

It's the 21<sup>st</sup> Century, and global markets have entered yet another meltdown. Consumer trust is at an all-time low, foreign currency is wavering, and natural resources high in demand. Yet wealth is not flowing as predicted, and only the homeless are expanding in the grip of recession.

It's June 1<sup>st</sup> of 2010, and a moth flaps out from your wallet. You look down at your funds for the decade.

+200MP

There's a knock at the door. Probably a man from the bank.

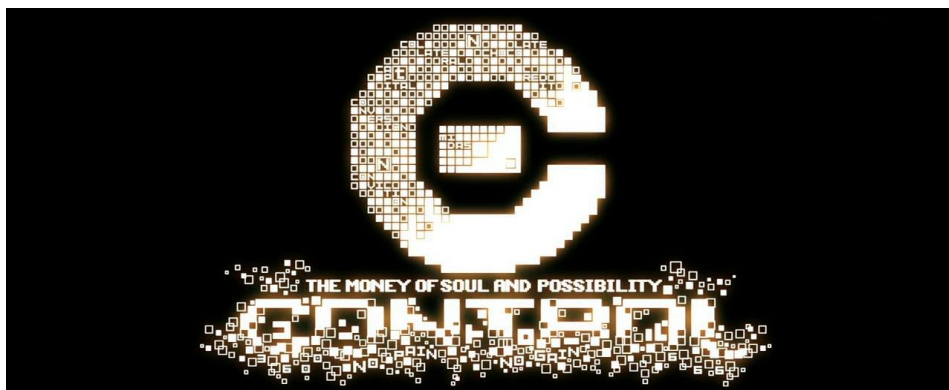
*"Helll~ooo"*

Its... a clown?

"Nice place you have here. I have an amazing opportunity for you"

What happened to the lights?

"Wouldn't you like to make money more effectively? To be able to seize your future and and make the best of every opportunity?"



*A Jump by Clover*

"I am Masakaki, a representative of the Financial District and the Midas Bank. The Midas Bank is willing to offer a prestigious no-interest loan, with a simple ten-year contract as collateral. We at Midas Bank are always happy to finance potential clients.

+800MP

The Midas Bank has recently vacated a stagnant position held by bad investments, and you have been selected as the replacement, granting you the title of Entrepreneur! An Entre, if you will. Pretty cool, huh? A cross between a businessman and a duellist, tis a lofty position that grants you access to the hidden side of the world, to the magnificent **Financial Districts**, where the subtext of economy is hard, bankable reality. Where the *true* powers of the world negotiate"

### **=Locations=**

The Midas Bank is proud to announce their many, many Financial Districts worldwide.

Roll 1d8 or pay 50MP to choose.

*1 Tokyo, JAP:* The Japanese economy could be worse, but financial bankruptcy has made the government the only sure employer. Troubling times make dozens of Entres flock to the District.

*2 New York City, USA:* Home to Wall Street and arguably the most powerful global market, it is a learning experience to even lose in this District. The Entres here are ruthless and ambitious.

*3 Shanghai, PRC:* One of the few Districts controlled by their own government, this financial centre boasts the world's busiest container port and pirate Entres. Yes, actual pirates. Rich ones.

*4 Frankfurt, DEU:* Germans are famed for efficiency, in business and in drink. An attitude their Entres carry into the District, negotiations organized on the clock between work and play.

*5 London, UK:* With a golden Big Ben sounding over the Thames, this District only stops for tea and cricket. Small slices of imperialism are proudly represented on the sleeves of British Entres.

*6 Paris, FRC:* Funny cheeses and berets trade on Saturdays, snails and white flags on Sundays. Now that that's out of the way, who's up for cutthroat business and ecumenical civil warfare?

*7 Singapore, SNG:* The South-East Asian District is focussed here, and although there have been some tough times, it's not the end of the world. Not like what happened in the Caribbean.

*8 Free Choice:* How fortuitous. You may choose one of the Districts above, or a different market.

### **=Backgrounds=**

Midas are in the futures business, and may alter your past for better investments.

We offer this service freely, to recoup costs in your **unique** nature.

Keep your gender, roll 19+1d8 for age, or pay 50MP to choose both.

*Drop-In:* If you prefer, Midas will not alter your history and simply let you to roam free without further adjustments or benefits. Most Entres begin their lives in such circumstances, after all.

*IMF Agent:* Human interests occasionally find their way into the Financial District, the IMF is the latest in a long line of onlookers and bystanders. But perhaps you have a more noble goal in mind?

*Info Broker:* In all honesty most Entres are not chosen for their selfless natures. Some find other ways to supplement their incomes. Not all wealth is material, after all.

*Guildsman:* Some Entres choose to band together, finding safety in numbers. New members need to contribute most of their funds to guild rainy day funds. But after a few years you should be in.

## =Perks=

Numismatics (Free): You can now tell instinctively if the value of the currency you hold is more valuable than another in current market trends. You can also detect forged money with a glance.

