

SUPER FATTY RPG -EXPANDED-



SUPER FATTY RPG JUMPCHAIN

Version 1.0

In between the endless folds of eternity resides a plane that is neither a realm of unending bliss nor pain. Instead, this is a place filled with much more fleeting moments. Initially, nothing more than an endless expanse of wetlands with nonsensical spatial dimensions. The spirits that came to reside here eventually wrought a civilization out of these lands and tamed the wild space.

Now a great city is the dominant feature of this world, with the swamps residing beneath it. Society, it seems, has resumed in some form to what you might recognize with spirits and other beings living together. Although the souls of this plane place far greater importance on body mass than what you might be used to.

Welcome to Limbo. Please do enjoy your stay.

+1000 CP

Starting Location

Liminal Space -Only Choice-

Like every soul who finds themselves here, you start in the lobby. The lobby is a small room containing only a desk with an unremovable book describing this world with some pages curiously missing. A package containing a free transporter phone lies beside it that can be used to enter Limbo proper.

Origin and Form

Spirit -Only Choice-

You share the same origin and form all spirits have when they arrive here. You materialized with an average sized "body" comprised of solid ectoplasm that may or may not have legs(instead ending with a ghost tail). This body can be manipulated like clay allowing you to change your physical characteristics and ectoplasm color. Although shapeshifting into other species is not possible with this body alone.

There are several stats that all spirits and beings in this realm have. These stats can be raised with equipment, items, and training.

Willpower: The quality of the soul and body that is responsible for how much punishment you can take. When this is fully depleted you will be vulnerable to those who may wish to make you a snack... or worse.

Fullness: This determines how much you can handle in your stomach. Once you are completely full you will begin to lose willpower if you eat any more. This can be expanded through growing in size and never diminishes with weight loss.

Power: The inner strength of your soul. The more powerful you are, the stronger you become physically. However this also increases your ability to talk someone into submission with willpower-draining words.

Focus: The defense of the soul that helps shrug off physical attacks and silver tongues.

Mobility: Your speed and maneuverability. Helpful if you don't want to be immobile or snail-like.

“Curses” and Treatments

These options will modify your species and may grant you several abilities or buffs in certain areas. Upon purchase, you can choose whether you start as this or simply end up in a scenario where you transform later. The first three options are unavailable with each other. If you want a hybrid species, combine the costs in the Other option.



Full Time Cow -100-

“Moo.” You are now a cow with the ability to produce large amounts of very delicious and filling milk from your breasts. You can either sell this off or let others drink straight from the “tap” so to speak. The milking process is very pleasurable. Comes with a free Milking Machine

Other -Variable-

There are all sorts of species you can find in limbo, from rabbits and dinos to kitsunes and succubi. This option will let you become anything that may or may not appear in the game within reason. Low-end appearance only changes like rabbits will only cost -100- while species that may have some magic abilities like a succubus may cost -300-.



Gator -200-

“RADICAL.” You are now a gator, the gnarliest species in limbo. Your scaly hide raises your focus a bit, and few others know how to use a skateboard and Shred attacks as well as your kind. You also get an all-around boost to radiating coolness. Comes with a free Skateboard and Helmet.



Werewolf -200 (Unavailable with Vampire)

“AWOO.” As a werewolf you have the ability to shift into a kickass wolf form in which your durability and strength skyrocket and your ability to vore also increases to the point where you can target things that are several times larger than you. Comes with a weakness to silver and religious artifacts.



Vampire -200 (Unavailable with Werewolf)

“Whatever.” As a vampire you have the ability to drain liquids and ectoplasm from others increasing your thirst to quench your thirst. As a hellish being, your resistance to magic drastically increases and you may be able to learn some other magic tricks as time goes on. Comes with a weakness to religious artifacts. You also get a free **Silver Bat**.



Perks discount

You get three discounts for -100- perks, two discounts for -200- and -400- perks, and one discount for -600- perks. -100- discounts are free.

