



v1.0

Welcome Jumper to the Chaotic worlds of Gmod, also known as Garry's Mod. This Classic Sandbox game is from an older time and had no set goal besides absolute freedom (Or the map barrier at least. And maybe the source engine). You Jumper will join the chaos that is the game, 10 years of it in fact, when it was in its prime. Are you ready to jump?

If you are, take these Garry Points! **1000GP**, keep the change. Additionally, your Age and Gender are yours to choose.

SERVERS

Now before we can get into the madness we must first establish the new reality(ies) you will be subject to. These "Worlds" will come in the form of Servers. There are hundreds of Servers, and each Server is different from each other, possessing different rules and limitations. Generally the Server's Rules can be ignored (at your own risk) but should you be caught, generally you will be banned by the Admin. Limitations are generally impossible to break, but if you have purchased any of the Perks that break these Limitations feel free to do so at your leisure. All Servers are based around 1 Gamemode, but this game mode can be changed over time.

Speaking of Admins, each server usually has at least one, and in a sense they are essentially powerful gatekeepers and are completely immune to perks in their server. But, do not fear the worst an Admin can do to you is ban you from their world barring you from returning. If you come into possession of a server you would be the sole admin of that world (by Default), and you would be able to set the Gamemode and Rules of that Server.

The only other beings you will find in these Servers are Players and NPCs. Players (like yourself) can be quite literally anyone, and will behave as though they are a player in an actual Gmod Server. By Default all Players have the Tool Gun and Physics Gun, however Server rules may prohibit these items. All Players also possess the ability to switch servers they are in at will, so you cannot be trapped in a server in anyway, shape, or form.

NPCs are simple unintelligent beings that can inhabit these servers. They do not (Normally) appear unless summoned or spawned by other players.

Gamemodes

That was quite a bit of explanation, now to the fun stuff. While you are in Gmod you will be spending a majority of your time in one of the Gamemodes. While there are a countless Number of Gamemodes, only the General/Popular are listed here. **Choose 1 Gamemode; all Perks of that Gamemode are discounted, with 100GP Perks free.**

❖ Sandbox

Ah, Sandbox, the Default and (Generally) first gamemode everyone experiences. By Default all Servers start under the Sandbox Gamemode, Starting off with no rules or limitations on Spawns and Summons. You are truly free here, Jumper. Build a Mech, Set off a Nuke, Do whatever your heart desires (Until you get banned for RDM that is).

❖ Roleplay

RP Servers tend to be quite odd places. In this kind of Server you are expected to roleplay as a job and perform that job. RP Servers are set on a scale from Hardcore Roleplay to Anarchy. There are Limitations on what you can Spawn/Summon, generally barring you from Weapons and Vehicles. However, some servers have jobs that supply those items for an in-server cost.

General Rules you may find:

No RDM [Random Deathmatch]
No Racism/Disrespect
No Prop-blocking [Removing Access to buildings with objects]

Limitations you may find:

Inability to Spawn/Summon Weapons or Vehicles
Inability to Noclip
Inability to Pick Up Players with Physics Gun

❖ TTT

TTT or Trouble in Terrorist Town was one of the original 'Who Done it' games. In these Servers there are Short Rounds in which 2 random players are secretly chosen to be Traitors with special items designed to easily kill the innocents (Counter-Terrorists). The game is over when all the Traitors have died, or All Innocents are killed by the traitors. The Innocents do not know each other's roles. However, the traitors know each other. Additionally, there is always 1 detective, which all players know the identity of, and the detective may buy items to find and kill the traitors.

General Rules you may find:

No Racism/Disrespect
No RDM [Without Probable Cause]

Limitations you may find:

Inability to Spawn anything.
Inability to Respawn during rounds.
Inability to Noclip
All Items are removed after each round
No Physics Gun or Tool Gun

❖ Prophunt

Prophunt, the game of Hide and Seek - but as a prop! All Players are split into 2 Teams at the beginning of the round, Props and Hunters. The Props have the ability to turn into any object they see, and must hide from the hunters. The Hunters are given weapons to shoot props; however, should they shoot a non-player prop they will take damage and eventually die. The Goal is to outlast the clock or hunters as a prop, or hunt down all living props.