Golden Parachute (Free): The aftereffects of any Deals you complete in the Financial District will only affect your holdings and your resources. No personal damages will be retained. Any damages incurred by Deals will only be inflicted onto assets that benefited from profits of the Deals. Pain is still felt.

What are Deals, you ask? Oh, nothing. Just weekly obligations where you are partnered with another Entre to **negotiate** the continuation of your Assets. They are on the clock, so you only have about 10 minutes to complete them. But first, the paperwork

What is Good in Life (100MP, *Free Drop-In*)

You ultimately understand that there are some things money can't buy and that riches may not be the ends but a means. You will not be blinded in your pursuit of riches and are less easily tempted as a result.

Swimming with Sharks (200MP, *Discount Drop-In*)

High powered market deals are enough to crack the composure of even stock-floor veterans, comparable to the stress of active combat. You can not only survive in these arenas, you may even thrive. Your willpower is advanced enough to keep a cool head on the market floor and even pick up a trick or two.

Mentor Magnet (400MP, *Discount Drop-in*)

You must have one of those faces, like an up and coming rockstar or an easily exploitable puppy. Lots of people want to make you their protégé in either case, and you will not find yourself wanting for advice from well experienced voices.

The Long View (600MP, *Discount Drop-In*)

You understand the entirety of your actions, and can often predict events far before they spiral out of control. This strategic view is something many Entres lack, your planning often resembling wild and useless gambits until they reveal cunning traps and counterplays well after anything can disrupt them. This doesn't hurt your business sense either, your finances in no danger of tanking through risky investment.

Head for Numbers (100MP, *Free Agent*)

Inflations. Assets. Equities. You have a good sense for business and all the different terms they throw around to confuse and obfuscate you will not overcome. The intricacies and densities of market law and economic tradition are second language to you.

Follow the Money (200MP, *Discount Agent*)

Money may make the world go round but it leaves such large footprints. You have been trained in the delicate and complex matters of forensic accounting, and may glean information just by investigating their purchases or possessions. Following paper trails is a breeze and you also don't find paperwork boring.

**Pull the Thread (400MP, *Discount Agent*)**

No man is an island, and all businesses have their connections. If your opponent is an unassailable fortress with armies of lawyers or powerful Assets, strike at their underlings, their families, their deliverymen. By connecting minor crimes to larger organizations, they become vulnerable, weak, where the only solution is to gnaw off the trapped limb. Your opponents must thus always decide between the lesser of two evils.

**Seize and Forfeit (600MP, *Discount Agent*)**

There are two things certain in this world, and the taxman is one of them. With a thorough investigation of your target, you could claim temporary to indefinite ownership of their assets. This chance is increased with the time you spend investigating and your target's crimes. Using these is beyond you, but denying them access or seizing their possessions from their very hands is nothing but a boon to you. This cannot target things like training or innate ability but will disrupt anything connected to their holdings.

**Gift of the Gab (100MP, *Free Broker*)**

You could easily pass for a second-hand car dealership salesman, such is the showmanship and energy you give your speech. This assists in any first impressions you may make and gets your foot in the door.

**True Value Pawnbroker (200MP, *Discount Broker*)**

Pawnshops are notorious for their scams and schemes to undervalue precious items and then oversell trash to the unsuspecting. Just like you can now! Appraising the true value of objects and information, monetary, sentimental, historical and so on, is a valuable skill, but paired with the tact to lie about it is invaluable.

**Undisclosed Assets (400MP, *Discount Broker*)**

Through practice and experience you've managed to hide your worth from prying eyes. Whether it is the tax auditors, or a threatening challenger, very little can be found on your worst day. Useful for hiding your sources or for being discreet about your plans. The most mysterious salesman is the safest.

**Devil's Dealership (600MP, *Discount Broker*)**

You are a supernaturally good businessman, able to find out what people really want and give it to them with significant overhead. Everything from cars, childhood heirlooms, acting roles, nothing is sacred to your ruthless business sense. This even extends to subconscious wants, as you could buy and sell secret things even the clients didn't know themselves, like their position in life or their next victory.

**Fortune is Company (100MP, *Free Guildsman*)**

There is no better security than a large group of friends, and no better defence than the intimidation of numbers. Others will be intimidated by the company you represent, in more ways than one, and if you ever stand at the head of an empire, few opponents could bear to look you in the eyes.

**Synergistics (200MP, *Discount Guildsman*)**

The theory is that the whole is greater than the sum of its parts, which can be complicated with more than one whole. You can understand and incorporate the different strengths and abilities of not only yourself, but also the often unique and unusual skillsets of others you may meet. Any company you run often makes best use of its many employees, and teams that you organize mesh in harmony rather than argue in futility.

Word is Bond (400MP, *Discount Guildsman*)

In business, trust is the cornerstone of all deals, supernatural or otherwise. Your promises hold more weight than others, with your dealings given more faith than other. Often your promise of payment is good enough as money, and your honour is bankable currency in certain circles. People believe your promises, even as you break them.