Vore -Free-

Like practically everything here has, you have the ability to swallow other beings whole and digest them thanks to your plasmic body. While you will likely have to beat someone in combat first to successfully consume them, with increases in power you will be able to simply pick up and swallow weaker beings. While there is a 100% guarantee here, you can choose if those you swallow reform after digestion in other places outside of Limbo, which takes about a day.

Comfort in mobility -100-

This perk will ensure that you are never uncomfortable at any size, even in a body that might be considered more alive. Your weight will never press down like a boulder on your chest, and your assets will never sag regardless of size. In addition,

if your breasts are filled with milk the soreness will be somewhat pleasant as well. Can be shared with others.

Gig Economy -100-

Someone like you might end up bouncing between odd jobs frequently in limbo. One day you might be a janitor, and another you are working a nine to five in the (I)nfinity (I)nc office. This perk ensures you don't burn out from these draining jobs and that you can do all of them at least adequately. Time also seems to fly by more quickly when doing busy work.

Gastronomic combat -100-

Trying to stuff someone's face while fighting them can be... impractical even when in face-to-face range. Especially if there are multiple opponents where most combat. This perk ensures you will somehow always have an opening to quickly stun and feed someone food during combat as long as they are within your reach. This also stuns their allies, who may have intervened as well. Even if their face is covered you will be able to just bypass that entirely and stuff them full.

Room Tunes -100-

A nice way to set the mood. Walking around, you can listen to fitting background music for that locale. This music can change and adjust to fit any noteworthy individuals currently in a room or area as well.

Staging -100-

Do you want to slowly watch the fat accumulate on? Or just watch them rapidly expand with fat after hitting a certain threshold? This perk allows you to set stages for yourself or others where the added weight appears only after reaching a certain weight. You can slow or speed up how fast the expansion occurs after that point up to a maximum of one day and a minimum of a second. For others, the only weight for these stages counts is the food you feed them, and you need to make skin contact to apply these stages. You modify how many stages there are and at

what weight they occur. By default, there are the same number of stages as in the game. "BAWONG" noise optional.

Preferences -100-

Not a fan of a specific gender in these kinds of situations? This perk helps skew the probability in your desired favor. If you want to encounter more women, you will; if instead, you want to encounter more men, you will. This doesn't mean you won't ever run into the less preferred group, it will simply mean that your preference becomes the dominant possibility.

Eaten to Death? Not Likely! -200-

While not really a common issue here, being eaten somewhere else or by a powerful being might result in you staying dead. This perk prevents that. You can never be killed by being eaten, no matter what form of devourment occurs. If you are killed with the express purpose of being eaten, you will reform 100% guaranteed.

Ectoplasm Farming -200-

Ectomatter is one of the most essential resources in Limbo. On account of the fact that everything in the city is pretty much made from these materials. You now know how to generate your own ectomatter from crops and induced "pregnancies" where ectomatter is grown in a person's stomach via slimes. While this material can be converted into many things, it requires specific machinery and factories to do so. None of which you know how to build or use with just this perk.

Slime Domestication -200-

The chocolate factory in the city employs a large number of mummies to man the factory. And it turns out these mummies are actually chocolate slimes in wrappings. You know a magic ritual to turn slimes sapient and give them a bipedal form using bandages. The slimes are loyal to you and are capable of doing most basic factory jobs or acting as impromptu security but are less helpful beyond that.

Shifting Colors -200-

Limbo does appear quite a bit different than what the living world looks like huh? With this, you can keep and spread this artstyle to other worlds as well. Either slowly spreading and shifting the appearance of everything or just a selected area or instantly converting the world's appearance. You can choose if people notice this or not.

Training Perks? -200-

What's the best way to get stronger in Limbo? By exercising and sacrificing those pounds off your body to boost your soul of course! While you could do this already by going to a gym here now you can sacrifice other excess parts of yourself to get stronger. Such as knowledge or trading physical stats such as speed for strength.

You probably shouldn't sacrifice anything you can't get more. Also, each strengthening of a specific component of yourself will have a higher cost, increasing exponentially over time with diminishing returns. Of course, by the time those returns are negligible, you should be capable of going toe to toe with the avatar of a multiversal god.

