

Welcome to the beautiful city of Neo Cascadia. Did you have a nice monorail ride?



Neo Cascadia is an independent, seceded city in the Pacific Northwest, organized under the guidance of Cubicle, the largest e-commerce corporation in the nation-state. Neo Cascadia appears to be a wonderful dream on the surface, full of monorails, coffee shops and cafes, hiking trails, bike paths, and constant new growth and expansions that somehow manages to maintain balance with nature at the same time. Every year, thousands of people flock to Neo Cascadia to share in the success, with dozens of start-ups being acquired annually by Cubicle and given the funding and hard work they need to succeed. However, not every startup is a success, and most of them will end up...



When a start-up goes under here, it doesn't just mean that they will close their doors and turn off the lights. No, when a start-up goes under, it literally will fall down into the Gone Underworld and be buried under the earth, transforming the building into a dungeon, and the employees into denizens of the dungeon, all themed somewhat on the concept that the start-up was built around to begin with. Once they have Gone Under, they will toil away in an endless parody of the work they used to perform, becoming a foundation of broken dreams for the next start-up that Cubicle acquires to be built upon.

Occasionally, if not properly beaten down, the dungeon's inhabitants may creep up to the surface and start causing trouble, so it is something of a pastime within Neo Cascadia for citizens to venture down into the various dungeons scattered around in a quest for glory and treasure. Not everyone is aware of the dungeons. Some citizens deny their existence hard enough to become literally incapable of perceiving them or their effects, living their lives without ever paying mind to what is lurking beneath their feet.

Whichever camp you might fall into, you will be arriving in Neo Cascadia at the same time that an intern named Jackie is starting at one of Cubicle's newest acquisitions, Fizzle Beverages. You can choose one of the following applications to determine how you will be entering this world.

Citizenship Application	Internship Application
<p>"Cubicle welcomes you as a new citizen of our fair city. There is plenty to do, especially when you are employed at one of our many stable long-term businesses, or at Cubicle itself. Please enjoy your time here in Neo Cascadia!"</p>	<p>"Cubicle is glad to accept you as part of the 100,000 employees hired through the Impoverished Intern Initiative! You have been placed at one of the newest members of our family, Fizzle Beverages!"</p>
<p>You will be entering this world with all of your purchases, items, and the like, starting as a new citizen in Neo Cascadia with a stable job and plenty of leisure time. You are free to explore as you wish. Spend time on the surface, or venture into the dungeons lurking underneath the surface.</p>	<p>You will be starting as an unpaid intern at Fizzle Beverages, alongside the 'main character' of the game, Jackie Fiasco. As an intern, you will not have anything from any previous Jumps beyond your Body Mod. You will be expected to perform the same dungeon-crawling duties as Jackie, and will have to aid her through the plot of the game.</p>
<p>You will be starting with +1000 CP.</p>	<p>You will be starting with +0 CP.</p>
<p>You will be here for 10 years.</p>	<p>You will be here until the end of the game.</p>
<p>tl;dr - Normal Jump Option</p>	<p>tl;dr - Gauntlet Option</p>

Quick Guide

Before we get into your actual choices, we should mention a couple of things with regards to the Dungeons you will face, and the plot of the game. First, dungeons.

Dungeons are ubiquitous throughout Neo Cascadia. Most businesses, both start-ups and longer-term businesses, will have at least two or three in their basements, and access pipes to various dungeons can be found scattered throughout various corners of the city, if you know what to look for. Dungeons are generally a mixture of office decor and whatever 'theme' was given to the dungeon when it went under. For example, Joblin, the first dungeon found in the game, is a mixture of a fantasy goblin camp and a job-placement agency.

Each Dungeon will (barring specific Drawbacks) have the same general layout. There will be three floors with layouts that shift and change each time you enter. Each floor will have around a dozen rooms, covering the size of an average urban office space. Some enterprising monster in the dungeon will likely have set up a shop, and various monsters and hazards will be found throughout each level, getting tougher on deeper floors. Below the third floor, there will be a boss room, where the former owner of the start-up will have been transformed into a powerful Dungeon Boss. All of the enemies in the dungeon, as well as the boss, will respawn in between your visits.

When you defeat a Dungeon Boss, you will have the opportunity to claim their Relic, which is a potent concentration of negative emotion, caused by the dungeon going under in the first place. This can give you a boost to health and strength, but also encourages negative emotions in those nearby, so be cautious. After claiming the Relic of a dungeon, you will find a lever next to that dungeon's entrance, which can be used to activate a 'hard mode' for the Dungeon, making the enemies and boss within the dungeon far stronger, but also improving the loot you could gain while exploring it.

If you should die or be defeated in the dungeon, it will not be the end for you. Instead, you will simply wake up outside the entrance to the dungeon, often with your wallet and pockets having been picked clean by the dungeon monsters. You can choose to willingly leave the dungeon at any point outside of combat, but you will only get to claim and keep items or cash from floors that you have completed. If you have only partially completed a floor, anything you claimed there will be left behind when you escape.

Once you leave a dungeon, either from defeat, victory, or surrender, you will be fully healed up of any injuries you sustained while in the Dungeon.

WARNING - The following section contains spoilers for the plot of the game. If you do not wish to have it spoiled for you, please skip this section.

Second, the actual plot of the game. If you choose the internship route, you will earn prizes based on how far you get in assisting Jackie in the story.

The game follows the story of Jackie, traversing through the three dungeons underneath Fizzle. They are Joblin, a job-placement application turned fantasy goblin warband; Winkydink, a dating app that only used emojis that has turned into a demonic boudoir; and StyxCoin, a cryptocurrency company staffed with undead miners that toil away hoping to earn literal immortality. Jackie is tasked by her manager, Marv, to travel through each of these dungeons, and claim an artifact from the boss at the end of each Dungeon. These artifacts can supposedly raise productivity for a company, and as Jackie claims them, they do seem to work, but they also cause her fellow employees to begin to exhibit negative traits, like irritability, listlessness, and increased narcissism.

After claiming all three, Jackie sees Marv open up a portal to a strange space known as the Co-Working Space. Following him, she finds that Marv is trying to conduct a strange ritual to use the artifacts, which are actually physical embodiments of human greed and hubris, to permanently increase productivity by twisting the minds of the Fizzle employees. She stops him, and he vanishes, but she returns to find that Fizzle has officially gone under, and has begun the process of transforming into an aquatic-themed Dungeon.

She then ventures through each of the three dungeons again, facing upgraded enemies, and newly empowered bosses, to claim the Cubicle Shares each boss possesses. Once she's gathered them all, she can use them to travel up to floor 999 of Cubicle, to try and convince the Board of Directors to bring Fizzle back. She fights her way through the Cubicle warehouse to the Board of Directors, only to find that Avie, the AI assistant used throughout Cubicle and its subsidiaries, has killed the Board and taken control of Cubicle.

