

DONUT COUNTY



Donut County is a peaceful desert community. Filled with happy (albeit eccentric) residents and an all-around laid-back atmosphere. However, things have been getting strange since raccoons started to move into Donut County en-mass and began buying out the local businesses.

Their appearance also coincided with the start of a mysterious series of disappearances. Where moving holes would appear in the ground and suck up the county's residents, along with everything they own.

This was their plan all along. Through a mobile app, the raccoons used these holes to remove the residents so they could take full control of Donut County and monopolize all their trash (by raccoon logic, literally everything other than people and animals count as trash).

Mira, the human worker at a local raccoon-owned donut shop is aware that the raccoons are at fault. However, as her best friend BK is one of the main perpetrators, she doesn't have the heart to do anything about it until it's too late. You start right as the raccoons begin moving into Donut County and receive **1000 Donut Points** to prepare yourself.

ORIGINS

Select one Origin. Choose age and gender freely. Any origin can be Drop-In. Start anywhere in Donut County. Your body in this jump becomes an altform post-jump.

Townsfolk – You are a resident of Donut County. You are either a regular human, or some kind of anthropomorphic animal (other than a raccoon). Don't let the current situations with the raccoons fool you, Donut County is normally a pretty safe and cheery place to live. – **FREE**

Raccoon – You are a talking raccoon. Raccoon culture is just a big knot of contradictions. To a raccoon, trash is the most valuable thing in life, while also being inherently worthless. Their definition of “trash” is so broad it covers just about every inanimate object. Stealing is such a natural part of their culture that they can't comprehend why other people are upset when they do it. They also have the engineering skills to create a high-tech laboratory with mechanical arms and security scanners, but none of the intelligence needed to actually operate any of it. – **100 DP**

Hole – You are an unprecedented phenomenon, a hole with a will of its own. Maybe some kind of prototype AI? In any case, anything that falls into your body will arrive at a large underground cavern (even if you're far away from the location of said cavern). Your base size is a little bigger than the hole on a golf course. You grow a little larger every time you swallow something. You can swallow entire buildings in time. However, you can't grow any larger than your current surface can contain. As such, growing too large can make travel difficult.

You can travel along any flat, horizontal surface large enough to contain your “body”. You can teleport short distances, but not into locked rooms or out of traps, for some reason. For an extra 200 DP, you can warp to any location within a thousand miles, as long as you have a general idea of where it is, or at least the address. These long-range warps always reset you to your starting size. – **400 DP / 200 DP**

TOWNSFOLK PERKS

100 DP perks Free and all others 50%-off to Townsfolk.

Ray of Sunshine – Even when their homes are destroyed and they're stranded underground, the people of Donut County barely seem phased. You have a similar ability to maintain a laid-back and casual atmosphere with others in even the most objectively horrible situations. – **100 DP**

Taste of Their Own Medicine – Sometimes it takes more than words to get a point across. When someone you know is being unreasonable or just denying reality, you always have an idea of how to get through to them and make them realize that what they're doing is wrong. – **100 DP**

All Together Now – The key to making it through a disaster is unity. You have a talent for keeping people focused in such circumstances. This could mean preventing people from succumbing to panic in order to work together, or just shutting down a smooth-talker trying to prey on people's desperation to twist the narrative to their benefit. – **200 DP**

Shortcuts – A frankly inexplicable skill. You are able to instantly teleport between any tents or similarly tiny shelters you own. You must already be within one shelter to teleport to another, and they can't be more than 30 meters apart. At least there's no real limit to how often you can do this. Comes with two identical tents to get you started. – **200 DP**

Supply Without Demand - You are an impossible anomaly in the eye of capitalism. Somehow, you are able to experience at minimum an average level of success in any business. This even holds true if you're so bad at your job that it is actively harming your customers, and everyone agrees your shop is awful. They just keep coming back anyway. - **400 DP**

Boss Time - When you find yourself up against a powerful and important "boss fight" you can treat them just like a video game. You'll be able to see their health bar, they'll often telegraph their attacks, and in general are slow to mix up their attack strategy. Some bosses will naturally be far harder than others, but this still makes things a bit easier. - **400 DP**

No Harm no Fowl - The physics in this world are softer than you might be used to. By purchasing this, you get to retain this trait. In short, you are completely immune to "fall damage". Even if you're falling thousands of feet onto solid stone, the worst you'll feel at the bottom is mild disorientation. This even protects against damage indirectly caused by the fall. Like if you fell onto a bed of spikes, or a pile of explosives, causing them to blow up. As long as the fall was the main contributing factor of the damage, it still counts. - **600 FP / Free during this jump**

