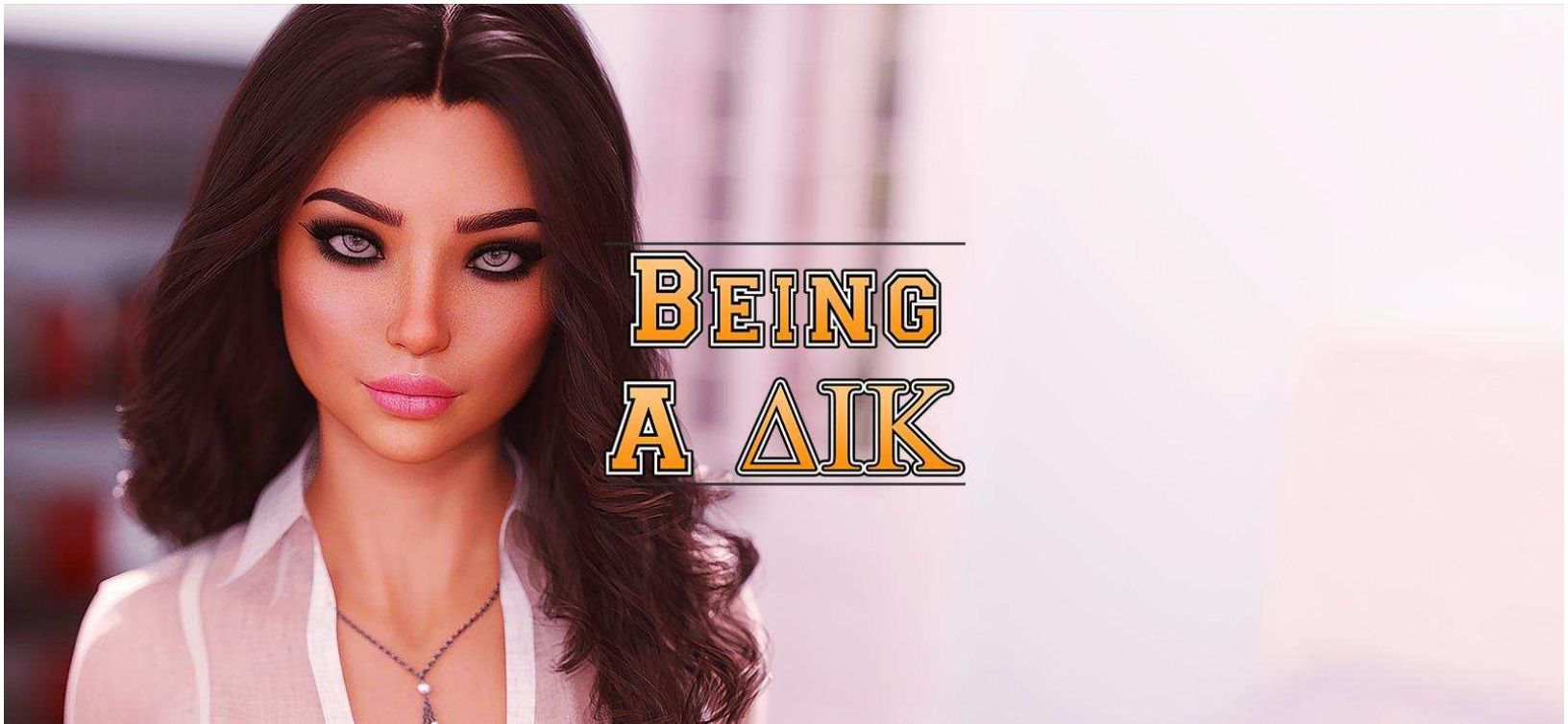




BEING A ΔIK

Being A DIK

Mother said "turn that noise down"

Burgmeister & Royce College. A small yet respectable college located somewhere in America that has a very active fraternity scene, and very loose rules. A place that has modern conveniences such as cellphones but also still seems to be stuck in some kind of Breakfast Club-esque reality where cliques are all important and seem to rule the school.

Soon, a poor boy from out of town will arrive at the school for his Freshman year, and will end up pressured into joining the local party fraternity Delta Iota Kappa, or the DIKs. This will lead into a world of conflicts, alcohol, drugs, and sex.

Welcome to the world of Being A DIK, an adult visual novel set in a place remarkably similar to the one you started from, Jumper. Aside from a greater tendency to hook up than you might be familiar with, you should fit right in here. Similar to the protagonist, you will be spending the next 4 years here attending Burgmeister & Royce as a college freshman, working towards your degree, and are free to choose a relatively common college degree to work towards. But college life is also fraught with parties, sex, and other temptations. Will you fall to them as many others do or will you stay on the straight and narrow?

Either way is your choice.

+1000 Choice Points

Origins:

Gender is the same as the previous jump, age is 17+1d4. 50CP to change. You don't have to be the appropriate gender to choose a frat/sorority origin, but you won't be allowed to officially join them.

Outsider (Drop-In)

You're the new guy, Jumper. You don't really fit in with any of the cliques yet, and you're kind of a blank slate. Maybe you're from quite a distance away, and thus no one really knows what to expect from you here. People might not approach you at first, but you have potential to cause great changes in this school. You can take this origin as a drop in if you'd like no connections or memories in this world.

