

AUTOROOOPER x ATARI

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トランスフォーマー

キスプレイヤー

Kiss Players



♥♥♥♥ Kiss Players ♥♥♥♥

~+1000 CP~

The year is 2006. In the recent past, the inhabitants of planet Earth worked alongside alien robots known as Transformers, led by Convoy, in their battle to protect the universe from the tyrannical Destrons. However, in their greatest battle against the planet devouring monster Unicron, their victory came at a terrible cost. By some miraculous tragedy, the commander of the Destrons "Galvatron" was sent hurtling through space, before crashing back on Earth in the middle of Tokyo.

The death toll was high enough to eradicate any goodwill the Transformers had built with Earth. Not helping matters, Galvatron's scattered cells began infecting vehicles all throughout Japan, becoming flesh-eating Transformers known as Legion. However, these also infected a small number of human females, making them Kiss Players who can help defend the planet against the Legion.



Species

~ **Humanoid Species: Age is 18-21, pay 100CP to take these as a non-female** ~

Human: You are a completely normal human being. Transformers and Kiss Players likely hold a massive combat advantage over you by default, but it's not unprecedented for regular humans to ignore their relative weakness to fight for what they believe in. **Gain 200CP**

Teletran: You are an offshoot of the famous Teletran 1. You and many of your siblings take the form of androids indistinguishable in mind and appearance from young human girls. Your body and mind are greatly enhanced compared to a human, but nothing compared to the toughness of a Transformer or the original Teletran. **Gain 100CP**

Kiss Player: You are a human with the ability to briefly induce seemingly magical effects by kissing a Transformer, such as regenerating their limbs, shrinking them to the size of an insect, and merging with them to greatly magnify their power. Post-jump this ability will work with any sufficiently sapient machine. **No Cost**



Species

~ Machine Species: Age and gender are irrelevant ~

Cassettrons: You are one of the Transformers created by Broadcast to assist with human-Transformers relations. You transform into a cassette, and are quite small and weak by Transformers standards, which is why you're perfect for connecting with humans. **No Cost**

Parasitech: You were a Transformer touched by or spawned from Galvatron's influence. Your biomechanical body is stronger than the average Transformer and resistant to anti-machine weaponry. You likely Transform into some automobile. **Spend 200CP**

Sparkbots: A minion of Unicron tasked with tricking the Kiss Players into reviving your master. You transform into a small floating sphere, and by being kissed by a Kiss Player, are capable of miraculous effects such as traveling through dimensions, altering your own size, and reshaping your body into skimpy human costumes. **Spend 300CP**



❀ ❤️ ❀ ❤️ **Fractions** ❤️ ❀ ❤️

~ Any fraction can be taken as Drop-In ~



Wildcard: Falling in with a particular faction is either undesirable or unfeasible. Much like the fiery Shaoshao Li and her partner Hot Rod, you follow your own road. Though, if you're a Transformer, Legion, or Kiss Player, don't expect the EDC to leave you alone. **No Cost**

EDC: Like Atari Hitotonari, you've been recruited by Earth Defense Command to protect the world against Legion and any Transformers who found their way back to Earth. If you took the Parasitech species, you are one of the mass-produced Autorooper units. **No Cost**

Resistance: Many humans refuse to forget all the good Transformers have done. Resistance members Like Marisa Fairborn oppose the EDC at great personal risk. You're currently making plans to attack an EDC transport believed to hold the body of Convoy. **No Cost**

General Perks



Moe: By some odd coincidence, every human involved in this conflict is very cute, and now so are you. If you wish, your cuteness manifests in such a way that you appear ambiguously young. Some might not be able to tell if you're 12 or 21. Luckily (and bizarrely), this doesn't impede your ability to buy alcohol or get a driver's license. **No Cost**

Downsized: Odd, but not unprecedented. Your robot body from this world is no larger than a small Earth insect. While this means your body is proportionately weaker than it would otherwise be, how many are prepared to deal with a foe who can hide inside their breakfast? **Spend 100CP, Exclusive Machine**