Guildsman's Dilemma (600MP, *Discount Guildsman*)

Entres can lead organizations with ease, but leading other Entres is like herding fat cats. The sheer ego, ambition and selfishness of most Entres makes even partnerships a rare occurrence, and truces come once in a blue moon. But perhaps you can convince others to compromise and cooperate, that even in this zero-sum game of economy, even ruthless idiots like Entres can see a way to profit, if not in money, then in other favours. Such charisma makes it paltry to lead lesser men, your negotiation skills knowing no rival.

"Now that we have your resumes in accord, we will deliver your Assets and accoutrements. But first, to explain the workings of the Financial District, and what is expected of you"

**=Deals=**

**A clash of wills, future and fortune entwine.**

Deals are matches of single combat between pairs of Entres. Lasting up to 666 seconds, the Entres must harm each other or their Asset to obtain their Midas funds. Receiving too much damage during these Deals will result in bankruptcy, forfeiture of Asset and Entre status. The victor will be rewarded with Midas Money, obtained from the loser, based on the difference in damage.

A minimum of one Deal must be performed each week, an Entre may pass this Deal for half of their Midas funds. These Deals are chosen at random by the District, however private Deals may be arranged.

The Midas Bank will only deal in Midas backed currencies. Exchanging currency or solvency from previous jumps for profit is misconduct, such blatant devaluation of futures is criminal.

While Entres are not expected to fight personally, Assets do all the heavy lifting, there are ways to assist them in the rigors of Deals.

Direct (Free): A direct transfusion of Midas funds forms a blade from your hands. Each blade is as proportionately large and strong to the funds used to form it. Unwieldy in their size, each strike will return twice the funds used in their investment. Direct investments are risky, exposing Entres to harm, but is one of the methods they may defend themselves without the use of an Asset.

Field (Free): As above, this forms a forward-facing shield to defend the Asset or the Entre. The transparent shield is proportionately large and strong as the funds invested to form it. Usually formed as last defences, many Assets have abilities and Flations that outstrip the protectiveness of a Field.

**What's an Asset? You do enjoy asking so many question. All in good time.**

## =Items=

You are not to enter the market empty-handed, **are** you?

### Seed Money *Free*

A single lump sum worth a year's wages. You are free to use this for any purpose you wish, whether it's opening a hotdog stand or going on luxury cruises. You may gain additional seed money for 1MP each.

### Free Lunch (100MP, *Free Drop-In*)

This plain brown paper bag contains an unlimited amount of simple food. Once a day, you may reach inside and produce hamburgers, instant noodles, canned coffee and the like.

### Number One Dime (200MP, *Discount Drop-In*)

This coin was the first money you ever earned, and having it makes you luckier in all things business or Deal related. You could even trade it to save yourself from bankruptcy and death, but only once per jump.

### Official Business ID (100MP, *Free Agent*)

You obtain a set of inscrutable and legitimate ID that grants you legal rank and authority for investigations, investments or other snooping question-asking business. Those who oppose you do so knowing they incur the wrath of their government and big businesses.

### Warrant of Mark (200MP, *Discount Agent*)

This official document grants you access to private ledgers, personal vaults, hidden caches and boltholes of whoever's name you have on it. You must have the true name of the owner in order to use it properly.

Shiny Briefcase (100MP, *Free Broker*): Whatever placed inside this case, money, contracts, baseball cards, becomes incredibly valuable to your audience. Tempts all with even the slightest interest in the goods.

### Precious Pearls (200MP, *Discount Broker*)

When some have smiles that sparkle like diamond, you laugh. You have a full set of teeth made from precious materials, gold, silver, sapphires, or so one. Every word you speak seems more valuable and you could sell teeth to cover expenses. The teeth regenerate over the course of a month.

### Power Suit (100MP, *Free Guildsman*)

You gain a full suite of elegant and elaborate formal wear. Wearing it exudes power and class, impressing others and convincing them you are an entrepreneur of good standing. Never get dirty or torn.

### High Tower (200MP, *Discount Guildsman*)

You have a penthouse apartment or equivalent in one of the nicer parts of town. Throwing parties or meetings in this location greatly amplifies your charm and negotiation in this place. Free import.

### Micro Corp (200MP)

The start of your own conglomerate, zaibatsu, or konzern. You may choose what it does, as it will become a focus for trading, merchant routes and Entres and those like them. It will make you one of the richest people on the planet should you focus on running it. You may import any institution into this position.

### =Midas Cards=

I almost forgot your **card**! Proof of Entrepreneurship and entry to the realm of Midas.

Silver Class (Free): Marked with a sun, this is the most common card of Entres worldwide. It grants one access to the District via taxi service, functions as an all-purpose mark of credit, allows transfer of funds, and communication and summoning of their Asset.

Gold Class (100MP): Marked with a crescent moon, a more serious card for more serious Entre. This card allows one to see the business strengths of fellow Entres and Assets, a rough impression of their standing in the District. As Assets are a person's future, clever Entres find additional use.

Platinum Class (200MP): Marked with a skull, this card is granted to strong Entres, proven through many successful Deals. It grants instant transition between the many Financial Districts, and allows you to bring outsiders to your personal properties instantly.