General Rules you may find:

No Racism/Disrespect

Limitations you may find:

Inability to Spawn anything.
Inability to use Weapons/Items [as a Prop]
Inability to Respawn during rounds.
Inability to Noclip

❖ Misc Servers

Miscellaneous servers can be a variety of unlisted gamemodes and thus don't have a set theme. This includes gamemodes such as Zombie Survival, GMod Cinema, Ragdoll Combat, Flood... Etc. **With Misc you get a discount on any 2 perks**

General Rules you may find:

No RDM [Random Deathmatch] (Rare)
No Racism/Disrespect

Limitations you may find:

Inability to Spawn Food/Weapons/Vehicles
Inability to Noclip
Disabled Physics Gun and Toolgun (Depends on Server)

Perks

Alright now that you are ready to play, let's get your special Perks. During this Jump, all purchased perks work normally despite server limitations (though you may alert an Admin). However, if a perk is gained for free (Besides Gamemode Discount) they are still subject to the Limitations.

General Perks

- **Spawn Menu [200/400/800GP] (200GP tier Free during Jump)** - What good is a Sandbox game if you have no sandbox? This menu contains a variety of simple objects such as wooden planks, chairs, lamp-posts, dumpsters, fake computers, HL2 vehicles and all HL2 weapons; Along with a whole variety of miscellaneous common objects you would see outside. With this perk you may open this menu at will and spawn (one at a time) a copy of these items in your vision. You have the ability to add any simple item you understand to the menu, however All Items added must be smaller than a large dumpster, and be inorganic.

For **400GP** you may additionally add Complex Items into your Spawn Menu, and you may add items smaller than a multistoried building into your spawn menu.

For **800GP** you may add any object smaller than a City Block into your Spawn Menu. You may also add any living Unintelligent creature to spawn as a NPC.

- **Noclip [400GP] (Free During Jump)** - The Laws of Physics are quite boring, walking everywhere is tiring and walls are always such a pain to go around. However, with this perk you can levitate in any 3D direction and phase through solid objects at will. But, you are unable to be selective in which part of your body you noclip, it's all or nothing. Should you find yourself inside an object when you stop no clipping you'll be stuck inside that object (unharmed).
- **Just a Normal Day in Gmod [100GP] (Free During Jump)** - There is a gang war between a group of Obamas and Counter-Terrorists in your backyard with both sides wielding Dubstep guns, someone is playing anime OPs as they drive upside down, while Hitler, Master Chief and Bill Nye are having a argument on which glue brand tastes best. You Jumper will be no stranger to these events and while this perk is toggled you will encounter these situations quite commonly
- **Respawn [Free] (Removed After Jump)** - Death is kind of a bummer, wouldn't you say? Well, for the duration of this jump, instead of chain failing when you die, you can choose to respawn. (However, this perk is delayed in servers with "Rounds" until the round is over.)

Sandbox Perks

- **Boredom Immunity [100 GP]** - Boredom? In my Sandbox game, impossible! How could you ever get bored with the limitless possibilities here? Starting now, it is impossible for you to get bored. However, you may allow yourself to get bored should you ever want to.
- **Creativity [200 GP]** - Who needs knowledge when you have a vision, Jumper? Whenever you seek out a creative endeavor you will always have an interesting idea to attempt. Should you follow these inspirations you will create at least a decent work, however should you put your effort, skills, or perks into the work it could come out as something great and grand.
- **Wire Mod [400 GP]** - In terms of Electronics you are a master of the field. You now possess the ability to construct complicated electronics with even the most simple of parts, and the knowledge to do it. Too bad most of the parts here are about the size of your fist at their smallest.
- **Map Maker [800 GP]** - Jumper, you're a worldbuilder, literally. You have a talent for creation. You are now a master of Architecture, Construction, Terraforming, and City Planning. Additionally, whenever you're constructing large creations (Building Sized) you work 10x faster than you normally would. You probably can't build Rome in a day, but a month ought to do.

