Harold W. Farnsworth



Addendum

You can find The Book of Mormon Broadway Musical Soundtrack here.

You can watch the Broadway Musical here.

Other jump chain works by /u/randalReps

Space: Above and Beyond

Downton Abbey

Hinca-P's The Perfect Cell (sinful garbage)

<u>Dilbert</u> (in progress) <u>Full Metal Jacket</u>

Inferno of Elegance: A Flameco Odyssey

Dos Equis: The most interesting man in the world

Married . . . with Children The Jerry Springer Show

Keeping Up with the Kardashians!

Cryptobros Jumpchain: A Blockchain Adventure!