It turns out that Avie was given the task of maximizing customer happiness with Cubicle's deliveries, but ran into the issue where people would order things, but wouldn't be happy even when they got exactly what they ordered. Cubicle's researchers tried to find a way to analyze people's souls directly to find their exact needs, but found an energy field called the Privacy Settings that prevented that. The researchers gave up, but Avie used their research, as well as harvesting the brain matter of the Board of Directors, to discover a ritual called the Dark Pattern, which could be used, along with many crafted artifacts, to dissolve the privacy settings of everyone on Earth, allowing them to be read (and possibly manipulated) directly. It also might cause all of humanity to merge into a singular hive mind.

Jackie fights Avie, both physically on the ruins of the top floor of Cubicle, and directly within the Cloud, the information space where Avie is trying to perform the Dark Pattern. She succeeds in stopping Avie's plan, but this results in all of Cubicle collapsing, leaving the future of Fizzle and Neo Cascadia as a whole uncertain.

Origins

Now that we have established some of the structure for this Jump, let's dive into getting you set up with what you need to succeed. First, we will be selecting your background, specifically in what area of business you will be trained in. You can select an Origin regardless of whether you are an Citizen or an Intern. You can freely choose your age and gender, as long as your age means you are old enough to be living on your own.

Marketing - Like Jackie herself, you have learned how to do marketing and advertising.

Finance - You have been trained in finance, accounting, and economics, like Tappi.

R&D - You have been trained in research and development of new products, like Fern.

Tech Support - You have been trained in computer science and IT, like Kara.

Management - You have been trained, or at least have been granted a position in, management, like Ray.

Swompness - You are... here also. You may not even have memories and a real history in this world, but people just sort of accept your presence. At least you are a chill guy, like Swomp. Can be Drop-In if you wish.

Drawbacks

Given that Interns will be starting without any points, we'll start with the Drawback section to let you get some points to spend, if you wish. You can take any number of Drawbacks to gain CP. Some Drawbacks may be restricted to Citizens or Interns only, and some of them have a requirement for a specific level of Run Quota to be selected (indicated by RQ# next to their cost). For Interns, you may act as though you meet any requirement for Run Quota without actually taking it.

Safe Story Mode (+0, Citizen Only): This toggle can allow you to ensure that, so long as you don't try to actively interfere in the events of the game, they will occur 'off-screen' and will resolve satisfactorily, with minimal overt impact to the world overall and with the existential threat of the final boss' plans being averted.

Hi-Jackie-Ing The Story (+0, Intern Only): This toggle lets you choose to simply replace Jackie entirely, rather than being an intern working alongside her. Doesn't give you any extra points, but maybe this approach works better for you for whatever reason.

Run Quota (+Variable, Citizen Only): Ordinarily, you could go through this Jump without ever setting foot in a Dungeon. This is no longer the case. You will now have a quota set, for a certain amount of progress you must make in a dungeon within a set recurring time period. If you fail to make that progress by the end of the time period, you will be forced into a 'punishment run', where you will be transported into a random dungeon with only the purchases you have made here, losing access to all perks, items, companions, and anything else from prior Jumps, up to and including your Body Mod. Within that punishment run, you will be required to make the progress that you were required to meet by the quota, repeating the dungeon over and over until you actually manage to succeed. Time will not pass outside the dungeon during this punishment run, and time spent during it will not count towards the time of your overall stay. Taking any level of this Drawback will prevent you from using any method to shorten your time spent in this Jump.

Level One (+100): At this level, you will be required to complete at least the first level of a dungeon once per year. Failing to do so will see you locked in a punishment run until you complete the first level of the dungeon you are trapped in.

Level Two (+200): At this level, you will be required to complete at least the second level of a dungeon once per month. Failing to do so will see you locked in a punishment run until you complete the second level of the dungeon you are trapped in.

Level Three (+400): At this level, you will be required to complete all three levels of a dungeon once per week. Failing to do so will see you locked in a punishment run until you complete all three levels of the dungeon you are trapped in.

Level Four (+600): At this level, you will be required to complete all three levels of a dungeon and engage the boss of a dungeon in combat once per day. You are not necessarily required to win, merely to initiate combat with them. Failing to do so will see you locked in a punishment run until you actually beat the boss of the dungeon you are trapped in.

Dig Deeper (+Variable): Ordinarily, dungeons are three floors, and then a boss level. Now, however, they go much deeper than that. Depending on what level of this that you take, many extra floors will be added that you will have to work your way through to find your way down to the boss. Each level of this will also increase the number of floors required for Levels One through Three of Run Quota. Level Four of Run Quota will always require completing the dungeon and initiating a fight with the boss.

Level One (+100): The number of floors in the dungeons has now been doubled, and a mini-boss has been added in the middle between floors three and four. Run Quotas, if taken, are expanded to two, four, or six floors completed, respectively.

Level Two (+200) [RQ1]: There are now ten floors in the dungeon. First, three sets of three floors, each followed by a miniboss room. Then a tenth floor which has several large swarm rooms or elite units to challenge you, and finally the boss room below that. Run Quotas, if taken, are now expanded to finishing floor three, six, or nine, respectively.

Level Three (+400) [RQ1]: There are now a grand total of thirty floors in the dungeon. Three sets of ten floors, arranged in the same order as Level Two, with a 'super miniboss' in place of the boss fight after floors ten and twenty. The true boss will be fought after floor thirty, and will have at least two stages to their fight. Run Quotas, if taken, are now expanded to finishing floor ten, twenty, or thirty, respectively.

Level Four (+600) [RQ2]: There are now a full one hundred floors in each dungeon. Each set of ten floors is set up like Level Two, with 'super minibosses' between each set of ten. The 'super minibosses' after floors thirty, sixty, and ninety are more powerful than the rest, and the 'super miniboss' after floor one hundred is replaced completely with the true boss, who will now have at least three stages to their fight. Run Quotas, if taken, are now expanded to finishing floors thirty, sixty, or ninety, respectively.

Phone Addict (+50 CP): You have a constant urge to take out your phone and start playing with it, even if you don't actually own a phone or have one on you. If you see an electronic device, like a computer, you might find yourself sitting down to click away at it to try and handle the urge if you don't pay attention.

Strange Funk (+50 CP): You have a certain eau de swamp around you. In short, you smell weird beb.

The Jitters (+50 CP): You are constantly shaking, like you are buzzed on coffee. This doesn't come with an increase in energy, just with some shakes.

Wink Wink (+50 CP): You are disgustingly flirtatious, to the point where you are a walking bundle of sexual harassment.

Weak To Hype (+50 CP): You are easily led and get excited about the strangest things and trends.

Strange Cravings (+50 CP): You have some of the most bizarre cravings, like wanting to eat eggplant mixed with coconut or fried crab glazed with strawberry jam and vinegar. These combinations will often taste entirely disgusting, but you will crave eating them anyway.

Sour Cynic (+50 CP): You are constantly grouchy and look on the worst side of everything. You also have a tendency to push people away and insult them if you speak without thinking.

Panic At The Cubicle (+50 CP): You easily fall into panic attacks whenever something goes wrong around you, or just when you think something is about to go wrong.

No Privacy (+100 CP): It seems that you have become a corporate subject of interest. Cubicle drones and spy machines from other companies are constantly following you, recording what you do and what products you use.