Ecchi: Your tongue is a long, prehensile tentacle that can secrete an obscene amount of acidic (and concerningly opaque) saliva. You can launch this several meters with the force to pierce Autobot armor. Your mouth can also sprout dozens of far smaller tentacles. If taken with the Legion Drawback, you will bear a deformed version of Megatron's head, identifying you as a Legion and as an enemy of humans and Transformers alike. **Spend 200CP, Free with Legion, Exclusive Parasitech**



Water Under the Spacebridge: You'd think future humans would have more to say about the time Galvatron destroyed Tokyo, Transformers were made illegal, Japan was plagued by flesh-eating Megatron heads, and Convoy came back to life to date a human girl. Similarly, as long as you remove the immediate threat and make a genuine effort to make amends, you can convince an entire planet to pretend that even an especially traumatic or global conflict/incident never happened. Do a good enough job, and it'll be stricken from written history to avoid opening old wounds. **Spend 300CP**



Eternal Soul: The Destron army's former second-in-command: Starscream, was known to bear a unique mutation that rendered him, for lack of a better word, immortal. Turns out he wasn't as unique as he thought. Should your body be destroyed, your spirit will be ejected as a ghost. You may become visible or audible, but you are otherwise unable to interact with the physical world. Luckily, you're able to possess organic or inorganic beings.

Should you lack a body (built, stolen or otherwise) when a jump ends, your chain will end as if you truly died. See Notes.

For double price, your ghost form can freely traverse time and space. That doesn't necessarily mean you know where you're going, so it's best to make sure you have a destination and an escape route in mind before aimlessly wandering the timeline. **Spend 600CP / 1200CP, half-off with Fragmented**

♥♥♥♥ Humanoid Perks ♥♥♥♥

~ 100CP perk free for Humanoids, and others Half-off ~

Metal Lover: Everyone has their own type, and yours is metal. Forming emotional connections with intelligent machines is even easier than with humans. Differences in biology and psychology are non-factors for displays of affection and deepening of bonds. Even a few weeks with a robot by your side is enough for love to bloom. **Spend 100CP**

Martial Master: Just because you're human doesn't mean you're helpless. You are a master in some weapon or martial art, able to fight off dozens of opponents of comparable strength. You've also learned how to harmlessly disable an opponent by destroying their clothes without so much as grazing their skin. **Spend 200CP**

Genre Conventions: A robot that wastes time molesting you is better than one that goes right for the kill. Outside of actual battle, all danger is replaced by lewdness. An enemy octopus will waste time coiling around you, a raging fire will only burn your clothes, etc. **Spend 400CP**

Perfect Compatibility: Some unknown attribute allows you to bring 120% out of any fusion. In addition, you can resist your will being subsumed into much stronger beings, and even briefly take command of every other entity controlled by your attacker. **Spend 600CP**



☀️❤️☀️❤️ Machine Perks ❤️☀️❤️☀️

~ 100CP perk free for Machines, and others Half-off ~

Meat Lover: For weaker beings, you can easily become an anchor for them. You give them emotional strength and help them overcome their insecurities and delusions. You can easily become like a father, a brother, or even more for those who put their faith in you. This will be vital for rekindling human-Transformers relations. **Spend 100CP**

Kid Gloves: Your power never impedes your ability to interact with fragile beings and objects. You can help a human put on a bikini without tearing it in half, catch them after a great fall without them splatting against your metal hands. This also helps with any transformations that risk harming your passengers. **Spend 200CP**



On-Site Acquisition: Rather than transforming your body, you can convert everyday objects into weapons that would fit right into any Seibertron armory. A traffic cone into a machine gun, a fishing rod into an arm-mounted cannon, a surfboard into a high-frequency blade, etc. **Spend 400CP**