Convincing offer -200-

You might often run into people who you think would look better with a few more pounds. But most people outside of Limbo are less likely to be interested in this. Now however, if there is even the slightest chance they could be swayed to like this weight gain, then they will. And the more people in a location fattened up by you there are, the more fat might enter the mainstream. Although it probably won't become the dominant ideal of beauty. At least not with this perk.

Large and In Charge -400-

In Limbo being fat carries with it a measure of respect and fear, and now you can carry this sort of rep with you to other locations. Hostile beings will become intimidated depending on your size and their power and will become less likely to attack you first the heavier you are. Perfectly timed stomach rumbles included. And others will be more likely to listen to you and show you respect out of awe.

Pharmacist -400-

You can count yourself among the most knowledgeable potion brewers and drug makers in Limbo. With the right ingredients, you can make anything from healing drugs to stat enhancers to body alteration and expansion formulas. While not the very best yet, there is little you can't do with the right ingredients.

Business Exec -400-

Looks like the Boss might have competition with you around. This perk makes you a master business exec capable of knowing all the ins and outs of the trade. You can easily find untapped markets, shift public perception regarding products, and know how to start up and run a corporation.

Spatial resistance -400-

This place was once impossible to navigate. You could walk for miles only to make a turn and end up right back where you began. Or take a step left and end up in a completely new area. But the farm fence helped tame the wild space to a degree allowing for civilization to actually form. Now you know how to work your way around and resist spatial anomalies yourself. By temporarily asserting a form of order in an area and making sure you don't get trapped or end up walking in circles. You also know how to contain or weaken wild space with fencing in other places as well if you run into any such regions.

Reset -400-

While dying is impossible in Limbo, experiencing other permanent fates is not. During your stay, if you experience an irreversible decision such as allowing a certain disco god access or something else that breaks Limbo completely, you will be able to reset back to the start of your arrival even if that should no longer be possible. Post-jump, this becomes a form of a one-time one-up/reset every jump putting you right back to the start.

Production -600-

Making ectomatter is one thing; knowing how to use it is another. You now have the know-how to build machines and factories capable of converting ecomatter into food and inorganic materials. The way these machines work is very specialized, so a burger joint machine would only be able to create burgers, fries, and that sort of thing.

True scale mass production will require some big factories and will have to be specialized to a narrow set of desired creations. Such as televisions and screens or beds and sofas.

You also know how to efficiently and quickly build a series of pipes that can transport ectomatter wherever it needs to be. Possibly reaching everywhere given enough time.

Devour Knowledge -600-

In Limbo you can follow a series of steps involving the literal consumption of forbidden knowledge in order to gain incredible power. Now you can do this with other unique sources of powerful knowledge. Literally eating the words off the page or data storage device in order to gain their power. The benefits of devouring this knowledge will vary based on the source. Eating an elder scroll for example, might grant you the power to perceive time in ways others would be driven insane by.

Spatial Twisting -600-

You have fully figured out something no one else here has. You have figured out how to manipulate and generate wild space. While this ability starts off weak, allowing you to manipulate space in a moderate room-sized area. With training and practice, you will be able to expand your power. In a decade of training, you could manipulate a large city and, in a century, an entire planet. After that, the universe is the limit. Make doors or certain areas connect to somewhere else, make a building far larger on the inside than it has any right to be, or do all sorts of things that only require a little creative thinking and some practice.

Items

Gain 2 discounts for every item tier. -100- items are free. Have +300CP just for items. You can also discount items if you don't choose to get them immediately and have to find them on your own. Although if you don't find or get them then you will have wasted the points.

Universal Housing -Free-

Now you know you aren't in Kansas anymore. You, like every other spirit, get a free single-room apartment upon arrival in the city outskirts. Comes with a bed, outfitted kitchen, smartfridge, sofa, tv, closets, and a few drawers. You don't need a bathroom on account of being dead and self cleaning. You can upgrade and modify the room any way you want with enough money.