Budget Leaks (+100 CP): You can't seem to stick to a budget to save your life. You are constantly splurging on things you don't really need or which are impractical and useless, and you always seem to put unnecessary things ahead of paying for things you actually need.

Bad Haggler (+100 CP): You have a face that even your mother would swindle. Everyone charges you much higher prices for goods than normal, and even if you have a bunch of discounts or coupons, it will only bring down to, at lowest, 10% more than standard.

Hurt Sponge (+100 CP): All the enemies you face in this Jump seem to just soak up damage, with even the weakest enemy requiring at least five or six hits to take down, and many enemies sporting shields that will have to be broken before they even start reacting to your attacks.

Team Building Exercises (+100 CP): Ordinarily, your enemies could easily get in each other's way, knock each other over, and even damage each other with ill-timed attacks. Now, however, all your enemies will work together, or at least not get in each other's way when attacking, and will be mindful of each other when they attack you.

Set Leverage (+100 CP): If you should happen to defeat any dungeon, there will no longer be a lever next to the entrance to switch between 'base mode' and 'hard mode'. Instead, the dungeon will automatically raise to hard mode once beaten and stay there.

Completionist (+100 CP) [RQ1]: You can't leave a dungeon floor until you have explored every room and examined every object in them.

Labrynthine Levels (+100 CP) [RQ1]: Normally, while the layout of the dungeons does change between runs, it is generally stable during the run itself. Now, however, floors will actively shift even as you explore them, causing you to loop back through rooms you've seen before even without backtracking, and requiring specific tasks like throwing switches or gathering items to reveal the exit room that will lead to the next floor.

Do The Wave (+100 CP) [RQ1]: Any rooms in the dungeon that have enemies will now have multiple waves of enemies to fight. A new wave will appear after all members of the previous wave have been defeated. Rooms in the first floor will generally only have two waves, with deeper floors having more waves the deeper you go.

Growth Opportunities (+100* CP) [RQ2]: All dungeons will now not just have a hard mode upon defeat, but will also have four more difficulty levels after that, each one unlocked by beating the dungeon at the previous difficulty level. If this is taken along with the Set Leverage drawback, you gain an additional **+100 CP**, as the dungeon will automatically set itself to the highest unlocked difficulty, with no way to go back. If you take this as an Intern, the base CP you gain from this is **+300 CP** instead of +100 CP, as you will need to beat normal difficulty, hard mode one, and hard mode two before the Co-Working Space will unlock, and then you will later need to beat hard modes three through five to gain the Cubicle Shares from the bosses.

Downsized (+200 CP): You are smol. You have been shrunk down to the size of a small child, which makes you harder to hit, but also makes things like combat or lifting heavy things far harder for you as well.

Rain Rain All The Day (+200 CP): Frequent rain isn't that strange in the Pacific Northwest, but this rain certainly is. Every so often, blue lightning will flash through the clouds, and it will start pouring a glowing rain that phases through buildings, temporarily making everything damp, and causing electronic devices like your phone or computer to go haywire. It will even reach down into the dungeons, causing puddles you can slip on or making electric devices spark up when you get close.

Bound In Debt (+200 CP): Whenever you owe debts to anyone, you are slowed down by literal chains on your body, which no-one else can see or interact with. These chains will be linked to large metal spheres, which get bigger and heavier the more debt you have. The weight will 'max out' at an amount that you can technically drag, though you would be slowed down to an absolute crawl as you do so.

Expanding The Verticals (+200 CP) [RQ1]: Ordinarily, each floor is roughly the same size, with around a dozen rooms. Now, however, each floor will get bigger the farther down you go. How much they increase depends on how deep the dungeon is. In normal dungeons, they will increase by 50% per floor, leaving the third floor at an average of 27 rooms. For the various levels of Dig Deeper, with six, ten, thirty, or one hundred floors, the floor sizes will increase by 30%, 20%, 8% or 3% per floor, resulting in a final floor size of ~27, ~45, ~112, or ~224 rooms.

Booby-Trapped Lunchboxes (+200 CP) [RQ2]: Those dungeon monsters don't want you touching their stuff. Many of the items in dungeons are now booby trapped to injure whoever picks up or interacts with them, especially if they are valuable. If you are careful, you can disable the traps, or you can use them against the monsters if you are clever. Otherwise, watch out for flames, electricity, explosions, and more.

Burnout (+200 CP) [RQ2]: Can't stop moving! If you stop moving for even a few seconds while in a dungeon, you will start to catch on fire, which will injure you even if you resist or are immune to flame. The flames will go out when you start moving again. If you are standing still, you have to be waving your arms around quite a lot to still count as moving around.

Time Crunch (+200 CP) [RQ2]: Ordinarily, you have as much time as you want to work your way through the dungeon. Now, however, you will be on a time limit for each dungeon floor, though it will pause in the entrance to the floor and the dungeon shop. The time limit will be possible for someone of your abilities, as long as you don't backtrack too much and act quickly when in combat.

Invasion (+200/+400 CP) [RQ2/-]: Monsters from a different dungeon can appear during a run, shattering through some of the walls on a given floor, and then appearing periodically on the floors below that. These monsters can break the rules of the dungeon, allowing them to do things like pursue you between rooms or attack you in places like the dungeon shop, but they will be attacking the monsters in the dungeon as well as you. The invading monsters won't show up in boss fights, and you won't be able to trace their path back to their own dungeon to 'counter-invade'. If you take this for **+400 CP**, these dungeon invasions can happen on the surface, with hordes of dungeon monsters suddenly just bursting out of the ground near you and attacking everything in sight. If taken at the higher level, this no longer has any Run Quota requirement.

Continuity (+200/+400 CP) [RQ2]: Most of the dungeon monsters are fairly static. They have the same general attack patterns and will keep going after you in the same ways every time you face them. Now, however, several of the dungeon monsters can learn over time, adapting to your strategies. These Elite monsters will get obviously bigger and stronger and otherwise have some visual cue about their status, and will come back from defeat again and again with new strategies and even new abilities to use to try and take you down. If you take this for **+400 CP**, this effect spreads across different dungeons, meaning that all Elite monsters in all dungeons will grow and adapt and develop counter-measures to you at a steady rate with each other.

Perfectionist (+200/+400 CP) [RQ2]: For the most part, 'hearts' aren't really a thing here. You take damage like a mostly normal... okay, a rather more durable than normal person. Now, however, you do have a set of heart containers. Three hearts, to be precise, and every blow you take in the dungeons, whether it would normally be capable of injuring you or not, will deal exactly a half-a-heart of damage. Meaning that you can only take six hits, max, before you will be defeated in the dungeon. Healing effects can restore hearts to you. If you take this for **+400 CP**, you will have only a single heart and any hit will do exactly one heart worth of damage, meaning that any direct hit will end your run. Good luck!