Assimilation: Much like the Legions, you can assimilate vehicles and machines into your body, integrating their capabilities into your own. Just be weary that assimilating sapient machines with a strong will runs risks overwriting your own consciousness with theirs. **Spend 600CP**

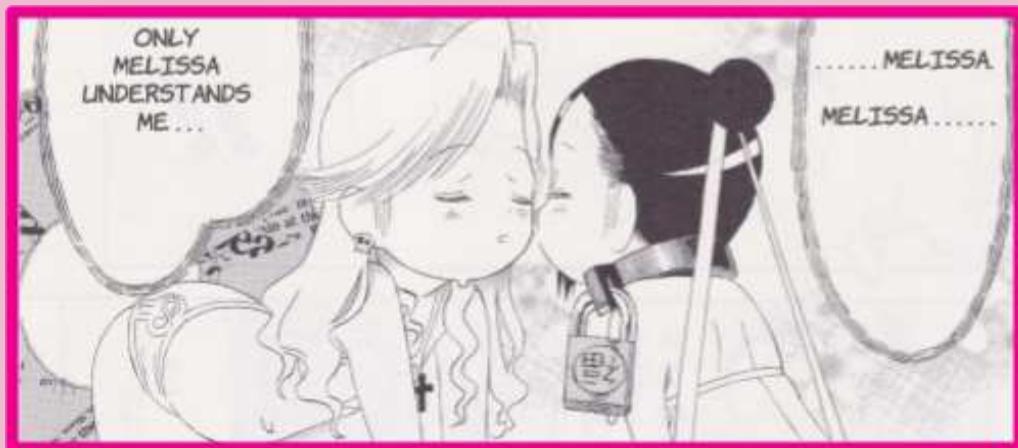
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~ IOOCP perk free for Wildcards, and others Half-off ~

Undeserving of Joy: You are more than wild, you are darkness, and you know how to bring that same darkness out of the vulnerable. You drive the survivor to question their will to live, the scientist to throw away their scruples, the soldier to dominate others, etc. Of course, pushing too hard can at times have the opposite effect. **Spend 100CP**

Lie in Wait: You are way stealthier than you have any right to be, and prey always seems to waltz into your lap. In the ocean? Surfers make a perfect snack. An alley? What a perfect spot for an existential crisis. As a Legion, you could paint yourself white and call yourself an Autorooper, and there's a chance the EDC would buy it. **Spend 200CP**

Stubborn Memory: You have an infectious quality to you. You can push others who love you to become madly obsessed with you. Should you be fully or partially absorbed into another being, you will leave a disproportionate impact on them, such that amnesiac phantoms or clones of you may manifest from them. See Notes. **Spend 400CP**



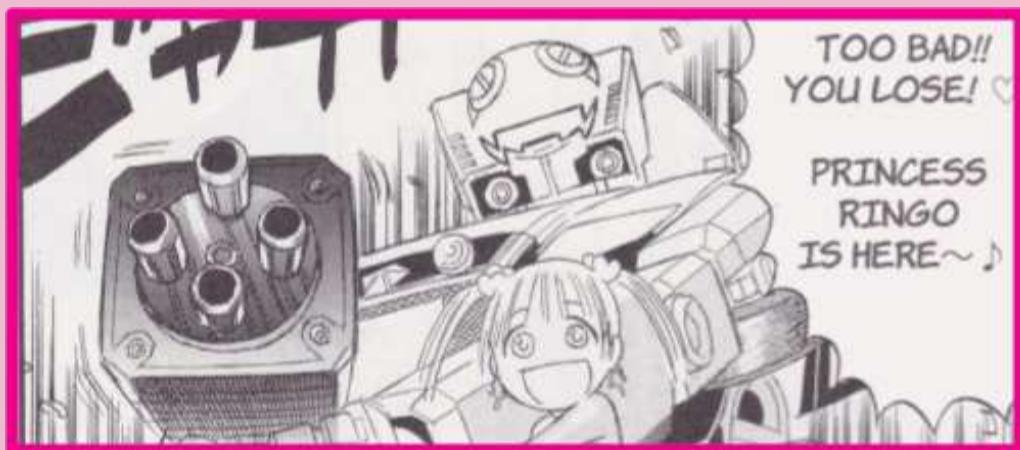
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~ 100CP perk free for EDC, and others Half-off ~

