



Welcome to New Wirral, a remote island inhabited by strange creatures you've only dreamed of, nightmares you hopefully haven't, and a case of brave folks who use cassette tapes to transform for battle. Yes, seriously.

For over 100 years, people from many worlds have been washing up on the shores of this strange island. The first recorded settlers were from the HMS Birkenhead, originating from a world where the year was 1845, who went on to found the main settlement of Harbourn town. In the years since, many more individuals have washed up on the shores of the island, while many more have been born to those already living here.

Shortly after the first humans arrived, they quickly discovered the presence of strange beings, "Monsters", on the island, which seemed to be drawn straight from the depths of human imagination. Many methods have been used to combat the monsters over the years, but the most recent method involves the use of special tape recorders, which are used to record the form of monsters onto prepared cassette tapes. Those tapes are then used to transform into the shape of monsters. Special stickers are used to grant these forms various abilities.

Lurking in the dark of the islands are even more mysterious beings. Dubbed "Archangels" by the earliest inhabitants, these beings do not seem to actually fit within reality, breaking the rules by their very presence. And yet, if you hope to open the way home for those stranded here, you will need to track down these Archangels and learn their secrets.

What will you do during your ten years here? What friends will you make? Take **1000 CP** and let's find out.

ORIGINS

Choose one Origin.

Castaway: You are freshly washed up on the shore of New Wirral. You could have come from any number of worlds, but now you are here, and you will be expected to pitch in to help aid the community. Or, at least, refrain from causing too much trouble.

Islander: You are a native born islander, the descendent of some earlier castaways. You may have heard stories from people about distant worlds, but New Wirral is the only place you have ever known.

Ranger: Whether castaway or islander, you are a member of the Rangers, a group of dedicated individuals who act to solve problems across the island and fight against the various monsters, working to ensure that all of the people on the island are safe.

Cultist: You are a cultist. Maybe you are one of the strange, vampiric Landkeepers, who thirst for nothing more or less than raw capitalism. Or maybe you are part of Mourningtown, led by the charismatic Dorian. Regardless, there is something that sets you apart from the rest of the common citizens of New Wirral.

PERKS

Perks are 50% off to the indicated origin, while 100 CP Perks are free to the indicated origin.

Adaptable (100 CP, Free to Castaway): Life on New Wirral will be almost nothing like anything you have ever experienced. Luckily, you are quite adept at rolling with the punches and adapting to a new status quo. Whenever you arrive in a new place, you are very good at learning the rules and how to fit in and changing your habits to fit your new circumstances.

Friendly (100 CP, Free to Islander): New residents could wash up on the shores of New Wirral any day, and they'll need a friendly face to help them fit in. You excel at helping people feel at ease and getting them to open up to you.

Bold (100 CP, Free to Ranger): It takes a brave person to stand between the dangers of the wild and civilization, and you are one of the bravest. You won't simply throw yourself into peril, but you can overcome fear and act decisively without freezing up.

Willful (100 CP, Free to Cultist): Though the whole world may stand against you, you know what you believe in. Your willpower is immense, capable of suffering through plenty of hardship to uphold what you believe is right.

Beachcomber (200 CP, Discounted for Castaway): People are not the only thing that gets washed ashore on New Wirral. All sorts of items can make their way here, and you have a talent for stumbling across these treasures. Whenever you are out foraging or exploring, you will be much more likely to stumble across random items or resources, and in larger quantities than you might otherwise find them.

Lay of the Land (200 CP, Discounted for Islander): Having grown up on the island has given you a sense for the local geography. Not just in the sense that it is harder for you to get lost, but also in being able to navigate different heights and obstacles, working out where to jump to scale a wall and reach a high ledge, or where you can stand to best soar across a gap.

Ear for Rumor (200 CP, Discounted for Ranger): Rangers can't be everywhere, so they need to keep an ear out for trouble. You have a gift, where even when you aren't specifically seeking them out, rumors will flow to you, telling you of potential dangers, unknown menaces, strange weather, and other issues that a ranger like yourself should be ready to handle.

Hidden Switches (200 CP, Discounted for Cultist): There are many secrets buried under the surface of New Wirral, often literally, and it will generally be a bit of a puzzle to work out how exactly to access these hidden mysteries. For you, however, the solution to these sorts of puzzles seems very obvious. Hidden doorways stand out clearly to you, half-hidden switches almost seem highlighted, etc.