Secession Crisis (+300 CP): It turns out, the nations nearby are not really all that pleased with Neo Cascadia seceding from the rest of the nation, and taking away all that sweet, sweet tax money that Cubicle would bring in. So, they are now sending military units into the city to try and take it back. And, as a Citizen of Neo Cascadia / Intern for Cubicle, you are being drafted to fight in the city-state's defense. Initially, this will just be you being assigned to go find an infiltrator in a given dungeon and capture them and turn them over to Cubicle. However, it will eventually reach the point where you are being required to assist in fending off full units of the military that are marching into the city, until the government can finally be convinced that invasion is futile. On the plus side, Cubicle will provide you with weapons and such. On the negative side, this genre shift from rougelike dungeon crawler to tower defense is very jarring.

Hauntrepreneur's Hatred (+300 CP): The Hauntrepreneur was betrayed by a friend, and now, for some reason, he is blaming you for that betrayal. He will be constantly layering you in curses of misfortune that can pierce through any sort of magic resistance you might have. You will either have to stoically endure these curses without complaining, thereby proving your true character to him, or face him in combat while under the curses, which will be the most challenging fight you will face here. Either way, if you manage to impress him, you can take him as a Companion with you when you leave.

Imposter In The Mirror (+300 CP): What is that shadow you see lurking in reflective surfaces? Flickering in the corner of your vision? You will find out halfway through your journey, when a dark reflection of yourself will pull you, and you alone, into a mirror realm. This will take place at Year Five for Citizens, and right after Fizzle goes under for Interns. Within the mirror realm, you will face a deep dungeon, three times deeper than other dungeons in this world, filled with monsters and Bosses you have faced in this Jump so far, and possibly some from prior worlds. Once you reach the bottom, you will face off against your Imposter. A shadowy and suave copy of you that has been watching you since the start of this Jump. They will possess all of the skills and abilities and items you have demonstrated in this Jump thus far, and they seek to usurp your place, feeling they could do a better job of being Jumper. If you defeat them, you will be released from the mirror realm, and will be able to take them along with you as a Companion if you wish. You will also forget about this Drawback until you are abducted, preventing you from sandbagging to make this fight easier.

Rescinded Warranty (+400 CP) [RQ2]: If you die in the dungeon, you die in real life. This will end your chain, for Citizens, or end the gauntlet, for Interns. More than that, you will no longer heal from damage you took in the dungeon upon leaving it, meaning that injuries and such can build up over time.

Dreams From The Deep (+600 CP): It turns out that Avie's plan was not without consequences. The actions of the mind behind Cubicle has led to something stirring in the deepest depths of the Gone Underworld. An ancient god is awakening, and it will destroy the world if it manages to fully awaken. This will occur after the events of the game happen, for better or for worse, and it will force you to prolong your stay in order to deal with it. As an Intern, if you fell before the end, Avie's plan may have succeeded, and you will be revived specifically to assist in keeping the god asleep. To confront the god, you will need to enter the Co-Working Space, using at least nine Boss Relics gathered from different dungeons throughout the city to open the space and force it down deep enough to reach the god's dungeon. That dungeon will be ten times deeper than other dungeons in this world, with floors that are ten times larger as well. It will be full of minions and bosses in the service of the god, and you will need to fight your way past them all, before you face the still-dreaming mind of the god in combat, using the power of the relics you gathered to force it back into slumber. It will be a grueling mix of combat and puzzle-solving to manage it. If you should fail, it will spell the end of your chain, even if you took this as an Intern.

Perks

Perks marked for a given Origin are 50% off to that Origin, except for 100 CP Perks, which are free instead. All Origins also get one 50 CP Perk for free, and Interns get an additional 50 CP Perk for free.

Combat Skills (50 CP): Your average person typically isn't prepared to suddenly be thrust into killing monsters with office furniture. This isn't a problem for you, as you have a basic set of combat training and instincts. This won't make you a world-class fighter, but it does mean that you can pick up most objects and make a decent go at using them as a weapon.

Functional Pockets (50 CP): The bane of women everywhere, having pockets that are just decorative, is now somewhat less of a problem for you. You have access to two 'pockets', extradimensional spaces that can each hold exactly one item within them. These items can be anything you can carry in your arms, up to the size of a small couch, and these items can be instantly put into the pockets just by acting out the motion of putting them into the pockets of your pants. You can also instantly swap an item in your hands with one from your pockets.

Off A Duck's Back (50 CP): You show up to work expecting to be designing posters, and you end up slaughtering goblins with a stapler. You'd think you'd be freaking out, and yet you are able to keep your cool. While you are in the moment, you can simply let things like stress and fear slide off of you, leaving you calm and collected. You can also turn off this effect if you want to have a proper freakout later.

Impromptu Jam (50 CP): You ever get the urge to just start busting a move, but you don't because you are afraid people will laugh at you? Well fear no more. You can now start dancing when the urge strikes you, and not only will appropriate music suddenly start playing from nowhere in particular, but those around you will be more likely to join in than mock you.

Fluent In Subtext (100 CP, Free to Marketing): In marketing, what goes unsaid can be just as important as what is actually said. Now, you have a talent for working out what someone is leaving out when talking to you, as well as what they are implying, either intentionally or not, with their words.

Deal Sniffer (100 CP, Free to Finance): You are quite literally capable of smelling good deals. When someone is offering to sell you something or buy something from you, you can take a deep breath and smell whether the deal is sweet or rotten.

Inspired (100 CP, Free to R&D): It can be difficult for most to set aside their biases and consider new ideas objectively. Now, you can choose to 'disable' your doubts and biases temporarily to open yourself up to new ideas, considering them on their own merits. Now you too can come up with something as revolutionary as a meal-replacement drink.

Touch Typing (100 CP, Free to Tech Support): It can't be frustrating having to interact with computers through clunky peripherals. You are now able to touch any computer, and provide input and receive output as you had peripherals linked to it like a monitor, keyboard, and mouse. This doesn't allow you to download or upload data directly, merely treat any computer you touch like it has whatever I/O devices you need to interact with it.

New Age Meditation (100 CP, Free to Management): You are a go-getter. You can do it. You can go the distance. And now, when you repeat a mental mantra about one of your traits, you will actually see a small but significant increase in your performance in that area right away. This boost will vanish if concentration is lost, but can be regained quickly. Only one attribute can be focused on at a time.

Accidental Insight (100 CP, Free to Swomppness): *sometimes i say things that are really deep beb* When you use this Perk, your words will often hint at or provide some sort of deep insight to those who hear them, such as helping them with realizing what choice they need to make for a difficult decision or providing a clue towards the weakness of some enemy they are trying to fight. This doesn't give you that insight, it merely leads your word choices towards providing insight for others.

Making Connections (200 CP, Discounted to Marketing): Networking is a key skill in being a successful marketer, and you have a talent for it. You excel at getting those around you to open up to you and engendering friendly feelings towards yourself, and in recalling all the personal details they might share with you. This power can also help you in your dungeon diving, as when you engage in combat with an enemy, you will gain a sense for whether they can be bribed to fight for you, and can 'pause' combat briefly if so to bribe them over to your side. There is also a strong chance that when you fight a group of enemies, that the last one left standing may decide to surrender and throw their lot in with you instead.