Power Structures: The EDC is a terrible place to work because of people like you. Whether you're relentlessly bullying your coworkers or abusing your position to secretly further your own ambitions, as long as it doesn't impede your organization's ability to do their jobs, your higher ups and sponsors will turn a blind eye. **Spend 100CP**

Press Release: The true terror of the EDC is their media manipulation. It's what lets them label the Earth's once-saviors as the enemy of mankind, while boldly advertising their own artificial Transformers army as justice. Not only can you control public opinion, but you're a master of leaking false intelligence to your enemies. **Spend 200CP**

Human Ingenuity: Insane or not, it's hard to underestimate Commander Amou's brilliance. You share her talent for reverse-engineering alien technology. As a bonus, your competence in all scientific endeavors skyrockets by intentionally losing yourself to feelings of grief and revenge. Just make sure you can still come back. **Spend 400CP**



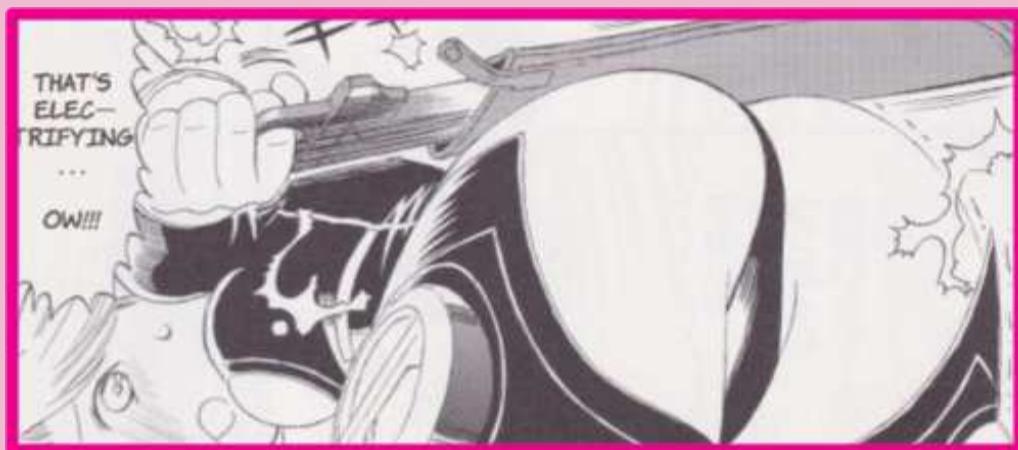
♥♥♥♥ Resistance Perks ♥♥♥♥

~ 100CP perk free for Res, and others Half-off ~

Energetic: Bullets are one thing, but you won't lose to a little shock. In addition to generally high stamina, you seem to possess a natural resistance, or at least tolerance, to stun-based attacks. Whether it's a tranquilizer or taser, you may not be wholly immune, but you can keep moving much longer than most. **Spend 100CP**

Slice of Life: Who would've thought that life on the run could be so relaxing? As long as you aren't actively pursuing your goal that day, the world seems content letting you enjoy your days off. Monsters you come across are weak, pursuers are stricken by motion sickness, corrupting forces slow to a crawl, and so on. **Spend 200CP**

Idol Lifestyle: The power of cute girls in cute outfits can change the world. In addition to the looks, talent, and charm of a world-class idol, through song and dance, you can completely change the world's opinion on a group or faction. A few months of live shows, and the incident in Tokyo will be a distant memory. **Spend 400CP**



