

Winger's World

In Honor of Doug Winger: 1953-2015

Welcome to planet Winger. A place much like Earth, and yet very different. All thanks to the discovery of Winger Energy, by Doctor Doug Winger. This energy is produced by humans but can only be extracted through sexual fluids (milk, vaginal secretions, but mostly semen). After this discovery, mankind began working on cross genetics fusion for more sources of Winger Energy, resulting in the creation of Anthros/Furries.

Soon after, as Winger Energy became more and more common, it was discovered that the energy could cause transformations in those who held it. This was discovered through the transformation of the first Hermaphrodites, or Herms.

Later, it was found that, if a person was left to produce Winger Energy without releasing it through sex or masturbation, they would grow bigger. These people were known as Hypers, and started a new wave of Size fetishes. These growths were labeled on a scale of 1 to 6. With 1 to 4s being able to live a normal life, while 5 and 6s were unable to stop growing, becoming immobile and doomed to life as a generator for Winger Energy.

Furries, Herms and Hypers were looked down on by most of society as abominations. Until a year later when an event caused a massive release of Winger energy. People the world over were changed. Furries and Herms became a lot more common. The energy awoke in some the ability to use magic. In others, it granted a deeper understanding of science.

You arrive in modern day Winger. People are a lot more open about sex and sexuality. Everything is powered by Winger energy. Herms and Hypers have been recognised as a normal part of society. Meanwhile, Furry rights have reached the point where most are no longer considered pets, and are treated as people. However, some are still treated as cattle, though that may change. Remember, wanking helps.

Gallery of Doug Winger's art: [here](#)

Collection of Winger's World fics (requires Futanari Palace account): [Here](#)

+1000 Cp

Age: Same as previous jump or pay 50 cp to choose

Gender: Same as previous jump or pay 50 cp to choose

Race:

Human (Free): Humans make up the majority of the population. Most create a decent amount of Winger energy, though few produce enough to go Hyper without receiving treatments to do so.

Furry (-100) Furrries are mass producers of Winger energy. To the point that over $\frac{3}{4}$ of the natural Herm and Hyper population is comprised of furrrys. Choose a normal animal. You now look like a humanized version of them

Legen...dary (-200): What? Normal furrries aren't good enough for you? Fine. You may now pick one of your animalistic alternate forms. This form becomes infused with Winger Energy, transforming into a humanoid form.

Anthro(-0): It looks like your human genes are more dominant. Rather than the more animalistic appearance of the furry, you look mostly human. Except for the ears and tail of your animal heritage. As well as the genitals and possibly a few other traits.

Location

1. **Hekaton**: A city thriving with magic, as such sorcerers and sorceresses come here to perfect their magic and raise their power level. This city is mainly ruled by furrries with their council composing of 7 members 4 furrries and 3 humans. Hekaton's population is mainly furrries but humans make up about 1/4th of the total population. There's also summoning of angels and demons but usually demons. Magic is at its peak here and it continues to make new strides, if you wanna learn about magic and potions and like your neighbors to have a bit of animal in them, this is the place for you.
2. **Zion**: A city where it's technological advancements are at their highest and continuing to become higher. This city is ruled mainly by humans in a type of council featuring 4 members 3 humans and one anthro. The city's technological achievements are high as they have mastered nanotechnology, teleportation and genetic manipulation. They are able to create herms from males or females with great ease to the point they have booths that will change their genders on the spot. The city also has drainage stations that can activate anywhere due to a command that will allow a being to drain themselves of their energy. Zion though have a low tolerance to furrries yet they do have them there, if you were to compare it Furrries would make 1/3 of the total population. If you want to see the best of technology and hang around humans head here..
3. **Eden**: Eden is the best of both Hekaton and Zion combined due to the fact that Zion and Hekaton have very shaky relationships and don't like to interact with each other much. However Eden is the place for people to combine both magic and Technology together to see what it can bring. So far results are scattered, but this place is the main base for the Infamous Skunk Scrubbers who are tasked with finding out of control Hyper's and using technology and magic to bring them to a place out of public danger. Regardless Eden has a fairly even population of furrries and humans. If you want to see the wonders of science and magic combined and don't mind your neighbor this is for you.
4. **Toon Land**: A massive island that appeared one day, filled with inhabitants from famous cartoons such as Tiny Toons, Animaniacs, and Looney Toons. Those who visit will find physics obeying cartoon laws, rather than the normal laws of science.
5. **Dragonfell Island**: A land of powerful magic, the civilization here is back in the middle ages. Technology is highly shunned. Mythical beasts such as dragons, unicorns and various other creatures call this land home.