Black Class (400MP): Marked with an "octopus", this card is granted to the financial masters of their nation or those favoured by the upper management. It grants Entres access to the Midas Rotary Press, which will allow them to trade the future and Assets of the District for nearly unlimited funds. Each no-interest loan withdrawal also takes a bit more of the Entre's future as collateral. Extended use of the Rotary Press causes lethargy and disappearances in the populace. This ability is retained in future worlds.

Now we get to the fun part. An Asset is essential to each Entre, representing both future and right to access the Financial District. Word of warning here, bankruptcy and **death** of your Asset are one and the same, at which point you will be expelled.

### =Assets=

Your future given physical form, powerful familiars commanded to defend your present.

First free to all backgrounds, extra cost 200MP.

You have 1000AP to customize your Assets with. You may exchange 10MP for 50AP.

Assets are creatures symbolically and abstractly representative of the Entre's future. They come in all shapes and sizes, possessing forms familiar and foreign. Choose now the **form** of your servant.

*Doppel*, from no woman born nor earthly clay moulded, each resemble humanity, a mirror to the future. Doppel Assets most often resembles costumed humans, in shape and personality.

*Beast*, the many wild and untamed shapes of nature, a future wild and free in possibility.

Beast Assets are gross animal caricatures, the size of a small child, resembling everything from dire wolves to flying wasps. They possess notable strength and speed.

*Construct*, created or crafted, a future that defies true categorization, a self-made future.

Construct Assets cover everything else, though more resembling artificial or constructed devices no larger than a man. Robotic and mechanical servants fall into this group.

### Tell ***Mandatory***

All Assets, regardless of shape, have something that give them away as unnatural. In Doppel and Beast Assets this feature is at least a single horn from their head, while Constructs have flaws or oddities in their shape. All these features, horns or otherwise, glow upon activation of Flations.

### Stock ***Mandatory***

All Assets possess 10 stocks, think of them as reserves of funds that may be traded. 9 may be sold to the public to gain Midas Money for Flations and such, the remaining 1 held by the Entre. Each stock sold grants the buyer a copy of the Asset. The funds obtained by selling stock is proportional to the value of the Entre, with strong stocks often enough to outright buy Assets from weaker Entres.

### Thematic Affinity *Free, 50AP*

Certain Assets find themselves drawn to the trappings and benefits of certain benefits. You may choose to associate with an element or idea, fire, water, poison, music, Angels, Clowns, and so on. This adjusts the appearance of the Asset and alters their damage to match, applying burns, spreading poison, etc. Each additional affinity beyond the first costs 50AP.

### Unusual Size *50AP per*

While Assets are usually people sized, yours breaks that mould. For one purchase they may be as large as a basketball or as small as a bus. Another and they fit in a shoebox or a small office building.

### Brand Recognition *50AP*

Your Asset now comes with a symbol easily recognizable as your own. By using their likeliness in marketing or as a mascot, your businesses will become memorable and prosperous.

### Alternate Economy *100AP*

You may choose to power Flations with different sacrifices of equivalent value. This may be as simple as lifespan (drawn as yearly salary), memory, ability or any other non-worldly good. *This is the mana option.*

### Ingenuity *100AP, Discount Doppel*

Your Asset is brilliant at coming up with tactics, strategies or new fashions. As a conversation partner they bring surprising insight and understand and modify your commands with practiced imagination.

### Monstrous Strength *100AP, Discount Beast*

The inhuman strength of your Asset is further enhanced, and they may crush stone and throw cars with ease. This strength is unaffected by the size of your Asset.

### Multiform Utility *100AP, Discount Construct*

Your Asset either contains or performs the tasks of many simple tools, a veritable Swiss Army Asset. This makes them indispensable as a servant or as a tool, however you see it.

### Striking Looks *100AP Discount Doppel*

Your Asset is a head turner, in more ways than one. It could be the beauty of catwalks, the pride of freakshows, or unnervingly plain, but it will always be memorable and shake the will of others.



#### Inhuman Grace *100AP Discount Beast*

Your Asset could bring ballet schools to shame just by walking across the street. They are swifter, more balanced and flexible than humanly possible. They can even walk across snow without leaving prints.

#### Extrasensory Ability *100AP Discount Construct*

The Asset possesses a suite of new senses, whether it's the ability to sense someone by loose change, through walls, or detect gold, these new senses make detection a breeze.

#### Flourishing Stock *100AP*

The strength of your wallet is represented in the hardiness of your Asset. Its defense is increased so that only the strongest attacks and Flations could scratch it.

#### Transportation Factor *100AP per*

Whether it has wings, fins, jets, claws or gills, your Asset can move through terrain with ease. For one purchase it may fly as fast as it runs, dig as fast as it walks or swim as fast as it runs.

### -Flations-

Assets have powerful abilities, called Flations, divided into several categories ranked by cost and power. Each Flation requires an investment of funds to activate, the more powerful, the costlier. All Flations are named in the fashion of business jargon, usually forming a pun.

Microflations are the weakest, requiring investments of about 100 000 yen or equivalent. You must spend at least 100AP customizing your Microflation.