Alphas (Jocks)

The Alpha Alpha Alpha fraternity, also known as the Alphas are the jock clique at Burgmeister & Royce. Filled with meatheads of questionable intelligence, many are engaged in illegal drug use in order to boost their gains for the coveted Metal Man competition. Though a number of other secrets are held by members, current and former. Lead by Chad, who is dating Sage. Though he may end up removed soon. They have a pretty nasty rivalry with the DIK fraternity.

Tri-Betas (Nerds)

Beta Beta Beta or Tri-Betas, are the nerdy fraternity on campus, and are one of two who will accept members of the opposite sex. They are run by the top scoring student of the school, Magnar, and generally hang out in the Library. They greatly enjoy games of all types, and in particular have a fondness for Dungeons & Gremlins, the local universe's D&D ripoff, even including it in their initiation challenge. While they are kind of the butt-monkey of the college, they also don't have major problems with any other frat.

Alpha Nu Omega (Preps)

Alpha Nu Omega is the designated fraternity for the rich and preppy types in the school. Instead of parties a majority of the frat instead focuses on the future and on building connections while in college, and many of their parents are noted donors to the college. Their building is even gated with a security guard. Women are allowed to 'join' this fraternity as honored guests, most prominently Jill who lives in their mansion. Currently led by Tybalt, whose parents are very involved in the school. Tend to look down on the other frats, and are especially hated by the DIKs.

Eta Omicron Tau (HOTs)

Eta Omicron Tau, or the HOTs, are the sole sorority on campus. Traditionally they partied with the Alpha fraternity, but lately they've been partying with the DIKs which has caused some friction. They generally have no strong opinion towards the Tri-Betas, but as most other frats they view Alpha Nu Omega as boring. There's a persistent rumor that they will pay for college for any pledge who manages to become a HOT, though if this is true is unknown. They have a code "Don't Turn On Each Other", which they are...less than great at following, sometimes. Led by Sage, who is dating the president of the Alphas, and will be graduating at the end of the year.

Delta Iota Kappa (DIKs)

Delta Iota Kappa, or the DIKs. The newest fraternity on campus at only two years old, and the only that is most focused on partying with no real other objectives. Their parties are absolutely legendary and many want to party with them, if they can't manage to join them. Consider each other family, with the motto that 'Family Comes First'. If things stay their course they are in for a major shake-up this year with the help of a new brother. Led by Rusty, and tend to have negative relations with every other fraternity on campus, but are good friends with the HOTs.

Location:

While parts of the story take place at other locations, the vast majority takes place at a single location. Burgmeister & Royce College. You'll end up there at the start of the new semester a bit before a poor boy from a distant city arrives.

Perks:

All Origins receive discounts on their perk lines, with their 100CP purchases being free.

General

STD Immunity [Free/100 CP] - You know what isn't fun? STDs. Especially since there's a case of crabs that will soon be spreading around, you certainly wouldn't want to get that or something even worse. With this you are completely immune to any and all STDs/STIs, both mundane and magical. While this is free for the duration of this jump, it will cost you **100 CP** in order to keep it.

No Hangovers [100 CP] - Similar to a certain incoming freshman, your body has a strange quirk. You are completely immune to hangovers from alcohol of any kind. While this might not seem like a huge deal, do try to remember you're in college this jump, and a party college at that. You still do get drunk though.

Pranking [100 CP] - Being set in a college sex comedy, there are quite a few pranks going on, particularly from the DIKs to the other frats on campus. With this you are able to come up with imaginative pranks to perform on others that will tend to make others laugh if they learn of it, and you will tend to get away with them. Even something like stealing a stuffed deer head won't get you in trouble.

Loose Change [100 CP] - College is expensive, and money is tight for most people.

Luckily you have a knack for finding lost or otherwise hidden money, able to quickly find and locate any kind of loose bills in a room even if it is hidden. This extends to loose money in a person's room, and they will never get mad at you for taking it. As long as you don't lie about it.

Cheat Learning [200 CP] - Your brain is somewhat unique. Not in that way. Instead, you have the odd ability to actually learn and retain information by cheating at something. You are somehow able to master the material while cheating to get through inconsequential tests and homework, and can easily use this knowledge to ace the end of semester exams. Outside of education, this will instead somehow work to increase your skill at something while you cheat. Cheating during a race? Somehow you are now a better runner. Cheat in a video game? Suddenly your skills at playing games are much greater. Just don't get caught.

Outsider (Drop-In)

Brawler [100 CP] - Thanks to some informal training in your past, perhaps with your father, you are quite good at fighting even and can lay low just about anyone who isn't trained, though some can withstand your assault. This also ensures that any future training you do you will rapidly learn and incorporate into your style, making you a better fighter.

Handyman [200 CP] - Being poor sucks, but thanks to your harsh upbringing you've learned a number of useful skills for maintaining a home, and perhaps did some small construction jobs here and there. As a result you're quite handy and know how to do various things such as installing appliances and furniture of all kinds, painting, wallpapering, fixing various issues, and general carpentry work. You aren't on the level of a professional, but you're damn close.