6. **Small Village:** Your typical city. Friendly people, neighborhood stores. The kind of town that wouldn't be out of place on a sitcom show.
7. **Unexplored Jungle:** There are still areas which have not been mapped. Perhaps you are a villager, living with your small tribe. Maybe you are a scientist, looking for a rare plant or creature to propel you to greatness. Maybe you are a mage, here to share knowledge with the local shaman. Or perhaps you are just a tourist, looking for some exotic lovelie to fuck.
8. **Free choice**

Background:

Drop-In: Stranger in a strange land. Enjoy the sights and scenery

Hyper: It just keeps growing and growing and growing...

Scientist/Mage: Working with the wonders of Winger Energy.

Perks

General

Herm (100 CP): Congratulations! Whether by birth, science or magic, you are one of the third gender. A fully functional hermaphrodite ready to pound some holes and fill them with your seed.

Stretchy (Free/100 CP): The problem with oversized dicks is that few holes can fit them. Well, not anymore. You can fit any dick in any hole with no discomfort. No matter their size difference between the two. For additional fun, as much cum as you like can be pumped into them. You could leave them looking like a water balloon stuffed with cum. Free while in jump, but must pay 100 CP to keep in others

Fluid Control (100 CP): You now have control over how much fluid your body produces and releases, as well as when. Become dripping wet at a moments notice. Feed an entire family with your milk. Become a one-person bukkake machine.

Beast Mode (100 cp): Just because you aren't a furry, doesn't mean you are stuck with a human dick. When taking this perk, choose a normal animal. You now have that creatures' dick. Can be purchased multiple times, each time choosing a different animal's dick, allowing you to change between them.

Winger Energy (Free/100/400/600 cp) Winger energy can be found in the milk, semen and vaginal fluids of the person generating it. Which, by the way, you now do. This gives several benefits, besides being a

living battery. Most noticeable is the growth. The more winger energy you have, the more your body will grow to accommodate. The more energy a person contains, the hornier they get. Usually in the breasts, testicles and cock. Note this growth isn't permanent and shrinkage will occur as the energy is drained. Which can be done by draining the fluids. More energy is generated over time.

By filling a person with a large amount of your fluids, you can jumpstart their own production of Winger energy. If you do the same to an animal, they will transform into a furry/anthro. Note that you can choose not to infect them with winger energy. You can also absorb energy from winger tainted fluids. Note that the energy transferred/absorbed is around 1 out of 10 used. This perk is free while in jump, but you must pay 100 cp to keep after.

For 400 CP, not only can you infuse someone with Winger energy, but you can pass on your origin from this jump, as well as the 100 CP perk from that origin. As well, your energy transfer/absorption ratio becomes 1/5.

For 600 CP, you can not only do the 400 CP abilities, but you can pass on any other biological perks you have. At first, they will be 1/100th of the power you have. But the more you stuff them with your cum, the closer the perk will become to its original power. As well, your energy transfer/absorption ratio becomes 1/2

Double Your Pleasure (100 CP): Well, it looks like the Winger Energy did a little remodeling there, huh? You have a little something... extra. Whether that's another dick, another pair of breasts, or another pair of testicles is up to you. Can be taken multiple times.