Mezzoflations are decently powerful abilities, requiring investment of 1 million yen or equivalent. You must spend at least 200AP customizing your Mezzoflation.

Macroflations are only used by the richest Entres, each needing 10 million yen to fuel their powers. You must spend at least 200AP customizing your Macroflation.

Rumours exist of even stronger Flations, needing extravagant funds, affordable only to the elite of the elite. Should you create a Limitless Flation, each AP spent will give you twice the AP to use.

#### Flation Efficiency *50AP per purchase*

Your Asset only needs half the necessary funds to activate their Flation.

#### Environmental Expenditure *50AP*

The Affinity of your Asset merges with the environment, moulding it to their liking and changing the landscape. Similar effects include firestorms, sudden flooding, spontaneous germination and musicals.

#### Hidden Numbers *50AP*

The Asset dispels their prominence, disappearing with ease and reappearing in surprisingly different locations. Any attack made from hiding in this manner is multiplied in effectiveness.

#### Physical Enhancer *50AP*

The strength, speed, defense and stamina of your Asset is all greatly increased for the duration of the Flation. This stacks with any previous enhancements.

#### Mental Affliction *50AP*

The attack affects the target mentally, shaking their composure in some way. They may be hypnotised, charmed or maddened with derangements. This stacks with any previous afflictions.

#### Assured Redirection *50AP*

The effects of the Flation will track and follow their targets, ricocheting and rebounding to strike true. They are not flawless and may still be blocked or deflected.

#### Resounding Effect *100AP*

Any attack made will have ongoing effects applied to it. Wounds may continuously bleed or spread poison, tremors may propagate, songs will spread. These effects diminish over time.

#### Altered Perspective *100AP*

The Asset may shapeshift into anything at its size level. They may also alter one rank of size shifting if purchased with Unusual size.

#### Savings and Loans *100AP*

The Asset may store funds and energy temporarily, only to later release them in an attack with greater enhanced abilities. This effect is increased with the amount of funds dedicated to boosting it.

#### Duplication *100AP/200AP*

Forming a shell of funds and futures, the Asset quickly creates flawless copies of themselves. Another purchase allows it to make clones of others, but without any of their Flations or strongest abilities to use.

#### Spawning *200AP*

The Asset may create minions and servants of their own to do their bidding. This is a quick process and only requires as many funds as minions spawned. These minions possess weaker abilities of the Asset.

#### Extreme Range *200AP*

This Flation may target opponents at distances over the horizon and at point blank with no drop in accuracy or competency. This does not account for obstacles in the way.

#### Reparations *200AP*

By consuming Midas funds or equivalents, the Asset may regain health and stamina. This does not allow you to regain more than your total funds, but is still invaluable in a Deal.

#### Overtime *300AP*

You may simply expel and embody the Affinity of your Asset as violently and brusquely as possible. This dangerous technique is hard to control, and will also augment any other ability in the Flation to extremes. The danger lies in its resource hungry nature, burning Midas Money like wildfire.

## -Burdens-

Should your portions not be enough for your plate, there are always certain "conditions" you could burden your Asset with to improve other areas in their portfolio

### +100AP Dependency

Your Asset loses all Autonomy, incapable of voluntary action unless commanded to do so. Every Flation and direction must be spelled clearly out by the Entre. Some Entres prefer their Assets to be obedient, treating them more like property than thinking beings.

### +100AP/+200AP Consumption

Assets do not need to eat, sleep or shelter themselves, only doing so out of fancy or fashion. For 100AP, your Asset will lose this ability, needing to sustain themselves like any other living being. For 200AP, your Asset must consume valuable and taboo goods in addition to Midas Money to power their Flations. Some examples of their diet include Faberge eggs, Renaissance portraits or copies of Action Comic #1.

### +200AP Restoration

Assets are no stranger to damage. They can withstand extreme physical trauma, and only bleed Midas Money as an afterthought, recuperated by the gain of funds. Your Asset no longer possesses this durability, and must heal and repair after combat and damage as normal creatures would.

### +200AP Antagony

You and your Asset will spend significant amounts of time in opposition or argument. It will work against your plans and disregard orders to pursue paths it feels are better than anything you have. This attitude is something that ruins most Entres, facing an enemy worse than any other, themselves.

### +200AP Crash

Assets do not sleep, a fact that often pesters their resting Entres. Your Asset does, a form of ecumenical narcolepsy that strikes occasionally and more often under stress. Your Asset could and has fallen asleep through thunderstorms, earthquakes and wedding parties.

### +200AP Speculation

Your Asset's stock reserves are of diminished value. Any stock sold will return only half the expected value and copies of the Asset are greatly weakened in ability. Repurchasing the bad stock will cost more than double, and your reputation suffers for it.

"If you are not so keen on designing your future, upper management has arranged some Assets based on fortune analysis and your personality profile"

### =Premade Assets=

**BUCKY**, Construct Class Asset

*"The biggest steaks! The loudest guns! We're going to be great! Again!"*

A giant green floating pyramid with a single eye set in each side. You feel it judging you.