Tremolo [400 CP] - Perhaps you got a guitar for your birthday years ago? Thanks to hours of self-taught practice you are pretty good at the guitar. While you may not be able to read sheet music you can otherwise play incredibly well, and can master an unfamiliar song with just a few days of practice here and there. This trait is also extremely attractive to others and is sure to get their attention. Instead of guitar you can instead choose another hobby, as long as it is something that is attractive to women. So no, you can't have a killer knowledge of minerals.

Gonna Be Dangerous [600 CP] - Interesting, Jumper. You are now possessed of a strange combination of natural charm, natural sexual skill, and a kind personality (or can at least fake it) that all work together to drive girls absolutely wild. You seem to naturally attract a lot of female attention, and even with a negative initial meeting with someone you are able to turn it around and get them to be attracted to you. Even girls that should logically hate you will find themselves thinking of you quite often. As a bonus, you also get a huge dick.

Alphas (Jocks)

All Natty [100 CP] - Many of the members of the Alpha fraternity claim to be all natty, or all natural. With their muscles coming from pure hard work. Those people are all basically liars, for nearly the entire fraternity is doping in preparation for their competition. Unlike them, you won't need to dope in order to get amazing gains, with working out never having diminishing returns, as long as you up your workout appropriately, and never actually hitting a metaphorical 'wall'. As a small bonus, people will always be impressed when you show off your muscles.

Iron Jaw [200 CP] - Similar to a certain freshman, you have an iron jaw, in that a strong punch to the jaw won't put you down. Honestly, you have iron everything. You barely feel pain from most punches or kicks, and it will take quite a savage beating to even begin to hurt you. Causing you some kind of permanent harm or even knocking you out will be a borderline Olympian task, only an expertly trained fighter might hope to accomplish it.

One Final Chance [400 CP] - Similar to a certain frat president, someone in the upper administration seems to like you. If you manage to fuck up badly enough that you would otherwise be expelled or removed from college, you will instead be removed from any fraternity, placed on probation, and given a firm warning not to let it happen again. Basically, a final chance to keep going as long as you don't fuck up again. In future jumps this will apply to organizations or places of work as well, though it will only trigger once every jump or ten years, whichever comes first.

True Chad [600 CP] - Despite generally being idiots and more obsessed with lifting than girls, the Alpha fraternity still manages to attract girls, with the leader Chad actually having a long term girlfriend in the HOT President Sage, even if he largely mistreats her. Similar to them, even if you are a colossal idiot or more obsessed with some random objective this will endear you to women, and they will be much less willing to leave you for ignoring them. Straight up mistreating them may stress them out, but they'd still be fairly unlikely to leave you as well. Try not to abuse this, Jumper.

Tri-Betas (Nerds)

Ease of Studying [100 CP] - As their status as the school's nerds may suggest, the Tri-Beta fraternity is heavily focused on scholastic achievement. Doing merely 'well' in school isn't good enough, and settling for a B will likely get Magnar to insult you. Thankfully keeping up with your schoolwork will be much easier with this perk, studying will no longer feel like a chore for you, and you have much better memory retention of anything you study. As a bonus, even just a brief glance over notes or what you are studying will up your grade by 10%! Even if it makes no sense, if you ace the test with this perk you are gonna make 110%. Certain girls on campus might be impressed by your intellect.

Social Chameleon [200 CP] - Unlike many of the other groups on campus, the Tri-Betas aren't really disliked. Sure they're the designated nerds, and may be picked on, but at the end of the day people don't necessarily hate them. Now you have some of the benefits of that nature, being able to fit in with other groups much easier than you normally should, even if you were in a group that was hated by others you might be able to get along with or even make friends with others. As a side benefit you will end up on a list for all the parties that happen, both here and in future jumps.

Immersive Imagination [400 CP] - One of the favorite hobbies of the Tri-Beta fraternity is Dungeons & Goblins, a tabletop RPG style game that is obviously a rip off of Dungeons & Dragons. When they entice the MC to join them he imagines a vivid world inside of his head, bringing the world to life for him, at the expense of several of the characters looking extremely similar to people he knew in real life. Similar to him, while playing any kind of tabletop RPG or other tabletop game you will be able to fully immerse yourself in your imagination, greatly enhancing the experience. You will imagine exactly what the DM intends as well, so you aren't stuck trying to investigate something that you just imagined.

Minigames [600 CP] - Many things in this world are seemingly taken care of through various minigames, from repairing a house to taking a test, even feeding your own fish has a minigame associated with it. While this may just be a gameplay abstraction, it is very true for you now. Whenever you are doing something you find tedious or would rather avoid putting in active effort into, you will instead play a minigame in your mind that is somewhat related to the task. A math test may be multiple choice pattern recognition, rebuilding a house may be a much more involved game where you have to allocate those working under you to where needed, and cleaning garbage may be a careful game where you 'drag' a cursor through a maze without touching the walls. When finished, you will find whatever task you set out to do finished, with the results being based on how well you did in the minigame.

Alpha Nu Omega (Preps)

Silver Spoon [100 CP] - The Alpha Nu Omega fraternity is home to the upper-class, and behaves like it. Now you can too. You are highly cultured, know about sophisticated topics enough to discuss them with others, and know how best to behave around high-class company so that you don't make a fool of yourself. As a bonus you also gain a very refined palate, and can identify specific cuts and types of meat, or even specific wines. Yes, this does include knowledge of wines so you can go into expert detail on them in order to impress others.