Tauric (300 cp): Your lower half is... unique. Basically, you have four legs and an extra stomach. You closely resemble a centaur, but not necessarily a horse. If a Furry, your lower half is that of whatever animal you represent. If you are a human... well....

Vore (600 cp): Oh dear. That look you're giving. Like you could just eat them up. Literally. Your body can now digest anything. Simply eat it and your body will break it down. Course, sometimes you don't have the time to properly chew your food. That's okay. Just shove the whole pig or cow or horse right in. You might be immobile for a bit while your body digests it, but the full belly is worth it right? Course, you could also try that with a person... but society frowns on that. Also, they can still fight back. Gut wounds aren't any better when you get them from the inside.

Unlimited power (600 CP): Congratulations. You have no limit to how much Winger Energy your body can store. You will never have to worry about becoming a level 5 or 6, with sexual organs too big to move. How is this even possible? This should not be physically possible. You are not physically possible!

Drop-in

Shameless (100 CP): In this society, sex is an everyday thing. Because of that, clothes are gonna be looser and innuendo is easily inserted into everyday speech. But no one will care. Go ahead and give that hyper chick a stare. She'll think it's flattering.

Adaptation (200 CP): It's a lot to take in, I know. A culture where a girl is just as likely to ask you to drop your pants, as she is to ask you if you have the time. Where schools have classes to help young people learn to deal with overactive sex drives and massive endowments. However, you can adapt. Now, you'll find yourself having an easier time adapting mentally to new cultures and situations. You'll fit in in no time and people will have a hard time believing you not a native.

Not My Fetish (400 CP) Yeah. That hot rabbit herm is interested in you. She'll probably be willing to let you fuck her in the ass. Problem is, she'll want to take that puckered ass of yours for a ride as well. How do you ask her to let you bang her caboose, while keeping your hershey highway one way as well? This perk helps you out. No more awkward discussions about something not being your fetish, right after a partner helped satisfy your kinky desires. They won't get upset or disappointed, and will be understanding about it.

Contamination Proof (600 CP): You are unable to be infected by disease, energies, nanobots, or anything else. Unless of course, you wish to be. At which point you can choose which effects from the contamination will actually take place.

Hyper

Hyper Organs (100 CP): Either naturally, or through treatments, your body has adapted to the amount of Winger Energy its contained. Your breasts, balls and or cock are huge. While the size would normally go down as you released energy, yours retain some of its size afterwards. Thankfully, you'll be able to adjust to it quickly. So it won't be much of a hinderance.

Everyone's fetish (200 CP): Size doesn't matter. Whoever said that wasn't a hyper. You'll find that most people are into size. The bigger you get, the more aroused they get and you'll be ready to scratch that itch real good.

Exposure Acceptance (400 CP): Let's face it. When you have a dick the size of an full grown man's arm, and breasts the size of beach balls, it's hard to keep them covered. Now, people are more accepting of your exposure. Let it all hang out. Get a stiffy. No one will care. Some might get aroused.

Macro (600 CP): The Winger Energy in your body has spread. It is no longer contained just in your sexual organs. It is now filling your entire body. You can use the energy to grow everything, increasing your mass and your size to giant levels. Possibly beyond! Better invest in some VERY stretchy clothes though, unless you want to end up shredding them.

Scientist/Mage

Energy is Energy (100 CP): Mana, Chi, Ki, Winger... Energy is energy. You can use Winger Energy to power any spell, technique or such that needs it.

Aroused Accessibility (200 CP) Your spells and devices work better when you are aroused. Magic comes to you easier and the words flow with less error. Technology does what its supposed to without bugs or malfunctions and spells will be more powerful. Course, you'll have to deal with the increasing arousal eventually.

Anal-ysis (400 CP) Doesn't the pursuit of knowledge just get you so hot? The study of new technology. Learning a new spell. Or just figuring out how one works. Now, the more aroused you are, the easier it is for you to understand how a piece of machinery or a spell works.