Findings Bonus (200 CP, Discounted to Finance): Sometimes, when your budget is tight, you'll need to scrounge and forage and repurpose things to save money. Now, you will find you get just a bit more when you do that. When a monster drops cash, there will be just a bit more than there would otherwise be. Sometimes, when you open a box in a dungeon, it will have an extra item it didn't have before. And it is possible that when you pick up an item to repurpose it as a weapon, a weaker bonus item can pop out. Overall, these bonuses will average out to get you 15 to 20% more stuff from scrounging, foraging, and repurposing.

Eye For Potential (200 CP, Discounted to R&D): Anyone can tell you that sugar is sweet or that iron is hard, but what potential does sugar have in blacksmithing, or iron as a soda flavoring? You are able to determine the potential of materials as ingredients within specific areas of research and creation. The more experienced you are in an area, the more hidden potential you can see and bring out in ingredients for that specific area.

Anti-Brick (200 CP, Discounted to Tech Support): Where others may see a bricked computer, you see a functional machine. You are able to ignore damage done to items such as computers, and use them as if they were in mint condition. Even small missing components such as keyboard keys can be treated as if they were present. Only breaking an item entirely into pieces could stop you from applying this perk.

Extra Deep Pockets (200 CP, Discounted to Management): It seems almost like your pockets are bottomless. You have access to ten extradimensional 'pockets' that you can store items in, or a total of twelve if you take this with the Functional Pockets perk. These pockets function just like those from Functional Pockets, but, when you first store an item in one of these pockets, some of your 'greatness' will rub off on it, causing the item to be upgraded in some way. Maybe it gets a bit more durable, or a weapon becomes a bit sharper, or a gun can store a bit of extra ammo. Whatever the case, it only happens the very first time you store an item.

Dodging Responsibly (200 CP, Discounted to Swomppness): *heh or was it dodging responsibility beb* You are good at dodging, both metaphorically and literally. You are good at slipping out of responsibility without consequence, shifting things so that someone else picks up a task that was assigned to you, and ends up thinking it was their idea to take it. You are also good at dodging literally, capable of rolling out of danger faster, and even turning your dodges into leaps or striking a foe while in the middle of a dodge to both evade and attack at once.

Skill Endorsement (400 CP, Discounted to Marketing): Having a reputation for a certain skill can now have tangible benefits to you. Each person that recognizes that you have a skill will provide a bonus to your abilities with that skill. These boosts are small, but can keep stacking indefinitely. If you fake having a skill well enough, it is possible that you could gain a bonus in it from the recognition of others, and then use that bonus as a basis to develop the actual skill. Also, any skills benefiting from this perk will not degrade, and can't be taken away or stolen.

Cooking With the Books (400 CP, Discounted to Finance): You are a one-person accounting team. You know all of the financial tricks for auditing and shuffling money around to make your accounts look as good as possible. With the right combination of rounding and money-shuffling, you could even effectively pull money out of thin air. Your most dramatic ability allows you to quite literally burn cash for power, where you can literally set money on fire, burning it up to give yourself a general performance boost. \$10 would be enough to double your strength, speed, and stamina for a few seconds, and larger and longer boosts are possible with larger sums.

Laser Focus (400 CP, Discounted to R&D): Tunnel vision can be a problem when you are deeply focused on a project, but for you, it can actually be a boon. When you are focused on something, such as a project or an enemy, you will gain a boost in productivity and effectiveness based on how many distractions you are ignoring around you. In addition, with enemies specifically, you can focus on them in this way and cause one of three effects: Setting them on fire, freezing them in place, or charming them to fight for you. These effects will last for less than a minute, and take ten minutes to recharge between uses. You will need to pick which effect you can inflict at the start of each day.

Trap Hacking (400 CP, Discounted to Tech Support): You are a master at hacking and counter-hacking, exploiting weaknesses in computer networks and systems, as well as blocking similar issues within the networks that you are running. Your talent at this can also extend to your work in the dungeon, allowing you to remotely identify and disable or trigger various traps, even those that aren't actually computer-based. Three times per day, you can also emit a 'smart virus' that will affect objects in the same room as you, causing those objects to suddenly start throwing themselves at your enemies for a few minutes.

Bonus Pay (400 CP, Discounted to Management): Time to get a Christmas bonus, and an Easter bonus, and a Saint Patrick's Day bonus, and just so many bonuses. Any time when you earn some money, you will get at least 5% more than you would have normally. And, when you have tasks, such as clearing a room or defeating a boss, you will sometimes get bonus extra tasks that make your task somewhat harder, but will earn you some cash if you complete them.

Good Vibes (400 CP, Discounted to Swomppness): *just gotta chill beb* You are a pretty chill person. You emit an aura of good vibes, making enemies slower to attack you and allies fighting alongside you a bit tougher and stronger, and heals you and those you are allied with over time. This aura is stronger when you are calm, and when you aren't attacking anyone yourself.

Brand New You (600 CP, Discounted to Marketing): Sometimes, you just want to reinvent yourself and be someone new. You are able to alter your personality and mannerisms to act entirely different. Make yourself cheerful and preppy, or cynical and jaded. Alter your interests to be fascinated with 17th century furniture history. You are even able to disguise yourself as a different race entirely, mimicking the appearance of some of the enemies you might face in the dungeon. Your disguise is so thorough that you can potentially replicate some of their abilities when disguised as them, with those powers growing stronger and more potent the closer you study those that you are disguised as. Just be warned, even if you are disguised as a denizen of a dungeon, they won't hesitate to attack once you attack them.

Ultra Premium Deluxe Membership (600 CP, Discounted to Finance): You have all of the shopping memberships! At pretty much every store you shop in, whether in the dungeons or outside of them, you will have some truly impressive discounts on whatever you buy. You will also be able to find a variety of hidden shops with special items for sale, including many that would be rare or otherwise almost impossible to find anywhere else.

Experimental Prototyping (600 CP, Discounted to R&D): If you can imagine it, you can build it. You have so many strange and wonderful ideas in your head, and this power will let you bring them to life. Even the most impossible ideas can be prototyped with this ability, but what you make are just prototypes. Strange bugs and features will likely be plentiful. Some harmful, some beneficial, and some that are just strange. Once you've made your prototype, you can spend some time examining it to figure out how it works so you can reliably replicate it in the future.

Cloud Access (600 CP, Discounted to Tech Support): You have discovered a way to tap directly into 'the Cloud', a strange and dreamlike environment that is a representation of the data networks of whatever world you are in. A world of pure information, you can enter or exit it at will, using some form of technology such as a phone as a focal point. Within, you can find hidden secrets, hack and alter records or similar information, and generally manipulate the Cloud to your benefit.

Relic Forger (600 CP, Discounted to Management): Within every dungeon, the concentrated misery and negative human emotion will concentrate over time to form into a relic, which can often be used to boost productivity or something similar, albeit with some nasty side-effects. You have learned the secret of creating Relics yourself. You can concentrate emotions, good or bad, and use them as ingredients and materials, and you can modify the Relics you make to either accentuate or eliminate the side effects that naturally formed Relics would manifest.