An Open Heart (400 CP, Discounted for Castaway): One of the strongest powers available to fighters on New Wirral is the power of fusion. Where two transformed individuals will have their hearts synchronize, allowing them to fuse their monster-forms together into a singularly powerful being. You find it very easy to form the bonds that this phenomenon relies on, and when you fuse with someone, the power of the resulting form will be magnified a great deal. And even when you aren't fused, you and those you have a strong bond with will be able to act as a seamless team, perfectly backing each other up and supporting each other.

Sticker Maker (400 CP, Discounted for Islander): You have the ability to create stickers, the emblems that, when affixed to cassettes, allow for different moves and abilities to be used. Specifically, you are able to translate your own abilities, and abilities that you observe in others, into stickers, which can then be shared out to others. The better you understand the ability, the greater the chance that the stickers you make will become uncommon or rare, gaining additional sub abilities such as reduced cost, bonus health or exp, or more.

Battle Expert (400 CP, Discounted for Ranger): You have trained and practiced and become a master of a particular set of strategies in battle. This could be anything from tactical use of walls, to using coatings to manipulate the types of you and your opponents, to exploiting a certain status effect, to swapping around injuries or energy. Whatever your particular strategy is, you are extremely skilled at it, and flexible enough to come with new ways to innovate or to integrate new monsters into your overall strategy.

Monstrous (400 CP, Discounted for Cultist): Somehow, you resemble some creature from common mythology, including several of their most famous powers. This could mean that you are a Landskeeper, with their obvious vampiric traits such as a form of hypnosis and teleportation via mist, or you could resemble some other mythological creature, such as a yeti or ghost or merman.

Crossover Origin (600 CP, Discounted for Castaway): Castaways such as yourself can come from many different worlds, and your particular origin is far from mundane. Pick a piece of fiction. You have washed up here from that particular piece of fiction, possibly bringing with you some of the notable powers from that source. Nothing too outrageous or god-like, but it could be something unique enough to give you an edge. In future Jumps, you can have a similar 'Isekai' origin from a different piece of fiction when you start.

Rule Hacker (600 CP, Discounted for Islander): New Wirral is, at its basis, a world of imagination. And, having been born here, you will find that your imagination allows you to... bend the rules, somewhat. Random chance tends to fall in your favor, occasionally things in battle might 'glitch', such that your foe doesn't resist your attacks the way they should or a debuff fails to actually land on you, things of that nature. This isn't full reality warping, more of a nudge here and there, where your desires will temporarily supercede the laws of the world.

Fighting Force (600 CP, Discounted for Ranger): You are a fully-fledged Ranger Captain, leading your own division of the Rangers. And somehow, you can always call on members of your division when you need them. You are able to summon generic Rangers to assist you, whether in or out of battle. You are limited to around three or four at a time, but they will be roughly your 'level' in stats and skill, obeying your orders and helping to support you. They can aid you in various strategies, helping to set up hazards or block a foe while you prepare an attack, and you can even fuse with them, though the resulting fusion will be weaker than if performed with a real person. Over time, as you summon them often, they can potentially develop proper personalities.

Archangel Blessing (600 CP, Discounted for Cultist): You have gained a blessing from an archangel, an unnatural power that distorts the world around. This could be a blessing similar to that given by the Mer-Line to Magikrab, granting it a large boost in intelligence and significant magical power. It could be a power based on the way that the archangel would break the rules in battle, perhaps giving you the power to puppet someone's actions or alter your size, depending on which archangel has blessed you. Whatever shape this power takes, the nature of the archangel makes the power 'more real', giving it an additional potency when competing with abilities in the same area.

CASSETTES AND PLAYER

Cassette Player (Free for All): You have a special cassette player, which allows you to load a cassette tape into it that has had the pattern of a monster recorded onto it, and then transform into that monster. Stickers that have been attached to the tape will allow you to use various special moves and abilities, and when it is used, the tape can 'rank up', gaining up to five stars and gaining a new sticker with each star. Once a tape reaches five stars, it is often possible for it to be 'remastered', evolving into a more powerful form of monster with better stats, and then it can be ranked up once again. When a tape can't be ranked up anymore, it will still gain EXP and generate random stickers when used enough times. You are also able to load blank tapes into your cassette player, using those tapes to record target monsters, though you have to be untransformed to record.

First Tape (Free for All): To start with, you will gain a basic tape with a monster on it. This could be one of the two 'canonical starters' (Candevil or Bansheep), or any non-remastered, non-legendary monster. Alternatively, this could be a personalized monster, like the monsters that the various partners in the game use, one that is tailored to mirror your talents and interests.