Sufficient Enough (600 CP): Magic. Tech. Same thing. It's all in how you explain it. You can now take any magic, and boil it down to the point that you can reproduce it as technology. You can also take any form of technology, and make it into an easily accessible form of magic.

Items

Drop-In

Monthly rent (100 cp) Congratulations. You now have a stipend of \$3,000 a month. Enough for rent, utilities, food, and plenty of entertainment.

Skunk Buster Brand Contraceptives (200 cp): A lifetime supply of the number 1 brand in contraceptives. From condoms to diaphragms. Everything to make sure that sex is safe. These contraceptives are guaranteed 100% successful. No more worrying about holes in the diaphragm. These condoms won't burst no matter how much fluid is pumped into them. Watch us stretch one over this grain silo!

Winger Mobile (400 cp): A car designed to work on Winger Energy. Both driver and shotgun has milking cups for breasts and cock, designed to drain energy to fill the gas tank. A nice comfortable ride that is green and good for the environment. Can import a vehicle.

Double D Ranch (600 cp): From Dawn to Dusk, a breeding ranch filled with fertile, hyper furry mares. Both normal and futa. Ran by a pair of hyper futas. Marina Dale, a human, and Kamber, a horse furry. Thanks to a genetic experiment gone wrong, they are doing quite well. As their latest investor, they are willing to give you a portion of their profits. And even allow you to 'help out' around the ranch. Post jump, the ranch can be placed in your new location.

Hyper

Loose Clothes (100 cp): You knew the worst thing about being big? Finding clothes that'll fit. This gives you a closet full of clothes that will properly stretch to contain all your endowments. Besides being

guaranteed to cover you, no matter what size you are, they also have removable areas for easy access to the fun parts. There are also magical sets designed to hide or reduce the apparent size of your parts.

Hyper Sex Toys (200 cp) Toys designed for those of a size fetish. Dildos and strapons that are measured in feet. Onaholes you could easily shove an entire arm into.

The Patch (400 cp) Welcome to the Winger version of steroids. A green patch designed to be applied to the skin. When applied, the wearer is granted increased strength, size and winger energy. However, there is also the risk of slipping into a Mating Frenzy, as the drawback. Expect to be arrested if caught using. Comes in a packet of 6, with tape covering the side to be applied to the skin. A new packet is delivered to you by a mysterious courier every week

Mega Club (600 cp) A popular nightclub for hypers and size kings/queens. Humies and Furs. Herms and norms. There's always someone looking to fuck or be fucked. As long as the size is right. After the jump, this building can be placed anywhere.

Scientist/Mage

Cleaning Spell (100 cp): In a world like Winger's, there is bound to be a ton of messes. This makes it much easier to clean up. While most messes will be completely removed, you can also choose to instead move them to prepared containers. Perfect for harvesting energy after a massive orgy.

Milker (200 CP): A special machine meant to milk the sexual fluids from the body. A tube for the dick, a pair of cups for the breast, and an extra absorbent dildo for the vagina. Capable of handling liters per second of fluid. As a bonus, the containers in the pumps are the perfect size to fit in a Winger Generator.

Transformation Chamber (400 cp) Whether through magic or genetics, this machine can change your appearance. The change is only cosmetic, unable to change your gender or species, or grant you any extra abilities. But you can easily look like another person after stepping out of here.

Blueprints (600 cp): These blueprints show how to convert any machine to run off Winger Energy. Complete with universal containment systems to draw the energy out of the fluids.

Companions

Fuck Buddy (50 cp) Create or bring a friend with you into the fun of Winger's World. Your companion gets 600 cp to spend on origin, perks and items. They cannot take drawbacks.

Gangbang (300 cp) The more the merrier! You now have 8 companions you can create or import. Each gains 600 cp to spend on origins, perks and items. They cannot take drawbacks.

Pandora (50 cp) Awww. Isn't she cute? You now have a dog girl as a companion. She is rather simple, about as intelligent as a normal dog. But she is cute, busty and ready to 'play'. Choice between female or herm.