Transport/Hint Phone -Free- -100-

A wondertech device that is the closest anyone has gotten to mastering spatial manipulation in Limbo. Capable of marking down specific locations and transporting you there on demand so you don't get lost or if you just don't have the mobility. Also can do other phone stuff like call people. You will find yours in the lobby. For -100- You can set transport points in other worlds as well.

Cash -50-

The money option. Purchasing this grants you 200 gold, enough to feed yourself for a week at first.

F-ATM -100-

An (I)nfity (I)nc device that allows you to store and withdraw fat using suction and feeding tubes. Where is the fat stored and what is done with it? Don't worry about that.

Milking Machine -100-

A portable device that can be used to milk yourself or others. Just place it near the breasts and turn it on and it will latch on and begin the process. Comes with some jugs to store the milk.

Skateboard and Helmet -100-

A kickass board and a cool looking (But safe!) helmet. Use these as equipment or to simply to be allowed access into gator park immediately. The skateboard will never break regardless of how much you weigh.

Silver Bat -100-

A silver baseball bat. Capable of EARTHLY based attacks and effective against werewolves. Can come etched with religious iconography to be effective against vampires as well.

Vending Machine -100-

A vending machine capable of producing a small selection of items including [B]oca-[B]ola, [B]epsi, chocolate bars, and GAME-R CRUNCH.

Belly Wheel -200-

A fashionable wheel attached to your belly that drastically increases your mobility. It can be toggled as stat only, so you get the benefits without actually having the wheel appearing on you. Still would count as your magic accessory slot.

Two Left shoes -200-

Ugly shoes that are borderline painful to wear but have a great benefit. As long as you wear these shoes, you will be immune to all mental and physical compulsions directed at you. No one can make you dance to the beat, and no one can mind control you as long as these shoes stay on.

Food Subscriptions -200-

If you want fast food without leaving the house, then this option is for you. Automatically buys a full food subscription from a Limbo restaurant of your choice. This means that everyday, your smart fridge will automatically restock with fresh food that doesn't start to go old until you open the fridge and take it out. Taking this now will also let you buy fast food subscriptions from other restaurants outside of Limbo later. They will begin to appear in any fridge you own if one isn't big enough.

Gum-Gun -400-

A pneumatic single shot gun that can launch small pieces of candy or drugs right into someone's mouth. Comes with an ample supply of "blooberry" candy and "berv berry" gum. The first causes one to swell up like a blueberry and the other just swells them up normally.

Reduction Bracelets -400-

A seemingly bottomless crate containing countless reduction bracelets. Putting these on will let you slim down to any desired lower weight, not just in appearance but in weight as well. So you don't have to worry about cracking floors with every step. Unless you want to, there seems to be a button for that as well.

Restaurant Franchise -400-

Congratulations, you are the successful owner of a restaurant franchise. Whether it's a HELL'S CHICK'N, a FATTY'S BURGERS, another chain, or even your own idea, you now have a very profitable restaurant fully staffed and supplied. Not only

can you eat there for free (although try not to overeat it is a business after all) but at the end of every week you get a nice cut of the profits.

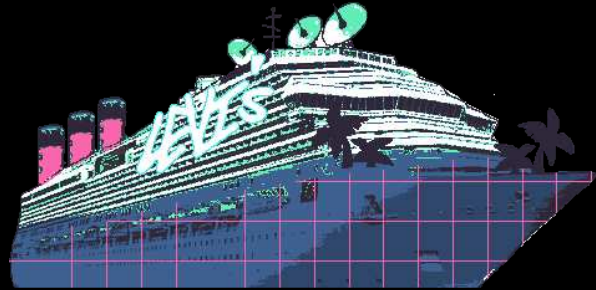
Formula -600-

You gain a copy of Henriette's perfected formula along with its recipe. Adding this to any food will make the food taste not only far more delicious but also make it incredibly fattening. Adding this to food will cause gains in anyone who eats it. Although widespread dispersal in other worlds will likely be more challenging than here, considering there isn't even close to just a singular food source in most worlds.