Boisterous, proud, loud and decadent.

Enjoys red meat, birdwatching and industrialization.

Dislikes sharing, oppression and tea.

Micro, **Providence**: A short burst of intense laser light shines from the Bucky's eyes, followed by a shockwave and disorienting choir. More money makes these shots rapid fire.

Mezzo, **Wall Street**: Bucky unravels the brickwork of his pyramid body to form obstacles, walls and stone bodies. The more money used, the more brickwork spawned.

Macro, **Fortune 500**: Bucky closes his eyes and instead of lasers, vomits floods of money everywhere from the eyeholes. These floods contain banknotes and coinage and may overwhelm opponents unless redirected or destroyed. Bucky cannot see while using this Flation.

Limitless, **E PLURIBUS UNUM**: Bucky sinks into the ground and grows to enormous size, resembling a tower or obelisk. Each side contains rows of eyes, now shining a brilliant transforming light. Everywhere the light touches containing an image of Bucky, an eye contained in a triangle, comes to life wielding weaker Micro- and Mezzoflations. The more perfect the image, the more perfect the duplicate.

**YNARI**, Doppel Class Asset

*"My, my, master. The moon looks beautiful tonight"*

An elegant young woman dressed like an Asian priestess. Her horns resemble the tips of animal ears.

Refined, affectionate, manipulative.

Enjoys fried tofu, fireworks and agriculture.

Dislikes milk, loose morals and dogs.

Micro, **Blue Chips**: Waving a wick of straw, phantasmal blue fangs are conjured to bite from nowhere, bursting into metal shrapnel on impact. More money brings packs of these fangs.

Mezzo, **Yellow Sheets**: From within her sleeves a steady paper erupts, and her hands flash blindingly quick. The paper is folded into whips, protective barriers and origami animals. Do not be deceived, these folded arts are as strong as steel. More money increases the paper available.

Macro, **Red Ink**: From the tips of her fingers springs a line of red that moves according to her perspective to slice and bind those who wish her Entre ill. The cutting power of this ink is based on the Entre's feelings of anger. The more money used, the longer the line can be sustained, and the more lines are formed.

Limitless, **BLACK ECONOMY**: Ynari chants, causing Torii gates to burst from the ground and open the doors to the underworld. Distant bells toll, the fallen foes and twisted shadows of your opponent walk again. Shattering these monsters causes them to reform. Disrupting the chants causes the gates to disperse.

**RO-U-RO**, Beast Class Asset

*“Why don’t we conquer them next, I heard good things about their food”*

A shifting mix of beasts, RUR is a modern chimera that most often resembles a goat-horned bulldog.

Agitated, hungry, imperialist.

Enjoys football, alcohol and automation.

Dislikes showers, rationing and reality TV.

Micro, **Gazelle**: RUR becomes blindingly quick, fast enough to leave mirages. It strikes from blind spots, ramming and rushing the target from all angles.

Mezzo, **The Bull and The Bear**: RUR randomizes its bestial body, all the animal parts better shifting to maximise damage or defense. More money, more variety of animals. Best used in combo with Gazelle.

Macro, **Shark**: From the thick hide of RUR spit out hunter-seeker predators, primordial forms fly to the target and latch on, only to explode into more predator forms. More money, more drones.

Limitless, **BEHEMOTH**: RUR works into a berserk frenzy, expanding its small body into a cancerous blob of everything its ever eaten, from animals to junk. This form is unsustainable and breaks down into predator forms made of this mass, each racing to attack all enemies with uncanny coordination.

**VOLO**, Multiple Class Asset

*“Sic Pax Quod Aurum”* – Inscription, Anon.

A cloud of amber sand and black water, contained within an ancient brass urn.

Stoic, as old as Midas, snarky.

Likes grapes, blood sports and gambling.

Dislikes fire, thieves and ghost stories.

Micro, **Stet**: Volo hardens, causing sand to sharpen and fluid to freeze into shape. This Flation is most likely used to form weaponry, tools and armor for the Entre to combat with.

Mezzo, **Pecunia non Olet**: The Entre and Asset disappear. In reality both have their actions perfectly cloaked until they choose to strike and may easily fade again if they struck unnoticed.

Macro, **Pro Forma**: Sand and water swirl to form a perfect copy of the Entre that they can control remotely. While active, the real Entre and Asset heal themselves. Any damage the false Entre takes is “stored” until spent into the next strike from the real Entre and Asset.

Limitless, **CAVEAT EMPTOR**: All sand and water in the area rush into the urn which closes shut.

It then explodes, transporting the targets to a strange place.

Below lies a hungering maelstrom of night black oil and the ruins of dead empires.

High above spins a relentless storm of razor sharp sand, each a dagger of flint and broken promises.

Your shadow awaits all challengers in the eye.

Can any spare to fight this figure and break free of this prison?

Can you sustain this raging storm inside a teapot for long?