♥♥♥♥ **Companions** ♥♥♥♥

Partner: As a Transformer, your partner must take a Humanoid species. If a Kiss Player, your partner must take a Machine species. They have excellent chemistry with you and get 600CP to spend. You can import a past companion at no cost. **No Cost, One Purchase**

Allies: With each purchase, you may create or import a companion into this world with 600CP to spend as they please. **Spend 100CP**

Crossover: With each purchase, you receive a "slot" that can be used to take a character from this world as a companion, with their consent. **Spend 100CP**

Atariscream: Upon discovering your nature, the immortal seeker Starscream decided to give up on usurping Megatron as leader of the Destrons, and now seeks to follow you to one day usurp you as Jumper! If you prefer, they will be bound to an android body resembling a human girl, only able to temporarily exit it to possess others. **Spend 200CP**





Pepsi Convoy: With race relations between the Transformers and humans getting worse by the day, an unknown transformer decided to remodel himself in the image of Convoy and improve his kind's image by bringing delicious Pepsi to any thirsty humans he came across. Everything else about his history is a complete mystery.

His body is composed of a "living metal" developed by NASA, the same kind that composes the body of the superhero Pepsiman. This might be why the anti-electron field appears to have no effect on him. He pulls a bottle-shaped trailer containing an infinite supply of Pepsi. **Spend 100CP**

Equipment

~ No discounts, free imports ~



Accessory: This is a mundane item that can become a weapon of war. Like a fishing rod that splits into canons, a surfboard that becomes a sword, traffic cones that become a gun, etc. The non-weapon mode must be relatively mundane, but you may import a separate item for both modes. **Spend 100CP, No Cost Kiss Player**

Wardrobe: This suitcase holds an infinite supply of skimpy outfits, complete with underwear. Returning them to this case will have them come out perfectly clean when you next open it. **Spend 100CP, Cannot be taken with Pack Light**

Battle Records: These files copied from Teletran 1 include records of every conflict the Transformers took part in, and the combatants involved, including those that happened in the future or parallel universes of the Transformers multiverse. **Spend 200CP, Spend 100CP Teletran**

Wrong Parts: In a frankly impressive display of medical incompetence, someone accidentally replaced your hand with one that can transform into a buzzsaw. This can cut through Transformer chassis and is indistinguishable from your other hand when not in use. **Spend 200CP**



Kremzeek Gun: Based on a peculiar energy being accidentally created by Megatron in the past, this gun can fire out short-lived clones of the original Kremzeek. This semi-intelligent electric imp can short circuit almost any machine on impact, including Transformers, and even works as an effective stun gun on organics. **Spend 300CP**

Anti-Electron Field: This device was used to enforce Earth's ban on Transformers. This projects a field that causes any Transformers to malfunction. This downsized version only covers a small city, but with the right knowhow, can be scaled up to cover a planet. Will work on any sufficiently intelligent machines post-jump. **Spend 300CP**



Galvatron's Remains: The source of all this suffering. An anomaly has placed a duplicate of Galvatron's body in your warehouse. In addition to being responsible for the creation of Legions and Kiss Players, Commander Amou was able to reverse-engineer Galvatron to create her Autrooper units. Who knows what other secrets this spawn of Unicron will uncover with further study? **Spend 500CP**

! ♥ ! ♥ Drawbacks ♥ ! ♥ !

Season 2.5: In the event you've already visited another Transformers jump in the Generation 1 continuity, then your actions there will be reflected in this jump as well. Even if your actions render the events of Kiss Players impossible, fate will contrive that the inciting incidents of this conflict occur roughly as described. **Gain 0CP**

Maiden: You really aren't a good fit for this world. Even minor shows of affection fluster you, and your tolerance to lewdness will remain stagnant, no matter how many times you get attacked by Legions or stripped in the midst of battle. This will be exhausting. **Gain 100CP**

Pack Light: Whether by frugality or necessity, you only possess a single outfit. This outfit is eye-catching, like a Chinese dress or nurse uniform, and does not include underwear. You will be unable to maintain possession of any other articles of clothing. **Gain 100CP**