Yacht -600-

Well, look at moneybags over here! You now have your own luxury yacht filled with all the amenities you could dream of. The bar is always stocked, the buffet is always plentiful, and the ship is fully staffed. And you can invite familiar faces from previous jumps to party on board. They do return home afterward, though. The ship can appear wherever you want it to, provided there is room.



Factory -600-

Well, there goes the hardest part. You now have your own factory tailored to your own specifications in thematic design as well as what exactly is made here. Whether it's chocolate or something else. You can now manufacture enough of whatever you make to supply an entire world of people. You only need a steady supply of ectomatter, and you are set! Needless to say you will be getting quite a large amount of cash every week.

Companions

Companion Import -50- -300-

Now you get to explore limbo with friends! For -50- you can import a single companion with 800CP to spend and all the discounts and freebies you have access to. For -200- you can import 6.

The Voice -Free-

The voice is a mysterious individual that will never really show themselves but will offer some vague hints to the possibilities you can do in limbo. In later jumps, you can find the voice in abandoned churches or religious buildings where they may provide cryptic advice. May or may not be an angel.

Characters -Variable-

This covers anyone who isn't listed as part of a scenario reward. For most characters that aren't bosses or major characters, if you earnestly befriend and convince them to come along (Won't be hard for most), they can become your companion for free. Maybe you and Polly got along after your eating competitions, or maybe you really hit it off with a goth gator you kept meeting/fighting at the mall. Pretty much almost anyone can be recruited with this.



It works differently for most bosses or individuals with noticeable power, such as Gnate, the Bog Witch, the Alpha, and others. You can bring them along after befriending them and spending -100-.



Suppose they are the leader of a group or own some noticeable property. In that case, they can be brought along as well under the leadership of the companion. Gnate could bring his GaterPark, and many gators might come along for the ride, or Coca and Bonbon (Who can count as one) might bring their factory and staff.

The rare and powerful beings who can't typically be beaten in a straight-up fight are



also available. However, befriending them will be difficult, and they will cost -300- to bring along as companions. And while they would be considered companions, some might not be around most of the time, going off on their own depending on their goals or responsibilities. Santa for example, does have a job to do after all. Really befriending some specific people such as a certain CEO might be impossible due to conflicting interests.

Drawbacks

There is no limit to the amount of drawbacks taken unless stated otherwise.

Continuity toggle +0

There are quite a few differences between the original game and the remake. This option lets you pick and choose which game is the actual setting and any features, characters, items, and quests you might want to add from the other version.

Extended Stay +100

Extends your stay by 10 years per purchase to a max of 3. Can take more after this point, but no points will be given.

Too tight of a squeeze +100

Stuck there, are you? Regardless of your size, you have a propensity to get stuck in some way or another. While never occurring in a threatening situation, you will frequently require the aid of others or a decent bit of struggling on your own to get out regardless of your abilities.

Got a token for that weight? +100

Whenever you try to get fatter and/or more powerful, you need to have a token to reach every new stage of weight/power. Failure to have enough tokens for a certain size will result in you becoming immobile and losing quite a bit of your progress and power. You can find these tokens by doing long and annoying fetch quests by random characters you encounter. Trying to take them by force results in failure.

Setting Amnesia +100

Limbo? That's the empty field between heaven and hell, right? All knowledge of the setting is lost upon arrival. Not worth that much because you would have to make some rare and stupid decisions to seriously endanger your unlife.

Endless Hunger +200

You are always hungry. Nothing you consume or do will ever fill that empty void in your stomach. Be careful and make sure this doesn't drive you mad, as you can never truly ignore that nonstop sense of starvation.

Abysmal Pace +200

Would you like to cross the street sometime this hour maybe? No matter what, your mobility will always be locked at an abyssal crawl. Given time you will be able to mitigate this with your transport phone. Still, until then, you move at an infuriatingly low speed and will struggle to get to most places. Maybe try the bus?

Slimming trouble +200

Lost weight recently? No matter what, it seems as if you aren't constantly eating, you begin to lose weight almost immediately. It starts slowly, pound by pound but accelerates the longer you don't eat until you are nothing but a weak and tiny ball of ectoplasm. And after that point, your money and other resources begin to vanish as well.