## =Drawbacks=

"Of course, we can always make your future more interesting, can't we? Change your past and reap tomorrow! Take only a maximum of 600MP. Midas isn't made of money, you know"

+0MP Gold Juggling Jester

"While I am commissioned by Midas Bank, the higher ups do allow me some leeway. If you wish it, I may accompany you on any ventures you may have outside of the Financial District. Normal folks can't see me, I'm afraid" Masakaki will accompany you from now on, if you wish.

+100MP Don't Quit Your Day Job

The market is very unfriendly to newcomers. Even with the backing of the Midas Bank, you still need to support yourself by working another job. And in this economy, most of those are low-skill labour jobs. This will apply even if you somehow manage to become a high-flying CEO. Bankruptcy comes for us all.

+100MP A Narrow Horizon

You are now short-sighted. Not that way. You are incapable of planning for anything beyond the here and now, and don't see long-term benefits helping you out today. Even your Assets and Companions will have trouble teaching you otherwise. Unforeseen consequences, what's that? That's tomorrow's problem is what.

+200MP Indebted

During your first Deal you lost somehow, and lost hard. But luckily the Midas Bank was there to prop you up and save you from bankruptcy. Unfortunately, their demands just got a lot higher. Midas Bank will regularly call on you to do certain favours, ranging from completing Deals to intervening in foreign Districts.

+200MP Additional Collateral

Ten years of your time will simply not do! We will need an additional security deposit. Nothing tangible, no, just your memories. You may have them back at the end of your successful contract, but we will not be responsible for any actions involving your temporary amnesia.

+300MP Money of the Soul

Your powers and relationships are directly tied to the stability of your finances. Every dollar you lose, every fine and fee you pay, every Deal you lose drains more and more of your hard-fought perks and ruins those closest to you. Keeping afloat is the only thing ensuring your dependents don't get in accidents or forget your face, and staying in the black will let you keep your abilities at their peak.

+300MP Money of Possibility Control

Your solvency now ties directly into your fortune and future. The more you spend and influence the economy with your money, the more stable your future becomes. The more you hoard and frugally gather, the unluckier you become. Your hold on the world will become uncertain as the phenomenon known as C comes to correct this financial irregularity, unmaking all debtors from history.

## =Scenarios=

You may choose as many scenarios as you wish.  
Each scenario you take adds an additional ten years to your stay.  
If any scenario contradicts another, take the worse interpretation.

### *Everybody Wants to Rule the World*

The Midas Bank has declared *Open Market* and drastically expanded the available Entre positions. Every week more and more Entres will arrive, many with no idea of financial planning or money backed duels.

The longer their initiative takes place, the more Entres are drawn in to recoup the losses and the unstable futures of the District. In order to fill the necessary Deal quota for each Entre, restrictions have been lifted allowing multiple Entres to complete Deals and form larger guilds. This will continue week by week, as Midas grants more Entre positions until everyone in your city becomes entwined with the District and all business is conducted through Deals. Even buying a bag of popcorn could incite a short Asset fight if the Entres are short on change.

In this new system, Entres will compete in massive free for all Deals where the winners decide how the funds are dealt. Alliances and enemies are created with every match, as the random draw of Deals holds no status sacred. Every man, woman and child will become slaves to desperation and greed, and bankruptcy will create rippling effects as parents suddenly find themselves childless, or with more children, or married to different people and so on.

Needless to say that after two years of this the Masakaki will riot and overthrow their superiors, causing the Financial District to revert to the old system. Entres will all be suspended from the District for a year while Midas Bank debates on how the positions will be inherited and sort the paperwork while everyone tries to ignore that dark part of their lives.

Your task is simple. Survive.

To successfully complete this scenario, you must stay in your Financial District for the full two years, and stay afloat as an Entre. You can be as generous or ruthless in the mass Deals as you prefer so long as you don't go bankrupt or somehow get wiped out by your parents' bankruptcy or some other domino cascade.

As one of the last original Entres standing at the end, Midas Bank will grant you the ability to arbitrate and challenge others to Deals. As the test case for the new *Crowd Funding* initiative, you can freely set Deals outside of the Financial District and beyond the weekly obligation. They may use any means at their disposal, Assets, weapons, training, as long as the following rules are upheld:

- Deals must be for stakes involving Midas Money, the money of future and possibility.
- Deals must take place over 666 seconds.
- Deals are a private affair, taking place between Entres and their Assets, or equivalent.

Any Deals conducted enjoy the effects of *Golden Parachute*.

As a bonus, you may choose when the *Open Market* even occurs during your stay.

And enjoy that year off. You deserve it.

### *What Money Can't Buy*

Sometime during your stay, you have the idea to become a *Majority Shareholder* in your Financial District. This means gaining some allies, in the more official sense. And after the first partnership, you should get another one. And another. And so on, and so on, until over half the Entres in the District can claim some form of pact or alliance with you.

This is no easy task, Entres can be a fickle and treacherous bunch by nature, and the power of Assets and risks of Deals only encourages these behaviours. The naïve and foolish go bankrupt so veteran Entres swiftly learn to become hard and ruthless. Fortunately, Entres are still human and can be approached diplomatically

Alternatively, you may just challenge all who stand in your way to submission or bankruptcy. That works.