Backup Tapes (Free for All): While here, you can potentially record any number of monsters to tape. Even after you leave, those tapes can continue to rank up and be remastered. Additionally, you can use tapes to try and record supernatural creatures and monsters you encounter in future Jumps to gain a 'Cassette Beast' version of them. It will be easiest to record creatures that are similarly based in thoughts and dreams, as the monsters here are, but there will be at least a slim chance to record a version of any supernatural creature or monster you encounter.

ITEMS

You gain a 300 CP stipend, to be spent specifically in the Item Section.

Blank Cassettes (100 CP): Can be taken multiple times, adding an additional dozen to the amount of tapes you receive. Every week, you will gain a dozen blank basic cassette tapes.

- **Chrome Cassettes (100 CP):** You gain chrome tapes rather than basic tapes.
- **Type Cassettes (100 CP):** Up to half of the cassettes you receive can be type-specific cassettes of your choice.

Raw Resources (100 CP): Can be taken multiple times, doubling the amount received each time. Each week, you will gain 100 units of wood, wheat, pulp, plastic, and metal, which you can use to barter for various goods. See notes for what constitutes a 'unit' of resources.

Sticker Pack (100 CP): Can be taken multiple times, granting you an additional pack each time. Each week, you will receive a pack of four random stickers, with at least one of those four stickers guaranteed to be uncommon or rare. These stickers can be stuck to cassettes, granting the user of the cassette access to specific moves. Each cassette can hold a limited number of stickers at a time, varying based on the type of monster recorded on it.

Coffee (100 CP): Can be taken multiple times, doubling the number of coffees gained each time. Each week, you will gain six cans of coffee, which is always at the perfect temperature when opened, and which gives you a rush of energy when drunk. This rush of energy can include sources of supernatural power, such as magic.

Medical Supplies (100 CP): Can be taken multiple times. Each week, you will gain four rewinds (which can fully heal a damaged tape) and a respool (which can fix a tape once it is completely broken). You will also gain one each of three types of cure. A cure can fix a single status condition, such as burns, petrification, or type-change coating. You can pick which types of cure you gain. With each additional purchase, the number of rewinds and respools you get doubles, you can pick one additional type of cure, and you get one more copy of each type of cure you can pick. You cannot choose 'Cure-All' as a type of cure.

Distraction Items (100 CP): Can be taken multiple times, doubling the number of items gained each time. Each week, you will gain two reodorants and two distraction smoke bombs. Reodorants will drive monsters away from you for up to an hour, and distraction smoke bombs can allow you to escape from battle.

Camping Gear (100 CP): A set of tents and fire-starting supplies, including a portable fire pit, allowing you to set up camp anywhere. When you have set up your camp, monsters will not attack or bother you while you are in your campsite.

Field Tools (100 CP): A set of tools mimicking various monster abilities, including gliding, linking to electrical devices, a burning charge, swimming, and a thorny ball to roll up walls.

Mer-Line Train Pass (200 CP): A special pass card that allows you to access the Mer-Line train stations across the island as a form of fast travel. Similar stations will appear dotted across the world in future Jumps.

Training Gym (200 CP): A personal training gym that can allow you to not only train to improve your various physical attributes, but which can also allow you to 'redistribute' your stats, such as giving up some of your health and vitality to improve your strength, or paying durability to increase your speed.

Merchant Guild Membership (200 CP): A special ID card that grants you some fairly significant discounts at all stores (generally around 20 to 25% off, on top of any other deals).

Sticker Badge (200 CP): A set of badges, one for you and for each Companion you have. Each badge can hold up to three stickers, and allow the one wearing the badge to use the abilities of those stickers, even if they are not transformed.

Quest Board (200 CP): A simple bulletin board that will have potential jobs for you to complete appear on it daily. Generally retrieving resources for a local, defeating a number of monsters or a specific wandering boss, or something along those lines. The jobs will reward you with currency and resources, including possibly rare resources.

Hidden Base (200 CP): A base that is perfectly concealed in the ground, along with a set of special key cards that can make the entrance to it appear. It is four or five stories high, and well furnished. Perfect for a hidden cult compound or a remote ranger station.

Boss Radar (400 CP): A device that can detect the signals of powerful beings, such as wandering bosses or fusions. It comes with a mapping feature, and can display a general area of a few square miles where any given signal can be found. This device is capable of giving some insight into either the elemental type or species of the creature, and has a coverage range that can extend across a small country when used in future Jumps.

Ritual Candle (400 CP): A candle with a black flame. By burning a recorded cassette in its flame, you can either focus on the species of creature and gain a high chance for creatures that species to appear as bootlegs, or focus on the type and cause creatures in general to have a high chance of appearing as bootlegs of that type. This effect will last until a bootleg is recorded or eight hours have passed. Burning another cassette will replace the effect. In future jumps, you can use this candle to enact similar type shifts on sought after targets, such as burning a piece of ore to gain a strong chance for mined ores to change into that type of ore.