Lost again? +300

Buddy, this is the third time you took that right. You have absolutely no sense of direction, a dangerous thing to lack in a place with space as nonsensical as it is. Hopefully, some friends or a passerby can help point you in the right direction.

No Outside Influence +300

All access to out-of-jump powers and resources is restricted. No warehouse, no perks, nada.

T O T A L S U C K E R +300

Hey, there's gullible written on the ceiling ... the drawback wasn't even activated yet. This makes you exactly what it says on the tin. A gullible moron who listens to anyone who points you in a direction and gives you a job. The perfect patsy to send on suicide missions and accomplish questionable goals. Hopefully, you got someone to keep you in check.

Dimensional Cascade +300

Every once in a while, the barriers between Limbo and other worlds flicker, allowing a glimpse at different planes and afterlives. Even rarer, some groups have ended up in Limbo. It happened with the gators way back in the beginning and with the vampires and werewolves from hell more recently, alongside other rare instances.

Now it's about to become a lot more common, tears in reality have appeared, depositing way more beings from other realities and even establishing some gateways between planes in some instances. Whether it's Hades, Valhalla or something different, all mythological beings might now move into Limbo to explore or establish some territory over it. While this expands the places you can explore and things to do, expect quite a few more challenging foes. Although a full universal invasion is unlikely... for now.

No Reformation +600

If you are defeated, you will be permanently dead. That's it. Try not to let that happen.

Long Haul +600

Extended stay drawback taken to the extreme. You will begin here at the very start of Limbo and will stay until the end of this cycle. How long this will take is uncertain but expect a few millennia at least and large stretches of boredom. You can't be

the one to Decide with this drawback, nor can any of your companions.

Punk +600

You are stuck as a weak arrival for the duration of your stay. None of your stats can be improved beyond this point, and items can't boost you either. You will be vulnerable to being eaten by pretty much everyone, so that might become annoying after a while. On top of this, everyone will seem to think you look absolutely delicious, meaning even those who wouldn't be interested in such things will try to see how you taste. Don't take this with No Reformation.

Outside (Can't be taken with anything else) +1500

Looks like you've already Decided and have become the Outside. You will spend the entire jump duration as such. You will not be able to interact or do really anything except be the Outside until the end of the jump. If you would like to be this big and experience what it's like to be a universe, then this is the drawback for you.

Scenarios

Henrietta's Quests

Shortly after arriving in Limbo, you find Henrietta and her pharmacy. Besides offering some helpful medicines, she also needs someone to do a few jobs. First, show her any unique conditions or drugs, such as swelling with helium or breast milk treatments. She will be able to cure you and derive various medications from it. Creating drugs that can cause or cure these conditions and maybe even providing other boons given enough time.

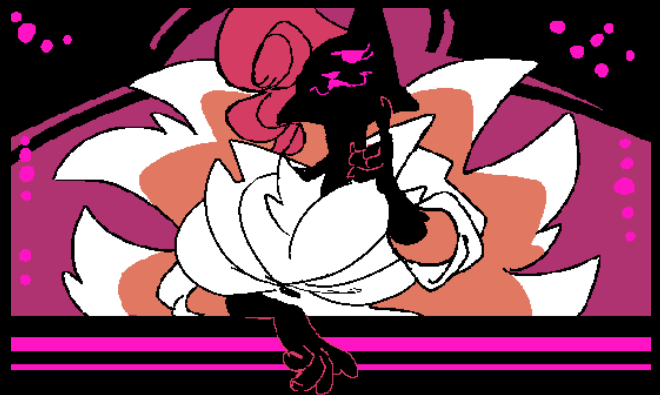
The second job is directly related to her boss's goal. Through a series of fetch quests exploring all of Limbo, you will help make a formula designed to help expand people's appetites (and waistlines) and then deploy it at the dispersal control panel on the farm. This will get your foot in the door with the boss and allow you to move on to the other scenarios.