Nothing But Money [200 CP] - When you have a lot of money, displays of wealth are not uncommon. Such as pouring an entire bottle of expensive champagne out just to show off that its monetary value means nothing to you. Of course, this all means nothing if you have none... But thanks to this perk, you are quite skilled at making money through various financial and investment ventures, able to spot great opportunities to make money to ensure you have enough to flaunt and show off. Somehow, these ostentatious displays actually work and impress other people, instead of making you seem like a huge douchebag.

Temporary Truce [400 CP] - Don't you just hate it when you get dragged into someone else's nonsense just because you were born to a certain family? A few of the Alpha Nu Omega pledges in this school lament the fact they are legacy admittances into the fraternity and are thus blocked off from the epic parties of the other frats. Similar to them, you are now able to make a 'truce' with a member from a different group that feels negatively towards you for whatever reason, and as long as you don't actively break the terms of the truce they will not hold you in the same contempt as the rest of whatever group you belong to.

Building Connections [600 CP] - At the end of the day, college is about building connections that will serve you well in your professional life. Sure, a degree is nice, but at the end of the day being connected to powerful people will be much more useful. The Alpha Nu Omegas understand this, and this is why they have 'parties' that are more like informal meetings with wealthy alumni as well as business leaders. Now you have the power to take advantage of this, able to rapidly build connections with others through a mixture of brownnosing, charisma, and actually being interesting to talk to. Even a quick chat with someone might be enough for them to offer you a medium-level position at their company. A round of gold might see you in the upper management. This also makes it so you have a much easier time of finding people to take advantage of these connections.

Eta Omicron Tau (HOTs)

All a bunch of Hotties [100 CP] - Let's be real, all the girls in the HOT sorority are insanely attractive, with the sole exception of Arieth depending on how drunk you are. You'd be out of place if you weren't extremely attractive, at least a 8/10 on most people's scales, maybe more if you put active effort into it. This will generally be in a way you find most pleasing, so if you really think breasts are what attracts people you might end up with larger than normal breasts. Works similarly for males, though obviously without feminine traits...unless you really want them, I guess.

Bending the Rules [200 CP] - While all students at B&R seem to ignore the rules, certainly students and the HOTs as a whole seem to flaunt them much more. How else can you explain their sorority uniform that looks like a cheerleader from a porno and flashes their panties whenever they sit down? Or the prodigious amounts of alcohol being smuggled into campus, as well as the associated parties? Or even one student's near complete refusal to initially wear a shirt. Similar to them, you are allowed to break low level rules, and even certain important rules as long as you keep quiet about it. Try not to brag.

One Move Ahead [400 CP] - When you were growing up were you taught chess, perhaps? I only ask because you're quite good at thinking several moves ahead of others, if you were short of money for some obligation you wouldn't just think about how to make up for that shortfall, but how to permanently increase your income. This comes naturally to you and in all situations you will be several moves ahead of other people. You also have a good intuition about what other people might do, for the most part. This doesn't exactly make you unbeatable, after all you can still be limited by your own intelligence and misconceptions about other people.

Not Just A Pretty Face [600 CP] - Due to her party girl nature, many naturally assume that Sage is kind of an idiot despite being the leader of the HOTs. This couldn't be further from the truth, while she does like to party she is incredibly smart, enough to impress the surly librarian Isabella, who naturally expected very little from her. While this won't necessarily make you as smart as her, what it does is increase your intelligence depending on how attractive you are. No longer will you be accused of being a brainless bimbo.

Delta Iota Kappa (DIKs)

Maggot-DIK [100 CP] - The DIK fraternity is a bit odd in that, whenever it accepts new pledges, it does in pairs. These two potential members are known as Maggot Brothers, and are expected to complete several tasks together. Either both of them are accepted, or neither are. This naturally tends to forge incredibly tight bonds between the participants, with many choosing to largely hang out with their maggot brothers after initiation. Now, whenever you go through a harsh trial with another person both of you will obtain a bond as strong as brothers (or other siblings), and be fantastic friends after.

Walk of Shame [200 CP] - The DIKs are notorious for both fucking a lot of women, and for their so-called 'Walk of Shame'. Any time a brother scores with a girl the DIKs gather whoever they can in the house on the balcony near the entrance and sing a rather demeaning song as the girls leave. Why do the girls keep getting with the DIKs? Because they got crazy dick (heh) game, and now you have the same. Not only are your sex skills exceptional, girls you've fucked before will be much more willingly to fuck you again in the future, even if they experienced something embarrassing like said walk of shame after. Hell you might even end up interesting their friends if they hear about how good you are.

Party Planning [400 CP] - Part of what helped the DIKs become as big as they have in the past two years are Tommy the Vice-President's exceptional skill at planning awesome parties. While his suggestions may seem a bit bizarre at first, following them actually seems to work. Not that you need his advice, after all. Now you're a natural at party planning, the second coming of Tommy almost. With just a little bit of help you will help the DIK tradition of awesome parties continue long after he graduates. This also applies to other party types besides college ragers, if you want to turn skill this to the kind of party the Alpha Nu Omegas have... or just throw the best birthday party ever.