RACCOON PERKS

100 DP perks Free and all others 50%-off to Raccoons.

Born Thief – Stealing is baked into your genetics. While this doesn't inherently make you a better thief, it makes it much easier to keep your cool during heists. Other thieves you come across often see you as a kindred spirit, making them *slightly* less likely to deceive you. – **100 DP**

Hook, Line, & Sinker – You are a master of bait. Whether it's baiting a hole with a trail of donuts or a rebelling employee with the promise of promotion. You always have a decent sense of what someone wants and how to use it against them. Not foolproof, but fairly reliable. – **100 DP**

Moving Up in the World – Even at the bottom of the corporate/social ladder, you find it bizarrely easy to get in direct contact with the highest rungs of that ladder. You won't have as much authority, but even if you go right to the top as a mere donut salesman, it feels more like talking to a coworker with some seniority than a literal king. – **200 DP**

Tunneller – You have the ability to distract people with ridiculous ease. Whether it's framing your friend as the bad guy for breaking your toy after you literally destroyed the city or convincing someone to sell out their friends for the promise of a cozy job. This isn't impossible to see through, but it works more often than it really should. – **200 DP**

New Management - Like the Trash King, you have the ability to seize control of a city with ridiculous ease. You can start by buying out small businesses. A month later and your people run almost every business. Another month and they run the police. One more and you'll be king of the entire city, as long as nobody notices what you're doing. - **400 DP**

Falling Upwards - You can place people in positions well above their competence level, and they always manage to figure it out. Assign a random farmer to head of R&D or a janitor to ship captain, and in time you'd think they trained years for the position. The process is extremely slow and chaotic, but it always works out sooner or later. - **400 DP**

Trash Science - You are one of the leading experts in raccoon science. Raccoon science doesn't follow any kind of a scientific method. One week they'll be designing military-grade quadcopters, the next they'll be trying to figure out how pens work. Innovations are made at complete random, rather than as a result of previous discoveries. You are able to apply the principle of raccoon science to your own research. Every now and then you'll be able to make something as impossible as the hole-controlling app, but breakthroughs like that are extremely rare. - **600 DP**

HOLE PERKS

Freebee Perks exclusive and all others 50%-Off to Holes.

Hole to Hole - Anything that falls into your Hole form will be unharmed by the fall, as if they benefited from **No Harm no Fowl**. This effect can't be disabled to make your falls lethal. - **FREE & EXCLUSIVE HOLE**

Hole New Perspective - A necessary ability for a Hole. Whenever you teleport, you are able to reset back to your original size. This perk only applies to your hole form. - **FREE & EXCLUSIVE HOLE**

Hole Punch - When you "teleport" what you're actually doing is leaving your body behind to recreate yourself elsewhere. You can close up holes you leave behind at any time, or just leave them. This won't automatically return anything you sucked up. - **FREE & EXCLUSIVE HOLE**

Fixing a Hole - You have the ability to "use" items just by throwing them. This won't work as well for continuous activities like sword fighting, but you can throw a USB to have it perfectly enter the port, or have a thrown camera snap a picture on its own at the perfect moment, etc. - **200 DP**

Fire in the Hole - Looks like someone bought the catapult upgrade. This allows you to eject anything up to the size of a raccoon that you've recently swallowed with great force and so-so precision. This is a very unpleasant skill to use with most organic forms.

For a second purchase (before discounts) you also receive an upgrade that allows you to use the catapult as an elevator to safely return anything you've swallowed (or what's left of it) even if it's extremely large or you swallowed it long ago. - **200 DP / 400 DP**

Hole-y Oblivious - Those around you are often impossibly oblivious to you, as long as your means of approach is sufficiently strange, even as you suck up everything around them. Even when they do catch on, they're likely to just cower in the fetal position or run in a circle for several minutes before leaving the area even crosses their mind. - **400 DP**

Toad in the Hole - You have a way with animals, in the sense that animals around you have a tendency to behave in the most convenient way possible. A snake will stick out its tail for you to press buttons with, a frog will always grab what you want it to when thrown, a crow will throw you useful items, etc. Doesn't apply to insects. - **400 DP**

Black Hole - You find that time and physics is twisted to an extent on anything you take into your body. Time bombs will take ten times as long to trigger. You can suck up hot coals to breath fire, or "swallow" an impossible amount of water without it flooding your insides. You can use water in your mouth to short-circuit electronics without damaging yourself, and similar ridiculous feats. This can only bend the rules of reality so far, and how exactly this manifests depends on what you took in and what would be most beneficial to you at the moment. - **400 DP**

UNDISCOUNTED STUFF

Purchases I didn't feel like fitting elsewhere in the jump.