Weak Stomach: An unfortunate weakness to have in a conflict involving intelligent cars. You suffer from severe motion sickness, especially when you're not the one driving. Compounding on this are your gluttonous tendencies, and disregard for nutritional value. **Gain 100CP**





Do You Want to Die?: You attract Legions like flies, especially when you're vulnerable. On the toilet? A Legion could smell it. Nice day at the beach? A Legion was hiding in the water. Enjoying a delicious breakfast? A tiny Legion was inside your pancakes. Be ever-vigilant. **Gain 200CP**

Mad Mourning: How dare the rest of the world live their lives while you're in such misery? You lost a loved one in Tokyo, and it drove you mad. Your moral compass is nonexistent, so the more despair and suffering spread in the pursuit of your goals, the better. **Gain 200CP**

Nemesis: If Megatron was a monster, Galvatron was evil itself. His influence eats away at your mind. Your instincts constantly beckon you to rampage. Even if you resist this compulsion, you'll be plagued by brutal nightmares. **Gain 200CP / 0CP & Mandatory Parasitech**

Legion: You were a corpse before Galvatron's cells infected you, and should he be restored, you will be a corpse once more, ending your chain. You must find some in-universe method to prevent Galvatron's resurrection or survive separation from his cells. **Gain 300CP**

Give Her Back!: A beloved childhood friend of yours hasn't taken your time apart very well. Through a combination of stubbornness and plot armor, they will stop at nothing to monopolize you. If you can get it through their thick skull that killing your loved ones isn't the way to your heart, you may take them as a companion. **Gain 300CP**

Fragmented: Your entire being has been split between the countless Legions. The only way to restore your body and mind is to kill every Legion before Galvatron is revived. I hope you have faith in your companions. **Gain 400CP, Requires Legion and at least one Companion**



♥☀♥☀ Ending ☀♥☀♥

~ After 10 years ~



Go Home

You've finally hit your limit. This world is so heavy and weird it's convinced you to wipe your hands of all this "jumping" business. You'll be returning home with all you've gained up to this point.

Stay Here

You'll spend the remainder of your life in this world. Luckily, things will normalize soon. As an added benefit, you receive control over Brave Maximus, a city-sized Transformer with the ability to travel through time and space.

Move On

You've had your fun, but all good(?) things must come to an end. You'll be moving on to your next jump. Perhaps you'll be stopping by this universe again in the near or far future. Hopefully under less... grotesque circumstances.

☀️❤️☀️❤️ Notes ❤️☀️❤️☀️

~ Jump by Gene ~

The plot of Kiss Players hinges on the assumption that Galvatron's body, as a creation of Unicron, possesses paranormal properties. I don't have the clearest memory of post-movie G1, but I'm fairly certain that wasn't a thing in the cartoon.

If it wasn't clear from context clues, in Japan "Transformers" refers specifically to the Autobots, while Decepticons are called "Destrons"

If you need more context, the Radio Drama and Drama CDs are on [YouTube](#), and this [torrent](#) also includes the translation of the *Kiss Players* and *15 Go! Go!* mangas. If you really can't be bothered with those, just watch Chris McFeely's [Basics on Kiss Players](#).

Eternal Soul:

You won't be able to use any of your ghost powers until you die once. At the start of the next jump, you'll be returned to life in your own body, and will need to die again to use your ghost abilities.

Stubborn Memory:

This is based on Commander Amou's daughter. She was killed when Galvatron destroyed Tokyo, which drove Amou so mad with grief that she decided it was fine to experiment on Kiss Players and let Legions run wild if it gave her a chance to revive her daughter. However, for some unexplained reason, this daughter's essence or whatever somehow rubbed off on all the Legion, allowing her to manifest as a kind of ghost accompanying each Legion, though she lacked all memory of her old life. If the perk's effects seem ambiguous, so was the plot point it's based on.