Strange Fridge (400 CP): A fridge from another world. It is always stuffed to the brim with pizza, providing an unending source of food. The fridge and pizza seems like they used to be glitchy, but aren't anymore, and you will find that when you eat a slice, it will help you resist strange effects that break the rules of the world for a time. What might throwing a slice at an archangel accomplish?

Lost Island (600 CP): A parallel copy of New Wirral, devoid of inhabitants but still spawning monsters. Lost objects and resources will wash up on the island, and it is possible, over time, that dimensional castaways from parallel worlds could also end up arriving on this island's shores, even when it follows you along to new worlds. A copy of Harbortown is already set up on the island to house whatever castaways might arrive. You are able to instantly transport yourself to this island at any time, and transport yourself back, arriving exactly in the spot you left.

Amber Lodge (600 CP): A non-sentient copy of the world-hopping bar. You are able to call it to your side at any time, and when within, you can pilot it to travel between parallel realities, divergent timelines, and alternate dimensions. It will take quite a bit of practice to pilot it accurately, rather than arriving at random worlds, but if you have a native to a given reality, you can use them to guide you to the reality they came from, and you can always find your way to the 'primary reality' that you entered each Jump in.

COMPANIONS

Our Hearts Beat As One! (FREE): During your time here, if you manage to develop a bond capable of fusion with someone and maximize the bond (optionally starting a romantic relationship with them in the process), you can bring that individual with you as a free Companion. They will come along with their own Cassette Player and personal tape. You will gain a sense of when a partner has reached the stage where they can come with you.

Invitation (100 CP): You will gain one invitation, which you can extend to anyone you meet during your time here, allowing them to accompany you as a Companion.

Import (100/300 CP): You can create / import Companions. For 100 CP, you can create / import two Companions, for 300 CP you can create / import a full set of eight. Every Companion will gain 600 CP to spend on Perks and Items. They do not get the Item Section stipend that you do.

DRAWBACKS

You can take as many Drawbacks as you think you can handle to gain extra CP to spend.

PoV Character (+200 CP): Regardless of your Origin, you will be taking the place of the main character of the game. This means that you will need to find and defeat the various Archangels scattered across the island, foil the plots of Aleph, and open the way for people to return home. You must accomplish all of this before your time is up or you will fail this Jump.

Extra Type Complexity (+100/+200/+300 CP): Like many games of this style, Cassette Beasts has a type system, with fourteen types, each of which can affect the other types in different ways. Uniquely, rather than just causing more or less damage, the type interactions will inflict a buff or debuff of some type on the target when they hit an appropriate type. Each level of this drawback will add to those type interactions:

For **+100 CP**, there are five more types, with a mix of strengths and weaknesses.

For **+200 CP**, there are ten more types, and the buffs or debuffs that attacks cause can vary based on existing status effects or field conditions. For example, while fire causes air to gain a wall, if it already has a wall it could now cause a fire storm for extra damage, turning the buff into a debuff.

For **+300 CP**, there are fourteen more types, and each type will be split into *at least* two subtypes, (such as Beast have a Claw and Blood set of subtypes). Monsters can now have two types naturally, and types and subtypes can all interact to affect what buffs or debuffs will be gained.

Gotta Tape Em All (+100/+200/+400 CP): There are well over a hundred different monsters running around on New Wirral, and it will be a significant task to manage to record all of them. You will have to accomplish that task, however, before you will be allowed to leave this Jump.

For **+100 CP**, you will only have to record at least one member of each 'family' of monster.

For **+200 CP**, you will have to record at least one of every type of monster, either by directly recording them or by remastering a lower level monster.

For **+400 CP**, you will have to record one of every type of monster, and at least one of every possible type of bootleg for every family of monster.

Speedy Beasts (+100 CP): It seems like most of the monsters you encounter are faster than you are, which will often allow them to potentially get in an extra attack when battle first starts.

All That Glitters (+100 CP): Glitter-type bootlegs seem to be much more common. Unfortunately, they literally let off large amounts of actual glitter, which will definitely be getting stuck in your clothes and hair.

Rude Farewell (+100 CP): Many of the monsters you encounter will have some method of delivering a 'last gasp' blow when they are defeated. This could be a curse that causes a debuff or them simply straight-up exploding, but you will need to be wary when you strike the last hit.