Family Comes First [600 CP] - The DIKs, for all their differences, all have something binding them together besides their love of parties. They're a family. New recruits are introduced as a pair of Maggot Brothers, and each of them gets an elder brother as a 'father'. And as a family, the DIKs have one rule above all. Family Comes First. No DIK would willingly turn on the others, or do something that would hurt the DIKs as a whole. They may fight from time to time, but at the end of the day they will support each other and do their best to help their fellow brothers. This bond they have cultivated now extends to you and those you would consider your family, as long as they consider you family as well. They will never consider turning against or working against you, and they will help you if you truly need it. Attempts to force them to do so will likely end in failure.

Items:

All Origins receive discounts on their items, with their 100CP purchases being free.

General

Cellphone [Free] - A new top of the line cell phone, while in the concept of Jumpchain it's not that useful you'll be quite happy to have one while here. Also comes with Swyper (Tinder) and Rooster (Instagram) pre-installed. Never runs out of battery or memory, and always has service.

Soundtrack [50 CP] - Being a DIK is noted for its fairly solid soundtrack, a mixture of newer Punk Rock and other songs, now you can bring the soundtrack and songs similar to it with you, playing appropriate songs softly in the background no matter what you are doing. From chilling to fighting it has a song for every occasion. You can control the volume, skip songs, and favorite others with the **Cellphone**.

Outsider (Drop-In)

Reward Vault [100 CP] - In certain out of the way locations where you are allowed to relax, you may find numbers painted or displayed prominently. These numbers are the code to an app on your **Cellphone** called the Vault App. When opened, it prompts you for four numbers, and upon entering the correct code it will 'unlock' and grant you several pictures of locals of whatever jump you are in while in various stages of dress or costumes, and are added to your phone's memory. This vault and associated number will reset each 'arc' in a world you are in, with a new reward available.

Sparring Gloves [200 CP] - A pair of brand new sparring gloves, while wearing them you will find any kind of martial arts training you do to be much more fruitful than normal, and any attacks you make while wearing these gloves will not cause any form of permanent injury. They also never get worn down and will fit perfectly no matter your form.

Inheritance [400 CP] - Someone close to you has died recently, or maybe legal proceedings for someone who died a long time ago have finally concluded. Either way you've obtained an inheritance, while it isn't a huge amount of money it is certainly more than most poor people will ever hold at once. This could be put towards something like college, or splurged on with a small luxury or two like a gym membership. Might also include some other odd and ends like clothes or a diary. This inheritance will be regiven at the start of each new jump, in appropriate local currency.

Musical Instrument [600 CP] - Oh? Perhaps a birthday gift from a number of years ago, this musical instrument (a guitar by default) is your most prized possession, and you take exceptionally good care of it. It will never be out of tune, cannot be stolen from you, and attempts to destroy it are doomed to fail. Any music you play on it will sound just a tiny bit better than normal. If you had chosen a different skill for **Tremolo** you may instead change this from a musical instrument to something relevant to your hobby, with similar properties.

Alphas (Jocks)

Protein Shake [100 CP] - Working on requires a lot of protein, and many choose to supplement it with a protein shake. This cup will always have a delicious protein shake ready for you whenever you need it, and will serve to fuel your gains. Does not require cleaning, and will automatically refill itself. A tamper proof lid atop it prevents anyone but you from messing with it. Can choose a specific flavor if you have a favorite.

Alpha Jacket [200 CP] - The blue jacket of the Alpha fraternity, many of them wear this all the time, even while working out. To help with that, this jacket is extremely comfortable and flexible even if it shouldn't be, doesn't cause you to overheat while wearing it, and also helps boost the gains you experience from working out while wearing it.

Brawler App [400 CP] - The Brawler App, a strange app that seems to work like a fighting game, but also somehow influences your real world stats. Or maybe it is searching for real people to fight against? In this item's case, it is definitely the latter. The Brawler App will find people who would be up to a fight in your local area, and organize them into three categories (Easy, Medium, or Hard) based on the local power scale. You can then choose one and have a non-lethal fight with them, and if you win you will gain various prizes like money or fighting experience. The people you fight with this won't remember these fights. In future jumps, defeating medium or hard fights will offer rare and obscure items from that setting.

Gym [600 CP] - Dawe, the vice-president of the Alphas, had his father's gym sponsor the Alphas training and allowed them to have their own private locker room as well as access to the gym at all times. While you may not have that, depending on which frat you join, you do have your own Gym with top of the line equipment, several locker rooms, and several classes such as various fighting styles and yoga. There's even a fighting ring where you can host unofficial fights for money if you want. Post-jump you can put this in your warehouse or bring it into new worlds with you.

Tri-Betas (Nerds)

Copies of Notes [100 CP] - The Tri-Betas like to make some extra income, largely through selling their own notes and study materials to others in B&R. Now whenever you make notes you will automatically get a copy of them, to either loan out to others or maybe even sell. You only get the one copy though, perhaps investing in a scanner and printer would help to sell more. In non-education focused jumps this will allow you to generate notes on things like fighting styles or magic you can sell.

Drone [200 CP] - A fairly normal quadcopter drone with a camera attached, the associated app can easily be installed on your **Cellphone** and allows you to seamlessly control it. This drone never runs out of battery and is extremely easy to use, even for a beginner. An oddity is that using it to peek through windows somehow doesn't get people's attention, even if a drone looking at people through a window should grab their attention. Uhh, try not to use it for less than legal activities.