However, Henrietta believes she can improve the formula even more. So with another series of fetch quests, you can help make an even more refined and powerful formula before replacing the previous one at the farm. Once you've done this and helped Henriette develop some new medicines, you will have completed this scenario.

Your reward for completing this scenario is twofold. First, you get the perk **Swelling Success**. This perk helps you succeed in future endeavors involving expanding some or all of society. Your efforts to expand the average weight of the populace will be incredibly likely to succeed. Whether it's through pushing through loosened food health guidelines, shifting public perception on what is hip or fit, or simply deploying similar measures like the formula used here.

The second is that Henriette will become interested in traveling (And expanding) with you and can become a companion for free. She is a master **Pharmacist** and, given enough samples to study, can replicate or work on any drug you can imagine, from fantasy potions to high-tech pharmaceuticals.

While not dispositioned to fight, in a pinch she can deploy several concoctions to transform and stun her opponents with her **Gum-gun** and skill in **Gastronomic Combat**. She is also always up for experiments and cleaning out buffets with you.



Boogie with it

Dark forces are trying to wrest control of Limbo in the shadows. And you've stumbled upon one such plot. After being directed to investigate by the boss, you will begin to piece together the odd going ons at the casino and why fewer people seem to leave than enter. You can find out why via asking around, getting defeated in some manner, or accidentally aiding in their goal by helping organize a game of Goblin Gauntlet.

Either way, you find out the casino is run by cultists trying to summon the disco god Boogie by feeding him over-indulged patrons. Once here, he will conquer Limbo and usher in ... well, it's not entirely clear what exactly he will do with Limbo as not even his cultists know. Probably something dance related, all things considered. But now that you know, you could either aid in his summoning or fight him off when he arrives in full.

If you choose to help summon him, Boogie will designate you as his first follower and grant you the particular boon of **Boogie Fever**. This perk will grant magical dance-related powers allowing you to get your funk on and dance perfectly in any size or form. In addition, this will enable you to turn any battle into a dancing one where you force everyone (Including you, but you will have the advantage of practice and control of the beat) involved to dance to the summoned beat and only be able to perform certain actions at specific parts of a song. So at one point, everyone can only attack, and at another, everyone can only use items. You are also very good at composing disco music now.

If you oppose Boogie and successfully fight him off, you get ownership of the casino. All of its employees/cultists answer to you. The casino is a large den of debauchery filled with blackjack, roulette, dancers, an unlimited bar and buffet, and a secret backroom game of Goblin Gauntlet. You will



always have exclusive patrons to play with or make it more accessible to the public.

DECIDE

The Fate of Limbo is up to you. Throughout your time in Limbo, you've likely followed some of the abovementioned scenarios and found some truths regarding Limbo. You've also found out about some of the powers acting in the shadows to advance their own agendas, whether that's invasion and conquest like Boogie or consuming all of Limbo like the Boss. Maybe, you even decided to take a page out of the Boss's book and will try Limbo yourself.

Now you can choose to find and devour the knowledge of the lost tome pages and DECIDE. Once you have enough strength, likely achieved through several loops of training and increasing your fullness. You can choose to become a Kaiju and devour all of Limbo. The Boss will try to stop you, but even he will be no match for you given time. And then, after that, you will have become the Outside of Limbo and are free to stay as such for the remainder of the jump or end the jump early, barring drawbacks.

This will grant you the Kaiju perk. This perk will allow you to swell up to planet devouring sizes given enough time by eating and digesting anything you can stuff in your maw. You can shrink down to normal or maintain a specific size at will and choose if anyone actually gets hurt during your snacking binge. This will also allow you to create miniature worlds in your belly. Enabling you to create a place similar to Limbo and all its rules but far more limited in size and more on par with the surface area of Earth. But you can't interact with the world all that much aside from slightly altering some of the rules that govern it and observing it.

Alternatively, you may decide no one should have power over Limbo. If you get rid of both the Boss and Boogie, you will gain the perk **Dead Air**. Power abhors a vacuum, except when you have this. Whenever an area such as a city, country, or even world has all the power-hungry players removed from it, no one will now



rush in to fill the gap. No fighting to capture unclaimed territory, no warfare or scheming in the shadows for control. With this perk, once a board has been cleared of players, it stays clear for a long time.