Minerva Mink (100 cp) The famous mink from Tiny Toon and Animaniacs is a common character seen in Winger's work. And now, she can join you on your escapades in all her hyper fur beauty. Interesting to note: A mink can fuck for 8 hours straight. Hope you can keep up.

Or, if you prefer, you can have her cousin Hermione Minx. A hyper futa who can cum 8 hours worth at once.

Demon (200 cp) Oh dear. You've managed to contract with a demon. She's a hyper herm fur. With two sets of breasts and two cocks. She is also absolutely insatiable and always DTF. She is also a nearly limitless generator of Winger Energy. You just have to convince her to part with some of that energy.

Drawbacks

Too Much Fur (+0): The furies a little much for you? Understandable. It's not for everyone. With this option, they'll be toned down. Instead of furies, they'll be anthros. Looking human with just the tail, ears, and possibly dick of the animal they are supposed to be.

Leaking (+100 CP): You seem to have a little leak there. Whether it's breast milk, semen or vaginal fluid. You're constantly leaking. Expect to leave a mess wherever you go.

Insatiable (+100 CP): You cannot get enough sex. Ever You'll find yourself constantly horny. Always ready to fuck Any sex partner will be worn out long before you.

Size Queen/King (+100 CP): You have standards. Bigger is better. If the cock isn't measurable in feet, you aren't interested. If those tits don't resemble over-inflated beach balls, you won't even give them the time of day.

Need to drain (+200 cp): You've got issues. Your body is producing more fluids than you know what to do with. You'll find yourself needing to find someplace to regularly masturbate and drain yourself every few hours.

Micro (+200) Aren't you just the cutest little thing? You are now pocket sized. Enjoy life at action figure height. While almost everyone else appears to be giants. Yeah, you heard me. Almost. You might be able to find some squirrel or mice furies your size, who haven't had the growth spurt some of their relatives have. Still, make sure you watch your step.

Mating Frenzy (+300): Oh boy. You are one horny bugger. Every couple of weeks, you will suddenly, with very little warning, fall into a mating frenzy. At this point, you will find yourself needing to fuck

everything in sight. Male, female, herm, hume, or furry. Doesn't matter. You need sex and you need it now! This will only stop after you've utterly exhausted yourself. Have fun dealing with the consequences.

Mall (+300 CP): Uh oh... You didn't land on Winger World after all... Rather, you landed on the less hospitable Mall. Everyone is a herm. There is no male or female. The world is divided into three sections. Each ruled over by a queen. Human, Horse and Dog. Size is everything in this world. Violence, both physical and sexual, will happen. Fuck or be fucked.

Level 0 (+300 cp) You have no Winger Energy in you. Your body is unable to process Winger Energy. This leaves you looking... a lot less curvaceous than those around you. Your sex organs are practically atrophied, and your body is weaker. Not many are going to be interested in a pipsqueak like you. And those who are, are likely just looking to fuck you in the ass and leave you.

Hyper Hunted (+300 cp): A Hyper Futa is on your trail, and she's not taking no for an answer. If she catches you, she will fuck you, and fuck you, and fuck you. Pumping you with seed until you pop. And believe me, she has enough to do so.

Level 5 (+400 cp) Oh dear. You didn't take the advice about wanking, did you? Your sexual organs now are too big. You can't even move. You'll need to drain your fluids at least every hour, and there'll be a lot of it. Hope you have someone to help you with daily necessities.

Vore (+400 cp) You are just so hungry! Regular food just isn't enough to satisfy it. Instead, you'll find yourself craving people. In order to satiate this hunger, you'll find yourself needing to swallow an entire person at least once every few days. Your body is now able to do so, whole, even if you aren't a Macro. Though your stomach may bulge quite a bit while you digest them.

There will of course be investigations into the disappearances. Be careful hiding your tracks. If you are caught, well... it's game over.