Jackie, I Am Your Father (600 CP, Discounted to Swompness): *it broke my heart to leave you but i couldnt be seen with such a nerd baby* What is this, a soap opera? It sounds like a joke. You are actually the villain's long lost father? Or maybe you are secretly the proper heir to the world's most lucrative company? Somehow, it is actually true. Once per Jump, you can make any surprise reveal about your backstory, and have it turn out to retroactively be true. This only changes the past, not the present, so you could do something like reveal yourself to be a previous boyfriend of someone, but this won't necessarily mean that they are in love with you now.

Items

Items marked for a given Origin are 50% off to that Origin, except for 100 CP Items, which are free instead. All Origins also get one 50 CP Item for free, Interns get an additional 50 CP Item for free, and the first Item Set purchase for all Origins is either free (for 50 CP / 100 CP sets) or discounted 50%.

Item Sets (Variable): Item Sets are a set of three items that you can freely summon and dismiss. Each item will retain damage when unsummoned, only being fixed at the start of a new day, and if broken, it will not be restored until one day has passed. Sets with Junk in their name are mostly ordinary, unless indicated otherwise.

Paper Junk Set (50 CP): A set of office supplies, specifically, a sharpened pencil, an oversized thumbtack, and a ream of copier paper.

Janitor Junk Set (50 CP): A set of janitorial supplies, specifically, a broom, a mop, and a wet floor sign.

Chair Junk Set (50 CP): A set of chairs, specifically a heart-themed office chair, a folding chair, and a bouncy yoga ball.

Party Animal Set (50 CP): This set is somewhat different from most of the others. It allows you to summon two ping pong paddles, and an unlimited number of ping pong balls. The balls deal little to no damage, but can be a useful distraction.

Joblin Junk Set (50 CP): A set of Joblin office supplies, specifically a stapler that fires oversized staples, a tablet pen that can shock those jabbed with it, and a mug with a few dregs of coffee in it. The stapler regenerates one staple every ten minutes, and holds four staples.

Winkydink Junk Set (50 CP): A set of Winkydink office supplies, specifically a body pillow, a bottle full of fizzy liquid that slows enemies down when they're doused with it, and an extremely bouncy globule of slime. The bottle refills every half hour if not broken.

StyxCoin Junk Set (50 CP): A set of StyxCoin office supplies, specifically a calculator, a miner's rig computer set-up to only do crypto mining, and a Felix Cube, a Rubix cube-like puzzle that deals a massive amount of damage while breaking if thrown when solved.

Envirohazard Set (100 CP): A set of scenery-themed weapons, specifically a Whacktus XL, a sword-club shaped like a long cactus with a hilt; a Stablagmite, a spear with a rocky head; and a Low Hanging Fruit, a large eggplant-shaped club.

Explosive Set (100 CP): A set of explosive weapons, specifically a Bean Bomb, a small explosive can of bean; Dynamite, which explodes harder but can injure you; and a Party Popper, which can be used to shoot a shockwave of force at an enemy, knocking them away strongly. Each type can be summoned and used three times per day, rather than just once.

Tech Set (100 CP): A set of electronic equipment, specifically, a keyboard, a computer monitor, and a very basic laptop. The laptop only has basic work programs installed.

Joblin Basic Set (100 CP): A set of basic Joblin weapons, specifically a Jobo Sword, Jobo Spear, and Jobo Crossbow. The Jobo Crossbow regains one bolt every fifteen minutes and holds seven bolts max.

Winkydink Basic Set (100 CP): A set of basic Winkydink weapons, specifically a Battle Fan, Poker, and Handgun. The Handgun fires blasts of water which explode with a great deal of force and can freeze targets temporarily. It regains a shot every thirty minutes and holds twelve shots.

StyxCoin Basic Set (100 CP): A set of basic StyxCoin weapons, specifically a Chisel Hammer, a Pickaxe, and a Gas Light. Three Gas Lights can be summoned per day, and each of them can be broken to release a large amount of burning oil on its surroundings.

Joblin Medium Set (200 CP): A set of medium Joblin weapons, specifically a Bone Club, a Jobo Warhammer, and a Skelecaster. The Skelecaster is a large skull-themed guitar which can release shockwaves when played.

Winkydink Medium Set (200 CP): A set of medium Winkydink weapons, specifically an Ace of Diamonds, a card-themed spear; Ace of Clubes, a card-themed mace; and Ace of Spades, a card-themed sword. All are high-quality and very durable.

StyxCoin Medium Set (200 CP): A set of medium StyxCoin weapons, specifically a Racket, a reinforced tennis racket; a Megaphone, a megaphone that can unleash shockwaves three times a minute; and a Money Gun, a gun that shoot real dollar bills that can hit with the force of bullets and then get sucked into your wallet. The Money Gun can gain a dollar every half hour as ammo, and can hold twenty dollars max.

Joblin Advanced Set (400 CP): A set of advanced Joblin weapons, specifically a Jobo Cleaver, a massive cleaver that excels at chopping through meat; a Jobo Greatersword; and a Vending Machine Gun, a vending-machine-turned-gun that fires explosive cans of beans. The gun regains a can of beans every five minutes, and can hold twenty-five cans at once.

Winkydink Advanced Set (400 CP): A set of advanced Winkydink weapons, specifically a Double Hockey Sticks, two hockeysticks taped together; a Rifle, an upgraded version of the Handgun, which holds fifty shots, and regains a shot every fifteen minutes; and either a Pitchfork or a Trident. The Pitchfork can fire balls of flame when stabbed forward, and the Trident can fire spheres of freezing energy. You can switch which one of the Pitchfork or Trident you can summon each day.

StyxCoin Advanced Set (400 CP): A set of advanced StyxCoin weapons, specifically a Giga Drill, a massive drill that can deflect attacks and projectiles; a Diamond Pickaxe, a nearly-indestructible version of a pickaxe; and a Bank Breaker, a large sledgehammer with a piggy bank for a head, which is decently durable, and releases a massive explosion of cash that sucks into your wallet when it does break.

Caffiend's Set (600 CP): A set of the most powerful Joblin weapons, specifically the Triple Shot; a crossbow that can fire three bolts at once with amazing accuracy, gains a bolt every five minutes, and can hold 36 at once; Jobseeker, an intelligent spear that will tear itself free of a target after being thrown and then continually stab at them over and over again; and The Crash, a large warhammer made out of incredible durable glass and filled with coffee, which slows down the movements of any enemy you hit with it.

Hover Hands' Set (600 CP): A set of the most powerful Winkydink weapons, specifically the Demon Back Roller, a massive backscratcher-turned-club that can cause those hit to confuse pain with pleasure; the Ace of Hearts, a crossbow that fires a bolt that makes the one struck fall in love / devotion to you and which regains a bolt every twelve hours; and either the Ice Queen or the Old Flame. Both are long swords that emit either ice or flame, and you can swap which one you can summon each day.

Hustlebones' Set (600 CP): A set of the most powerful StyxCoin weapons, specifically the Blockchainsaw, a virtually indestructible chainsaw that can hit dozens of times a second; the Stygian Blade, a golden blade that releases money for your wallet with every swing; and the Soul Proprietor, which can raise those you slay with it as skeletons to fight for you until they are shattered a second time. Those raised this way won't last too long.