As proof of their obedience, you must own half of the Entre's stock, either by purchase or by donation.

With the majority held in your District, you can form *Jumper Incorporated*, granting Silver Midas Cards to up to 8 companions, with Assets of their own. Refer to the customization section for Asset options. Companions Asset's do not require a slot, Entres and Assets can be considered one.

Some considerations for Entrepreneur selection are:

- Entres should be ambitious.
- Entres should have a bright future ahead of them, affected by money problems.
- Entres should be financial influences.

You only need to control a single District in this way.

### *The One Who Sold the World*

After the events of the Japanese Financial Crisis, a young man showed the world proof of Midas' fallibility by averting global disaster. Cold comfort for the Caribbeans. This sparked something within you, a hubristic ambition. Bring down Midas. *Break the Bank*.

This is no easy task. Responsible for the fall of Atlantis, the decline of Rome, and countless other forgotten nations, Midas holds great sway over the elite of the financial world. Almost every corporation on earth holds their success to the Financial District and their powerful Entres.

Defeat them. Not through violence, but their own system. Seek out the holders of the Black Cards. Compete in Deal after deadly Deal. Midas will come down from his throne once enough of his chosen are laid low.

Once the first Black Card falls, a timer will be set. The event known as [C] will awaken once more and arrive with the defeat of every other Black Card Entre, unmaking nations and reformatting lives.

If you manage to defeat Midas, with an Asset as old as human history, then welcome the *New Management*. You can create new Financial Districts in other Jumps, under the Jumper Bank. Held in their own pocket dimension, each District increases prosperity, economic growth and fortune in their real-world counterparts. Financial Districts creation tips:

- Should be placed in a population hub.
- Must accept the flow of Midas Money, the money of futures.
- Should be attended by servants, Masakaki for example.



### Reward Combinations:

#### *Open Market + New Management*

Each Financial District you create contains a large coin at its centre. This is the Rotary Press, measuring the flow of Assets and wealth throughout the real-world. Any Deals conducted in the Financial District will profit the Bank of Jumper, outsider or otherwise. You can change the nature of Deals, from personal duels to races, musical competitions, or other forms of contest.

#### *Open Market + Jumper Inc*

After inducting several Entres and fighting in countless Deals, your relationship with money has evolved. You can now substitute any attack to strike the wealth and prosperity of your opponent instead of dealing damage, effectively applying *Golden Parachute* to anyone, Entre or not. You can beat your foes into bankruptcy and poverty, smiting the shine from their collars.

#### *New Management + Jumper Inc*

You can induct new Entres to your Financial District in future Jumps. You can allow the Financial Districts to automatically seek suitable Entres or pick them yourselves. Each Entre gains an Asset. No Entres can rise above the rank of Platinum.

#### *Open Market + New Management + Jumper Inc*

You now have ascended to Black Class. Your Financial Districts are the full package, with Rotary Presses, Deals conducted weekly and Entres ascended from the populace. New Black Class Entres must be approved by you before promotion.

Your Warehouse is now its own Financial District, whose Rotary Press and Midas Money is backed by your name. This applies the aesthetic to everything, stark red and gold plazas settled upon grey streets with the odd floating picture frame displaying information from different economies.

## **=Epilogue=**

*You debated for a long time over what was right and wrong, didn't you? There is no right answer. Everyone is correct. Everyone fought to make the world a better place, and so the world is now better than it was before.*

Now with that business out of the way, ahem. Congratulations on completing your ten-year or more stay in the worlds of high finance and deadly reality retconning duels.

### **You Have Gain:**

You have found your place in the Financial District. Or was it the financial district? Either way, enjoy your future free of worries, now that the collateral has been returned.

### **Clocking Out:**

You've had enough? Well then, the door to Earth is that way. I hope you've enjoyed your travels and finished all your business there.

### **Overtime:**

There's more business ahead. Jumping business. Number numbers numbers. Economy. Power. Whatever your heart desires, so long as you have the stomach for it and don't lose sight of your goal.

### **Notes:**

You may reject the 800MP loan and take only 200MP. You still get all the freebies, Assets and items.

Those touched by the Financial District, such as Entres, Assets and Masakaki, tend to have golden eyes. This effect is toggleable.

Entre, entrepreneur, sounds like Entrée, a side dish before a main course. I wonder if that is a coincidence.

Your Assets exists within the Midas Cards until summoned and don't count to the companion limit.

Each Midas Card has the abilities of its lower ranks included.

Assets can be transferred by arrangement or by purchase, but only those bought as companions or within companion pods can be kept between jumps.

Money spent on Flations during Deals goes to the Bank. Post-Jump without Financial Districts, this money is spent as fuel instead. The solvency restriction is also lifted post-jump.

Midas Funds appear black to those of the Financial District, but appear to be normal currency to others.

Bankrupting an Entre destroys their Asset and Midas Card, and expels them from the Financial District. They lose all the things they gained with Midas Money and great ruin is brought down, retroactively. This ranges from children never being born, suicidal tendencies, reputations destroyed and extreme ill health.