Side Hustle [400 CP] - College is expensive, and students aren't exactly known for having spare hours to make money. Thankfully you have a bit of a side business you run, like several other students in B&R. Maybe you sell notes like Magnar and the rest of the Tri-Betas, or how to cheat like Derek does. Fighting techniques at a gym, or even sex to others at one of the various glory holes across campus. Regardless of what you sell, you do a brisk business and make a tidy sum of money for a college student.

Dungeons & Gremlins [600 CP] - The less than balanced tabletop RPG that the Tri-Betas all seem to enjoy. This includes all core rulebooks, expansions, and other additional material like GM screens, maps, and even character tokens. But what really makes this special is that every person playing will be granted the effect of **Immersive Imagination** while playing, and will all share the same imaginary world together, allowing for a sort of full-dive experience. Post-jump you can change this from Dungeons & Gremlins into any tabletop RPG you are familiar with.

Alpha Nu Omega (Preps)

Suit & Jacket [100 CP] - While the Alpha Nu Omega fraternity doesn't have a frat jacket or outfit per se, due to their serious nature every member seemingly owns a suit. Now you do too! This suit fits you perfectly no matter what form you take here or in the future, and wearing it will impress others somewhat and make them think of you as someone professional. Also includes a top hat and a cane you don't have to wear, but if you choose to wear them you amazingly don't look like a complete idiot.

The Softest Bed [200 CP] - A side perk (or maybe the main one) of being rich is that you have really, really nice things. Such as this angelically soft bed. It is by far the softest thing you've ever laid on, and you will always rapidly fall asleep on it and stay asleep until you awaken fully rested hours later. Sleep you get on this bed counts as double time spent asleep, and you never have bad dreams while on it.

Sweet Ride [400 CP] - Your own extremely awesome ride, in particular a

Mercedes-Benz C-Class cabriolet in any color you like. The ride is smooth as hell, and is definitely an eyecatcher. People can't help but appreciate a ride as nice as this. It will never need to be refueled or even basic maintenance, and will be clean as the day you got it. As a special bonus, if you are ever in need of a sudden injection of cash you can sell it for around \$55,000, and you will regain ownership of this car as soon as the next jump starts.

Parental Investment [600 CP] - Above all, money is fantastic for opening doors that would otherwise be closed to you. Your parents, in this and future jumps, are more than happy to donate with money you possibly didn't even know they had, in order to get you into somewhere you want to be. Want to go to a specific college? Why, of course, they've invested in it for a few years and will get you in easily. Presidency of a prestigious fraternity inside said college? That's doable, with a large enough donation, and probably also a wing named after your family for a donation that large. While this largely applies to schools, this will work on similarly exclusive things such as hidden societies or even a church. If you are a drop-in, this is a previously unknown trust set up in your name that will pay for it.

Eta Omicron Tau (HOTs)

Tile Puzzle App [100 CP] - A strange app that will shortly be taking people by storm in the area. It's based on a 3x3 grid, with each individual cell having three columns that can fit a colored column in. You have an option of three different items you can place, and cannot overwrite a column with another. You clear these columns by creating 3-colors in a row horizontally, diagonally, or vertically. Despite the odd premise it is fairly addicting, and getting high enough scores will earn you money.

Hookah [200 CP] - A pretty fancy hookah with enough space for four pipes, it never seems to run out of material and is self-cleaning so you never have to deal with the downsides. Smoking anything out of this will not cause any negative health effects. By default it is loaded with some fairly potent weed that causes you to get aroused at first, and then tired later, but it is easy to swap it out with other smokable materials if you have them.

HOT Outfit [400 CP] - The sorority outfit of the HOTs, best described as a pornographic version of a cheerleader. A small top that barely covers your tits, and a skirt bottom that barely reaches your thighs. Sitting down with this on will often flash your panties to people in front of you. Thankfully wearing this will never get you in trouble no matter where you are, people will always seem to think it is an appropriate dress for the situation. In case you don't want to flash your goods to others, this can also turn into multiple seasonal outfits that fit what you want to wear. Like for Halloween it will shift into a perfect costume that you'd want to wear that year, and will change each year. While Christmas may give you a skimpy Santa or Elf outfit.

HOT House [600 CP] - While it might not stand up to the sheer size of the DIK Mansion, the HOT Sorority House is still quite grand in size. Featuring seven bedrooms, two den areas, a communal shower and bathroom area, and a decent kitchen, it is the perfect size for a medium-sized sorority or other group. But what makes it really special is the basement. The HOTs have two rooms that function as a pool and a sauna, making it quite the lovely hangout space. You now have your own version of this house that will travel with you into future jumps, though you can leave it as a Warehouse Attachment if you want.

Delta Iota Kappa (DIKs)

Derek's Mystery Drink [100 CP] - A strange blue bottle with a piece of paper taped to it that says "Do not drink!!". What exactly is inside this drink is up in the air, with Derek always saying just not to drink it, but it seems to be an incredibly potent alcohol. It tastes absolutely delicious to anyone who tries it, but drinking too much (even a cupful) is enough to make one sick, and the hangover is absolutely killer.