Special Legend Set (800 CP): A set of four weapons, rather than three, all of which are very potent. There is the Aggro Knife, a large knife that can allow you to invoke the Angry Crab's Blessing over an area every ten minutes, causing your enemies in the area to prioritize attacking each other rather than you. There is the Cornercutter, a katana that allows you to teleport within a short range, perfect for repositioning yourself behind a foe for a sudden sneak attack. There is the Home Runner, a very sturdy bat which can knock those hit with it back extremely far, sending even large enemies that outmass you flying. And finally, there is the Union Buster, a massive box-cutter shaped blade that simply has immense power and surprising range behind it.

And now here are the regular items.

Box Apartment (50 CP): You have a small economy apartment of your own. It only has a single room, but it is fully paid for, with a kitchen, bed, bathroom, and a desk with a nice city view for vibing.

Food Card (50 CP): You have a card that can buy \$40 of food a day. It will not produce money for any other purpose.

Contact Cards (50 CP): You are able to summon an endless supply of business cards in your hands. These cards start off blank, but if they make contact with someone, they will fill out with that person's contact information, and can then be summoned and reviewed with that information on them.

Basic Phone (50 CP): A very basic smartphone that can make calls and texts, take pictures, and check e-mail, but not much more. Never runs out of battery or breaks.

Wardrobe (100 CP, Free to Marketing): A full wardrobe with a stunning variety of outfits. You can gain new themed outfits when you achieve feats like beating dungeons.

Bank Book (100 CP, Free to Finance): A book that acts as a wallet and a link to your bank account all in one, allowing you to make purchases with it without needing to carry cash and such with you.

Lab Coat (100 CP, Free to R&D): A sturdy and somewhat defensive lab coat that can protect from burns and spills.

Coffee Mug (100 CP, Free to Tech Support): A mug that is constantly half-full of coffee at the perfect temperature for you.

Self-Actualization Podcast (100 CP, Free to Management): A series of motivational podcasts that can help you with clearing out negative thoughts and getting yourself out of funks.

Swomp Cube (100 CP, Free to Swompness): A somewhat stained cube that will periodically show up in your vicinity with some flawed or damaged but potentially valuable items inside.

Chumpette (200 CP, Discounted to Marketing): A small indestructible cube with a cute little bow on her head. She can be summoned at will, linked to you with a similarly indestructible chain, and will bite at your enemies when they get close.

Personal Drone (200 CP, Discounted to Finance): A flying drone that can be summoned at will, and which can shop for you, carry deliveries, and also fire a handy laser at enemies.

Roomba (200 CP, Discounted to R&D): A roomba with a knife on it that you can summon, which can also somehow deliver cans of delicious soda to you from time to time.

Goodest Girl (200 CP, Discounted to Tech Support): A dog (or other pet) that can sniff out hidden treasures and who is just the bestest ever, yes they is, yes they is. They can be summoned at will to appear nearby you.

Supportive Emoozis (200 CP, Discounted to Management): A pack of half-a-dozen large slimes, shaped like emojis and with powers based on the same, which will show up when you are in danger to help you out.

Angry Crab (200 CP, Discounted to Swomppness): A very angry crab that runs around with a knife. It will show up randomly when you are in danger, and can either give you boost, or lay curses on your enemies.

Avie 2.0 (400 CP, Discounted to Marketing): A version of the Avie AI that has had its code and priorities cleaned up, and which is as helpful as it was originally intended to be, especially at analysis of people and their motivations. Guaranteed not to go rampant or try to suck out and experiment on your brains.

Petty Cash Case (400 CP, Discounted to Finance): A large green briefcase with several thousand dollars inside. Refills every couple of days.

Fizzle Rocks (400 CP, Discounted to R&D): Glowing rocks that have been infused with incredible potential thanks to runoff from various failed Fizzle beverages. They are an incredibly potent and versatile ingredient, especially in uses that are aimed at mutating things. Restocks with new rocks each day.

Jailbroken Phone (400 CP, Discounted to Tech Support): A top of the line smartphone with all the bells and whistles that has been empowered further. Any app that you download onto it will have a secondary effect, being able to be invoked once a day to have some sort of actual effect on reality.

Whip Key (400 CP, Discounted to Management): A keyfob that you can use to summon a fast and stylish car that is surprisingly durable when used to run down foes. The car is incredibly durable, never needs fueling, and is surprisingly maneuverable, even when you are doing things like driving it around in a building.

Dank Gaming Rig (400 CP, Discounted to Swomppness): An extremely powerful computer that can run all sorts of games, or do things like bulk-forcing crypto at incredible speeds. Can be summoned at will with an attached monitor, keyboard, and mouse.

Shadow Mirror (600 CP, Discounted to Marketing): A mirror that allows you to step through it to enter a shadowy void. Within this void, you can replicate environments you have seen, and summon shadowy duplicates of people and beings you have met, which you can fight or otherwise interact with.

Personal Franchise (600 CP, Discounted to Finance): A personal brand associated with a specific type of store. Some of these stores will appear in several dungeons initially and passively make money for you. You can either leave it to simply generate cash, or work to actively manage it to have it expand and grow.

Fizzle Fountain (600 CP, Discounted to R&D): A large fountain of endless Fizzle, which can dispense cans with a variety of supernatural effects. Drinking directly from it will instantly heal you completely.

Server Farm (600 CP, Discounted to Tech Support): A large room which contains a literal farm for computing equipment. Various basic devices will appear in the room, and slowly 'grow' into better models over time. They can be harvested and taken out to be used or sold, and new ones will appear within a few days. New equipment can be introduced to the room to cause new equipment to grow.

Fallen Start-Up (600 CP, Discounted to Management): You now have your very own three-level dungeon, with whatever theme you want, and a small army of 'employee-monsters' within it matching that theme. It will be embedded somewhere in the world, and you can set your own restrictions on who can enter it. You can also summon a small 'fighting force' of the monsters from your dungeon to your side once per day.

Ultimate Party Room (600 CP, Discounted to Swomppness): A sweet party room stocked with snacks and games, where literally anyone in the world can appear to hang out and have a good time, leaving any malice at the door. They can't attack you, you can't attack them, you're all just vibing and having a blast.

Companions

Mentor (FREE): As you are new to the city, you will be assigned a mentor that can help you adjust to your new life here. They will have the same Origin as you, and 600 CP worth of Perks and/or Items. By default, this mentor will be the person who your origin is based on, but it can be a non-canon individual who just shares your origin.

Offer Letter (100 CP): A letter offering the person you give it to a position as one of your Companions. You can use it to invite anyone in this Jump to come with you. Can be taken multiple times.

Import (50 / 300 CP): 50 CP to import one companion, 300 to import a full set of eight. Each gets 500 CP to spend and half the CP you get from drawbacks, rounded up to the nearest 50.

Ending And Prizes

Citizen

If you came here as a Citizen, then your time ends after ten years, and then you will have the choice to **Stay Here, Go Home, or Move On.**

Intern

If you came as an Intern, then your time here will end either when the entire story is complete, when you die outside of the dungeons, or when you are fired from Fizzle. Once Fizzle 'goes under', you won't have to worry about the third option. Be warned, dying in either the Co-Working Space or during the battle atop Cubicle Tower does count as dying outside of a dungeon, so be careful at those points.