You also get to bring with you Limbo itself! Or at least a connection to it. When in a new jump, you can designate Limbo as another afterlife (or the only one for everyone, depending on the setting, and if there are no other alternatives). Those who match the criteria for entry will find themselves there after dying. The plane will continually expand to accommodate new populations, so crowding will never be an issue. New types of areas may even appear, given enough time, such as an ocean or mountains.

Maybe with a particular purchasable perk, you could get both rewards in this scenario.

Ending

Go home

Maybe you are now finally full and satisfied and simply want to return home now.

Stay here

There are worse places to spend eternity and maybe you might even figure out how to explore the local multiverse given time.

Continue on

That hunger within you, regardless of its form, has not been satisfied yet.

Notes

If you like this setting or are simply interested in this kind of thing try SFRPG here for the old free version. This version is a bit raunchier than the remake.

<https://impossiblesnail.itch.io/sfrpg-original-build>

And click this link for the better in almost every way remake that is definitely worth the price tag. Around 11-13 hours of playtime if you take your time and explore all the endings. And you can modify your character sprites! So if you like this stuff please consider supporting the creator.

<https://impossiblesnail.itch.io/sfrpg-expanded>

Link to already made custom sprites

<https://forum.weightgaming.com/t/sfrpg-expanded-custom-sprites/21536>

You can get this game and another game made by the same creator for slightly cheaper by directly pledging to the patreon for the 8+ tier. saving 5 dollars in total. This is in addition to getting access to all the other art he makes.

<https://www.patreon.com/impossiblesnail>

If you want to be more of a slime then choose the continuity toggle and follow the steps or something similar that was needed to acquire such as status from the original game.

You can get most of the items in the game eventually if you look for them enough but there are some slight buffs added to the purchasable versions. Equipment for example, will always adjust to fit your size and shape. And most technology comes with schematics to make more.

If you become another species you can still change your colors and physical characteristics to an extent although not as much.

Most benefits of a spirit will still carry over as they don't seem to lack them.

If you are interested in only having one gender being heavier than the other then I'm sure you could try asking Henriette (Or yourself with the pharmacist perk) for some solutions.

You usually burp up a bit of loot after eating an enemy so you don't have to check their pockets beforehand.

Every perk is togglable even if it doesn't say so.

Only one magic accessory works at a time due to conflicting magic. Although if an accessory item is not actually magic then you can use it with no conflict problem. Does not seem to conflict with stat enhancing clothing either.

Barring the drawback time spent as the Outside doesn't count to the total duration of the jump.

If you want to really learn magic, find a way to do it in limbo as there's not enough info to really make a perk out of. I would recommend checking out the library.

Prices for most equipment and goods are probably more expensive than shown in the game. Up to you.

The city is also obviously a lot bigger than in the game.

The world of Limbo is a boundless plane not a planet. The reason this place can be eaten is due to the laws that govern this plane. If you choose to become one you will have to settle for being *just* a world eating kaiju not a universe consuming one (Until post-spark where your Kaiju perk abilities all get buffed and restrictions loosened). And unlike here there will be no cycle in most other places if you do eat a world with this. Meaning everything will just be gone or trapped in your belly

afterwards. Although you won't have to worry about sudden gravity shifts from your size ruining a star system, that will be taken care of automatically.

The ectomatter details are mostly conjecture. But since Limbo is all swamp and there appears to be no other infrastructure source other than the farm and all the ectomatter pipes going everywhere. Where else would all these building materials, electronics, and meat have come from? So yes technically ectometer is probably a programmable matter.

If you want limbo to actually look realistic just ignore the shifting colors perk.

All weight gain perks and food when applied to the living won't have any negative health effects thanks to Limbo magic.

You can't use the reset perk to get both of the Boogie scenario options.

Change notes

Version 1.0

-Added every line of text into the jump including this one.