DIKs Jacket [200 CP] - The Jacket of the DIK fraternity, in the iconic black and orange coloring. It is insanely comfortable to wear, and will definitely draw the eyes of anyone who sees you in it. It shows others that you are a party animal as a member of the premier frat of the campus. Merely wearing this will get girls into you. This carries over into future jumps, while they may not exactly get it they will know that hanging out with you will likely lead to a fun time.

Pink Rose VIP Pass [400 CP] - Despite being college students and thus a bit underage for drinking, the DIKs have an odd relationship with the Pink Rose Strip Club, thanks to Rusty's hefty donations. What you have here is a very exclusive pass to the VIP area of the club, where the girls go much further than the stripteases elsewhere in the club, up to full sex. Thanks to this being purchased with CP, you also don't need to pay them for these services. As a bonus this also makes sure that there will be more women available than Madame Rose. In future jumps this will function as a general VIP pass to any exclusive area in other clubs, normal or strip.

DIK Mansion [600 CP] - Thanks to money from his father, Rusty was able to buy quite the mansion for the DIKs to party in. This mansion may have fewer rooms than the HOT House, but it is much roomier and has several other features such as a patio, a large basement area, a huge living room/main party space, and even a sizable library. You can choose to obtain this in either its original form from the start of the game, or in its restored form after the DIKs repair it from the Alphas trashing it. You can bring this into future jumps with you, and any parties you host in this house will seem to be more successful than they should.

Companions:

Import [50 CP, 300 CP for 8] - Have some friends you wanna bring to college with you? That's fantastic, Jumper! Everyone you import will automatically have their age adjusted to college level, though if you don't want them to they won't physically change. Each person imported gets an origin, as well as 600 CP to spend on perks and items.

Canon [50 CP] - Of course, this being an adult visual novel and all, you might find someone who catches your fancy here and want to bring them along, or maybe you are coming here with a favorite in mind. Taking this will allow you to have a favorable first meeting with them, and you will tend to run into each other at parties and other social functions. If they agree at the end of your time in college, they will go with you on your chain.

Maggot Brother [Free] - Let's be honest, going to college by yourself is kind of a bummer. It's always nice to have a friend come with you. With this, you can design a person within human limits who you either knew before coming to B&R or who you met here and formed a quick friendship with. Soon, you will both be near inseparable. They will consider you their absolute best friend, and are willing to go quite far for you if need be. They get 800 CP to spend on perks and items, and despite the title of the option they can have any origin, not just the DIK one. If you'd like, you may import a companion into this choice instead.

Drawbacks:

Fuckface [0] - You'll be taking the place of the former protagonist of this world, known by various nicknames such as Assman or Tremolo. A poor kid who is working his last days at a terrible summer job, about to embark on a college journey far beyond what he expected.

Poor [+100 CP] - You don't have much money, Jumper. Any money, money exchanges, or jobs you would have from out of Jump are locked to you. You can get a job in-setting, but you are still a college kid and have fairly limited hours if you wanna do something besides work and class. Money gained from items or perks in this jump are still valid, thankfully.

Annoying Summer Job [+100 CP] - You're starting this jump two months earlier, being a diligent person you picked up a job for the summer to build up some spending money. Unfortunately, thanks to a shitty boss and his son who works there, your job kind of sucks. They seem to really have it out for you and will often push menial or degrading tasks on you. You also can't quite the job, but at least it is only two months of work.

Taken [+100 CP] - There's someone in B&R or the area around in you are pretty attracted to, even if you normally aren't attracted to people. Unfortunately this person is in a relationship already, and thus won't really want anything to do with you aside from being friends. You spend a decent amount of time thinking of them regardless, and are slightly resentful of their significant other. While you may be able to get over them, you can always try to sabotage their relationship. But are you really that petty?

Poor Selection [+100 CP] - Burgmeister & Royce may be famed for their business program, but they are quite a small college in all honesty. Due to this, the class selection is limited, especially for you. You'll end up with a very limited choice of classes for whatever major you take, and good luck trying to take something interesting to you personally. While you'll still get a complete education in your major, anything outside of that will be iffy.

Maya's Debt [+100 CP] - There's a story here, Jumper. Maya, a potential HOT, is having issues with her father and his dislike of her same-sex relationship. He is essentially holding her college loan money hostage on her breaking up with and staying away from her girlfriend. Maya's attempts to get out of this take up a significant chunk of the story of this world, and now you'll find yourself involved in all the various schemes. You will not be able to utilize any money or money-making ventures from outside this jump to help her, either.

Not pretty, but it has a soul [+200 CP] - Your dick isn't the biggest, Jumper. In fact it's pretty average, which makes it below average in a porn setting. Your skills at sex aren't impacted, so you can still impress in the act, but getting there may be a problem if you aren't that charming. If you are female this instead makes vagina particularly unappealing, maybe it has a foul smell or something.

Shitty Roommate [+200 CP] - In his first few days at school, the MC has a particularly angry and aggressive roommate named Troy, and their differences eventually result in him leaving, potentially after a fist fight. Derek, similarly, has a roommate whom he doesn't get along with. Similar to them, you now have a roommate that seems to dislike you, and you dislike them in turn. Unfortunately, unlike Derek and the MC, many of the frats are full up in terms of taken rooms. Maybe you can transfer?