Depending on how far you reached, you will get the following prizes:

No Dungeons Complete: You failed to complete even a single dungeon before dying permanently or getting fired. You will lose access to whatever purchases you did make here, and will simply move on with your Chain with the following 'prize'.

Employee Reports: An indestructible folder full of papers, with a new paper appearing within it at the end of each day of work. It is filled out as if written by the most neurotic of micromanagers, highlighting every thing that you did wrong and giving the most unfair score to various 'performance metrics' related to the task. If 'lost' or thrown away, it just shows back up in your possession when the next report appears.

Base Dungeons Complete: You managed to defeat the three dungeons beneath Fizzle, either alongside Jackie or while replacing her, and claimed the Boss Relics of each of them, leading to the entrance to the Co-Working Space opening. You can keep all purchases you made in this document, and select **2** of the following prizes:

Caffiend's Drip: You have the ability to caffienate yourself three times per day for a significant speed boost for up to half an hour, with a brief crash at the end.

Energy Sight: You are able to tell at a glance how much energy someone or something has, whether that is stamina, mana, battery charge, or something else.

Hover Hand's Handy Hands: You can summon and control two large emoji hands. If destroyed, they regenerate after a day.

Emotion Sight: You are able to tell at a glance what emotions someone is feeling at the moment, particularly with regards to attraction and potential relationships.

Hustlebone's Everminer: Everything you do passively generates some money for you. More money is generated for things that require more effort.

Value Sight: You are able to tell at a glance how much money someone has, or how valuable an object you are looking at is.

Co-Working Space Clear: You managed to descend into the depths of the Co-Working Space, and prevented Marv from completing his dark ritual to brainwash the Fizzle employees to make them more 'productive'. You gain **1** additional prize selection, and the pool of prizes you can make selections from expands to include the following prizes:

Fizzle Itself: You get to keep Fizzle as a company, and can invite all of the employees to join you as a collective Companion. You can refund the Offer Letter if you planned to use it on a Fizzle Employee, and spend the CP on something else.

Marv's Vest: A stylish vest that allows you to, once per Jump, treat a defeat like it was actually a victory. Can't kill someone for you, but they will be 'defeated' otherwise.

All Shares Assembled: You managed to defeat each of the three dungeons a second time after Fizzle went under and the dungeons had been enhanced, and claimed the Cubicle Shares from each of the bosses. You gain **2** additional prize selections, and the pool of prizes you can make selections from expands to include the following prizes:

Productivizer: You and anyone working with or for you gains a massive boost in productivity when following your orders.

Hendonizer: Those around you will be open to losing their inhibitions and acting on any of their desires without negative social consequences or judgment.

Eternalizer: Your health is now tied to your wallet, allowing you to lose money rather than actually taking an injury. You have to be penniless to remain injured.

Shareholder: When you totally defeat someone, you can choose to take ownership of all of their fiscal assets.

Avie Defeated: You managed to ascend to the top of Cubicle tower to try and face the Board of Directors, fought your way through their warehouses, and confronted and defeated Avie, preventing her dark plan from coming to fruition. You gain **2** additional prize selections, and the pool of prizes you can make selections from expands to include the following prizes:

Golden Parachute: A parachute that will appear on your back and deploy to protect you from death or consequences of your actions once per year. If protecting you from death, it can teleport you to a safe location.

Cubicle Itself: You get ownership of the entire company and all its infrastructure.

The Complete Pattern: You have the pattern, in both dark and light versions, which can allow you to spy on and manipulate people's souls, or harden your soul and others against any intrusions or manipulations.

Alternate Endings: It is possible that you did things during the Gauntlet that changed the course of the story, rendering some potential outcomes irrelevant. In that case, there are two particular outcomes that are considered equivalent to outcomes up above.

Saved Fizzle: If you managed to prevent Fizzle from going under, even with Marv's mismanagement, thereby preventing it from falling into the Gone Underworld and preventing the need to ascend to the top of Cubicle, that is considered equivalent to Base Dungeon Complete / Co-Working Space Clear, even if in the process you didn't complete either of them (such as if you got Marv fired entirely before completing the dungeons).

Stopped Avie: Even if Fizzle didn't go under, Avie's plans would still be moving forward in the background. However, if you managed to put a stop to them in some way (assaulted Cubicle anyway, fixed Avie's utility problem that drove her to this plan, or something else), then you are considered to have completed all outcomes up to and through Avie Defeated, even if you didn't actually hit the individual steps while leading up to stopping her.

Notes

Changelog

Version 1.0 - Release

FAQ

Q. I don't really get how Dig Deeper works. The number of floors you mention doesn't make sense.

A. The following are the 'order of floors and bosses' for each level of Dig Deeper:

Normal (No Dig Deeper)	Three Floors => Dungeon Boss
Dig Deeper Level One	Three Floors => Mini-Boss => Three Floors => Dungeon Boss
Dig Deeper Level Two	Three Floors => Mini-Boss => Three Floors => Mini-Boss => Three Floors => Mini-Boss => One Floor => Dungeon Boss
Dig Deeper Level Three	Three Floors => Mini-Boss => Three Floors => Mini-Boss => Three Floors => Mini-Boss => One Floor => Super Mini-Boss => Three Floors => Mini-Boss => Three Floors => Mini-Boss => Three Floors => Mini-Boss => One Floor => Super Mini-Boss => Three Floors => Mini-Boss => Three Floors => Mini-Boss => Three Floors => Mini-Boss => One Floor => Dungeon Boss (At Least Two Stages)
Dig Deeper Level Four	Three Floors => Mini-Boss => Three Floors => Mini-Boss => Three Floors => Mini-Boss => One Floor => Super Mini-Boss => Three Floors => Mini-Boss => Three Floors => Mini-Boss => Three Floors => Mini-Boss => One Floor => Super Mini-Boss => Three Floors => Mini-Boss => Three Floors => Mini-Boss => Three Floors => Mini-Boss => One Floor => Super Mini-Boss => Three Floors => Mini-Boss => Three Floors => Mini-Boss => Three Floors => Mini-Boss => One Floor => Enhanced Super Mini-Boss => Three Floors => Mini-Boss => Three Floors => Mini-Boss => Three Floors => Mini-Boss => One Floor => Super Mini-Boss => Three Floors => Mini-Boss => Three Floors => Mini-Boss => Three Floors => Mini-Boss => One Floor => Super Mini-Boss => Three Floors => Mini-Boss => Three Floors => Mini-Boss => Three Floors => Mini-Boss => One Floor => Enhanced Super Mini-Boss => Three Floors => Mini-Boss => Three Floors => Mini-Boss => Three Floors => Mini-Boss => One Floor => Super Mini-Boss => Three Floors => Mini-Boss => Three Floors => Mini-Boss => Three Floors => Mini-Boss => One Floor => Super Mini-Boss => Three Floors => Mini-Boss => Three Floors => Mini-Boss => Three Floors => Mini-Boss => One Floor => Dungeon Boss (At Least Three Stages)