Interference (+100 CP): The atmosphere of the island seems to be filled with a strange buzz, which lowers the success rates of your recordings by a fair amount. You can expect to go through quite a few tapes before you manage to successfully record a monster.

Daily Tasks (+100 CP): Each day, you will have a list of tasks that you need to complete before the day is over. They won't be too difficult, generally in the range of 'deliver a few pieces of wood to X' or 'go defeat 3 Traffikrabs', but you won't be able to sleep until you complete them.

Haunted By Cringe (+100 CP): Just like with Felix and Kuneko, you have had a childhood creation come to life as a monster on the island. Specifically, the most cringey and embarrassing thing you made a kid or teen that you are absolutely mortified to be in any way associated with has come to life and is running around, loudly proclaiming you as its creator.

Solo Heart (+100 CP): For some reason, you can't manage to actually fuse with anyone. You can build friendships and fight alongside individuals, but actual fusion is a power that is apparently denied to you.

A-Dog-Able (+200 CP): You are a pupper. Whatever else you might have to do, you will also have to put up with being a nonverbal canine. At least you're adorable.

Distorted Recording (+200 CP): Ordinarily, recordings of monsters will either succeed or fail. Now, however, there is a strong possibility of a recording partially succeeding, with some sort of defect or flaw in the tape. These distortions can cause things like constant debuffs, lowered stats, randomly using the wrong move, or the transformation simply randomly failing and leaving you defenseless for a few moments. And, unfortunately, these flaws will not be obvious until you use them and something goes wrong.

Ghostbuster (+200 CP): Many of the monsters you fight seem to actually be ghosts, or at least have some sort of effect that renders them similarly all-but-untouchable. You will have to come up with clever ways to work around each of these effects to be able to actually fight these monsters.

Monster Swarms (+200 CP): When you are fighting against a set of enemies, you will frequently have nearby enemies also drawn in, resulting in most battles featuring two or three 'waves' of enemies that will show up to try and wear you down.

Taking Turns (+200 CP): Ordinarily, you aren't restricted by game mechanics during battles, allowing you to move around, dodge, attack multiple times if you have the energy, etc. Now, however, every battle strictly follows the format of the games. You will stand in a row, facing your enemies, using various moves that follow the game effects, and you'll have to just tank attacks that come at you if the enemy doesn't miss.

Flimsy Cassettes (+300 CP): Ordinarily, even when a cassette breaks, you can still repair it. Now, however, if any of your cassettes reach zero health, they will break permanently. Only your starting cassette is immune to this effect.

Foreign Contaminant (+300 CP): You have the aura of an Archangel, though unfortunately this does not give you the powers of one. You distinctly do not 'fit' in this world, causing unease and nausea and other terrible feelings in those that come near you. Perhaps, if you are friendly enough, you could get people to overlook this effect, but it will be an uphill struggle, and even those who grow accustomed to it will still feel at least somewhat ill at ease in your presence.

Black Shuck Stalker (+300 CP): There is a shadowy version of you roaming around the island, and they will frequently jump out to ambush you when you least expect it. They will always have a team identical to yours, but with Astral typing and a permanent Ghost buff. They will frequently attack you when you are tired from other battles, and if they beat you just once, they will usurp your place, rendering you as the shadow, and you will have to beat them again before your Jump finishes or you will fail your Chain.

ENDING AND NOTES

You have reached the end of your time here on New Wirral. Maybe you made use of the B-Line to return to your world of origin, or maybe you remained on New Wirral the entire time. Regardless, you now face the choice to truly **Stay Here**, to **Go Home**, or to **Move On**.

Changelog

Version 1.0 - Release

Version 1.1 - Added high value items: Quest Board, Hidden Base, Boss Radar, Ritual Candle, Strange Fridge, Lost Island, and Amber Lodge. Increased Item Stipend to 300 CP.

FAQ

Q. Can you learn to transform without using a cassette player, like the protagonist did in the finale?

A. First of all, spoilers. Secondly, yes, it is possible to develop that ability, though it would require a lot of use and practice. Taking the PoV Character drawbacks to make yourself the protagonist would probably give you a leg up on that, hint, hint.

Q. How much is a 'unit of wood/plastic/etc.?

A. I'd say a unit of wood is equal to three or four planks of wood, a unit of wheat is equal to a small handheld sheaf of grain, a unit of plastic is equal to the amount of plastic in a small lego set, a unit of pulp is equal to ten or so sheets of paper, and a unit of metal is equal to two or three ingots of metal. The types of wood or metal or whatever can be random but common, so it won't be stacks and stacks of mythril, but it could be a mix of iron and copper and bronze, etc.