Low-Poly Charm – This place has a very peculiar style to it. Post-jump, you can alter your perception of the world around you to match Donut County's vibrant polygonal art style. This also grants you the game's soundtrack. Both effects are separately toggleable. – **FREE**

Trashopedia – Every time you create or obtain a new type of trash, you will get a new entry in your Trashopedia. This will give a brief summary of the trash, albeit from the perspective of a raccoon. Your Trashopedia will transfer to any smartphone or tablet in your possession – **FREE**

Connections – Pretty much everyone in Donut County has some kind of phone. This grants you a personal smartphone as well as either a tablet or laptop. You never have to pay for service, and it seems to have a connection wherever you go, even miles underground. – **FREE**

Companion Import – With each purchase, you may import or create a companion into this world. They receive 600 DP and can gain 400 DP more from drawbacks. Each purchase after the first doubles the maximum number of companions you get, up to a maximum of 8 – **100 DP PER**

Companion Export – With each purchase, you receive a slot that can be used to recruit a native of this world as a companion. You need to gain their informed consent first, but honestly the people here are so laid-back that probably won't be that hard to get. – **100 DP PER**

Donut County – On any phone you own, you will find the same app used by the Raccoons to summon and control holes. You can "deliver" a hole to anywhere you know the address of. The more holes you create, the higher your score, and the more rewards you can buy, like energy drinks, or your own quadcopter. – **600 DP / Free during this jump for Raccoons**

TOWNSFOLK TRASH

100 DP items Free and all others 50%-off to Townsfolk.

Donut County Donuts - Every jump, a branch of the Donut County donut shop will inexplicably exist. They can be called to order a donut directly to your location, no matter how remote. - **100 DP**

Home Sweet Home - Your own home in Donut County. It's actually pretty tiny, but comfy all the same. It's your call what form it takes, such as a trailer, a giant tin can, or just a regular house-shaped house. - **100 DP**

Appropriately Sized Car - A relatively normal car with infinite gas. Whether you're the size of a mouse or have stubby raccoon legs, this car will morph to accommodate your current physiology. - **200 DP**

Hot Air Balloon - This one is pretty self-explanatory. It's surprisingly easy to control, even by a non-talking dog. For what it's worth, this has enough lift strength to destroy fairly large rock formations. - **200 DP**

Dubiously Legal Business - Your own small business, like a restaurant, fireworks shop, etc. You somehow make enough to live by, even if your product is objectively awful. As long as nobody dies, the authorities are oddly willing to ignore incidents around this shop. - **400 DP**

Hacking Dongle - This small USB stick contains a high-spec hacking software of your design. The strongest firewalls can still block this, but otherwise this can be used to hack into and remotely control just about any electronic system. Assuming it's USB-compatible. - **400 DP**

RACCOON TRASH

100 DP items Free and all others 50%-off to Raccoons.

Pickle Jar – A jar that always contains at least one delicious pickle, no matter how many you take out of it. In addition, using this jar as a metaphor makes any argument notably more convincing. – **100 DP**

Grappling Hook – A gun that fires a hook attached to a rope. It actually has very little power, and therefore very little range. It can theoretically be used to climb, but it's much better at pulling things down. – **100 DP**

Raccoon Lagoon – Every week, you receive a ticket to Raccoon Lagoon, the happiest raccoon place on raccoon earth. It has rides, tunes, and water balloons. It also inexplicably exists in all future jumps. – **200 DP**

Quadcopter – A major status symbol in raccoon society. This drone can be remote controlled via tablet. If you're light enough, it can even carry you through the sky, in addition to several other features. – **200 DP**

Royal Quadcopter – The pinnacle of quadcopters. Rather than a drone, this is basically a full-sized helicopter. It has a cannon that can launch an endless stream of quick-drying cement. It can also drop a replenishing supply of bombs and summon cinder blocks from the sky. – **400 DP**

Trash Palace – Your own trash can-shaped mansion. In addition to being an imposing fortress with advanced security systems and a full raccoon staff, it is also one of the most advanced trash science labs on the planet. Which is like regular science but focused on trash. – **400 DP**