Rode the Waves [+200 CP] - In your time back home, there was a girl that you were quite close to and perhaps even gave your virginity to. She left to pursue her dreams before you started college, and it was only when she left did you realize how much she meant to you. While you dealt with the heartbreak, the pain still lingers. While you may fall in love again at college, there is a bit of a snag to that plan. She'll eventually return home and chase you down to B&R, wanting to reconnect which may cause numerous problems and drama. You will forget you took this drawback as well, and that she will return to your life.

Crazy First Week [+200 CP] - College is generally a pretty crazy time in your life, but your first week at college will seem to push that to the limit. You'll have an absolute hell of a time, with multiple fights, being messed with by multiple frats, and even having some of the sorority girls messing with you. There's a non-zero chance you end up streaking through campus thanks to various circumstances outside of your control. Try to stick it out.

Black Out Drunk [+200 CP] - Fuckface himself has some trouble with alcohol. While he can keep it down, when he drinks to excess he tends to black out and go crazy. Now you suffer something very similar. When you drink too hard, you kind of go...crazy. Your personality seemingly flips, you do shit you normally wouldn't do, all kinds of stuff. The worst part is you won't remember any of it the next day. Good luck trying to figure out why people are upset with you, they won't exactly be willing to share.

You've got crabs, Jumper [+300 CP] - Similar to a certain HOT, you've got a case of crabs. What's worse, is these are some kind of super crabs of some kind. You've also forgotten you've taken this, so the existence of said crabs will be a surprise to you. What's worse is that you won't notice you have them for quite a long period of time, and a reputation as a spreader of crabs will be hard to shake once it gets going.

Permanent DIK Affinity [+300 CP] - Being A DIK runs on a system of choices that represent your personality, swinging between DIK and CHICK. DIK is a more straightforward party animal, tends to mock others more openly, gets into fights, cheats on tests, and is generally more of a slut. Taking this drawback gives you a 'permanent affinity' for the duration of this jump, forcing your personality more towards this as long as you are here. This will stop you from doing more than becoming friends with certain characters, and may even stop that. Cannot be taken with **Permanent CHICK Affinity**.

Permanent CHICK Affinity [+300 CP] - Being A DIK runs on a system of choices that represent your personality, swinging between DIK and CHICK. CHICKs are more reserved and kind, tend to brush off other things and generally act nicer to others, and are generally romantic. Their chances for sex outside of relationships is pretty barren, and they can be kind of a wet blanket. Taking this drawback gives you a 'permanent affinity' for the duration of this jump, forcing your personality more towards this as long as you are here. This will stop you from doing more than becoming friends with certain characters, and may even stop that. Cannot be taken with **Permanent DIK Affinity**.

True Hell Week [+300 CP] - Hell Week, depending on what frat you join, tends to be a pretty brutal experience. Such as making you constantly drunk for a week, chug beer with your ass, or sleep with someone outdoors. Or maybe you're in Alpha Nu Omega and your 'Dante Week' consists of not wearing a jacket with a suit. Regardless, Hell Week more than lives up to its name with this drawback. Your tasks will be varied and extremely difficult, and your chance of joining your chosen fraternity or sorority being near zero if you don't complete the full list of tasks for Hell Week. Even Alpha Nu Omega will get on it, with their tasks being equal to what the other frats have normally. Hopefully you are as dedicated as Derek was, willing to jump on the 'granny grenade' to get in.

Vinny's Interest [+300 CP] - Vinny, one of the four original DIKs, maggot brother of Nick. He is responsible for a lot of the DIK traditions, and was well known for his frequent fights with Tommy. He always viewed college as a big joke and eventually dropped out, now working as a drug dealer and seeming more unstable than ever. Something about you has caught his eye, and he's very interested in seeking you out. He's particularly unhinged, willing to threaten someone with a gun just for fixing up his former room in the mansion, or kidnapping someone when he thinks they have something to do with him losing customers. Be careful, Jumper.

Graduation Day:

I hope you've enjoyed your time in college Jumper, hopefully you made time for some fun. Or time for studying, as it may be. But your time is up, it's time to go on.

Go Back

Well, you do have a degree and likely a degree of confidence. So you should do much better back home. With this you take all perks and items you've obtained along your chain so far and go back home.

Stay

Oh? Something here takes your fancy? That's fine too. You are free to choose to stay here for the remainder of your life with everything you've gathered in your chain so far. I hope you enjoy it.

Continue

Indeed, it is time to continue. I hope you will fondly remember the time here.

Notes

-Item Imports

You can freely import any item you have into a similar item.

-Male/female in descriptions

The jump is largely focused on appealing to males, similar to the source material. If you wish, you may gender flip everything that specifically mentions one gender aside from the source fraternities/sorority themselves.

-DIK initiation

Even if you and your **Maggot Brother** companion choose to join the DIKs, you will not crowd out Fuckface and Derek, instead they will choose to take four recruits in two pairs of maggot-brothers that year.

-Drawbacks and Drop-In

If you take a drawback that affects your past in some way and you are a Drop-In, the drawback will still apply. You will just somehow have something having happened in your past despite having no past. Don't think about it too hard.

-Where do people fight with the Brawler app?

Largely, fanwank. Either it is in your imagination, or maybe you have some kind of low-level street fight. Maybe it's some kind of Final Fantasy-esque battle that seems to take place in a small replica of the current terrain in a separate dimension or some shit.