HOLE TRASH

100 DP items Free and all others 50%-off to Holes.

Cavern - An enormous underground cavern located somewhere 999 ft below your starting location in each jump. If you took the **Hole** origin, this is where everything you swallow ends up. - **100 DP, Mandatory Hole**

Snapshot - An indestructible instant camera with infinite film. Its flash is extremely bright and has a weird way of “homing” in on enemies to blind them, even if you just throw the camera in their direction. - **100 DP**

Explosive Coals - These small hexagonal coals pack a serious punch. When even one piece is ignited, it instantly creates a massive (but weirdly short-lived) gout of flame. You receive an infinite supply. - **200 DP**

Gross Veggies - You receive a variety of Donut County veggies that replenish daily. From corn that explodes into basketball-sized popcorn to carrots that drive rabbits into a breeding frenzy with one bite. - **200 DP**

Rude Creatures - Your own farm (or lab, or zoo, or whatever) of a variety of Donut County’s fauna. From birds that can drink infinite quantities of water, to bizarrely cooperative frogs and snakes, to rabbits that breed so fast it literally defies the law of conservation of mass. - **400 DP**

The Source - This is it. This is the source that all the holes the raccoons control come from. To be honest, I have no idea what this is. It’s revealed off-screen, but those who gaze at it are invariably left with a feeling of “I’m not sure what I expected, but I guess that makes sense”. - **400 DP**

DRAWBACKS

No drawback cap. Take as many as you want.

Quack - You are overly infatuated with the duck emoji. Any attempt to communicate over text will end with you spamming dozens of ducks at the other person. It's funny at first but gets old really fast. - **+100 DP**

Flat Hollow Earther - You are really weird, and everyone knows it. You are paranoid to an extreme and take any opportunity to rant about your long list of often contradictory conspiracy theories. - **+100 DP**

Dunning Krueger - You are almost criminally incompetent in a particular skill or career that you believe yourself to be a master of. Your cooking is basically poison, your art is an attack on the senses, etc. - **+100 DP**

Quite the Pickle - In a moment of unchecked greed, you got your hand stuck in a pickle jar. You and those around you will fail to think of any possible way out of this predicament for your time here. - **+200 DP**

Property Wrongs - Your friends (or the closest thing you have to a friend) have this nasty habit of destroying your prized possessions. Sometimes this is to make a point, other times it's just for personal gain. - **+200 DP**

Infestation - You will often find yourself and any locations you frequent harassed by local wildlife. Whether that be snakes, bees, giant roaches, etc. Something about your face just pisses them off. - **+200 DP**

Worst Friend Ever – You are just an all-around terrible person. You'd gladly destroy your entire city if you got some cool toys out of the deal. You have no sense of accountability and struggle to comprehend that any amount of other people's suffering can matter anywhere near as much as a minor inconvenience that affects you personally. – **+300 DP**

Trash-Colored Glasses – If you aren't a raccoon, you were clearly raised by one. In your eyes, absolutely everything is trash, and trash is inherently desirable. You don't really grasp the concept of "ownership" which can make you difficult to get along with. You aren't very bright in general, but oddly this doesn't impact your engineering skills. – **+300 DP**

Out of Bounds – The raccoons somehow caught wind of all the trash floating around in your Cosmic Warehouse. Holes will regularly spawn within your warehouse, sucking your stuff into various caverns under Donut County. Everything will be returned by the end of the jump, but it's still annoying. For double the payout, anything you fail to reclaim by the end of the jump will be lost for good. – **+300 DP / +600 DP**

ENDING

Thanks for visiting Donut County.

Go Home

End your chain and return home.

Stay Here

End your chain and stay here.

Move On

Carry on with your chain into a new world.

NOTES

Jump by Gene.

The events of the game are a few days tops. Even with the jump starting from the arrival of the raccoons in Donut County, that probably still isn't more than a year or two, if that. You can move on to your next jump right after the defeat of Trash King, or stick around for the full ten years, essentially making it a vacation jump.

Don't worry about how the **Hole** origin can perceive the world, or function in any capacity despite being a literal hole. It just works.

If you took the **Hole** origin, the **Cavern** item is essentially your stomach. Feel free to decide if that means it also disappears when you change out of your hole altform in future jumps.

For **Out of Bounds**, if you don't have a Cosmic Warehouse, they instead appear in whatever the closest equivalent you have is.