Roleplay Perks

- **Exclusive Job [100 GP]** - Consider yourself hired Jumper, all possible Jobs in a server are available for you to choose, consider those restrictions gone! Outside of this Jump however you are able to easily get hired to any job as long as you dress and act the part, but this does not stop you from getting fired should they find out you're a fraud.
- **Roleplayer [200 GP]** - Did you always used to be like that Jumper? You seem to now possess the ability to create multi-layered personalities on a whim, Personal backstory

and all. Not to mention your ability to perfectly act them out. You could probably talk to yourself and have a full conversation with just yourself with no-one the wiser.

- **Morgan Freeman Joined The Server [400 GP]** - From this point forward, you're an excellent actor, in a variety of different ways. Body language, voice, costumes and more. It's possible to quite easily fool someone into thinking you're someone else entirely when combining all your acting talent and putting it to full use. Additionally, it's child's play to change what you're acting as moment to moment. One second, you're doing your best Morgan Freeman impression, the next, it sounds like Mickey Mouse is working at Starbucks! Oh boy!
- **Enforced Roles [800 GP]** - Are you tired of people breaking character? Well you'll never have that issue again. From this point on whenever you make eye contact with another person their Personality will switch to that of their dress/job. A man dressed as a king will act as a king, while another dressed as a lawyer will act the part. This perk will also grant them the most basic skill in their "profession" however this is toggleable at will, so they could look really dumb trying to preform their job. This perk may also affect you should you look into a mirror.

TTT Perks

- **Improbable Weapon Talent [100 GP]** - When it comes to Trouble in Terrorist Town, you're probably just going to be picking up whatever gun you find from the floor. Particularly if you happen to be a Terrorist and the guy you snuck up on has a better gun than you, or you just watched someone get gunned down by the Terrorists and you're out of ammo. You can use, at a basic level, whatever guns you find lying around, whether it's a basic deagle or some kind of weird Terrorist laser gun thing. You also automatically collect ammo, because screw grabbing shotgun shells off the floor under fire.
- **Spell Innocent Backwards [200 GP]** - T-N-E-C-O-N-N-I... Well that was surprisingly easy. Occasionally there will come a point where someone intends to backstab you, it's just inevitable I suppose. However whenever you ask someone to perform a seemingly obvious task should they intend to turncoat they will stutter and fumble. Be warned this could just be random chance or they could have a stutter... so maybe put down the shotgun?

- **Never Trust Nanners! [400 GP]** - Oh dear... how are you gonna explain this Jumper? Your hands are quite literally red, coated with fresh blood, you are holding a shotgun, and there is a corpse right next to you! Obviously it's that guy over there! You now have the almost supernatural ability to lie your way out of any suspicious situation and the manipulative skill to reflect the blame to someone else. You could quite literally be the only suspect and reflect it to someone unrelated. However, you must give at least some justification for the deflection, and if anyone sees you commit a crime even you won't be able to convince them that they actually murdered the victim rather than you.
- **100% Detective Win Rate [800 GP]** - You didn't lose.... That was just a... non-canon match. Surprisingly you are so convincing you actually fool the universe itself. Once every 10 years you may make 1 day non-canon. Simply Erasing it from existence. This does mess with the timeline but I'll handle the rewriting for now. So if you intend on using this perk, use it as soon as possible as history will rewrite itself before your eyes to make up for that removed day. After sparking this ability is free to use without time restraint but you will have to manually fix the timeline yourself, thankfully time will freeze until you fix it giving you plenty of time.

Prophunt Perks

- **Just Background Decor [100 GP]** - This is kind of necessary if you're gonna be playing games of Prophunt. This perk gives you the ability to turn into any object smaller than a cargo truck, retaining full range of motion that you had as a human and your natural movement speed. Somehow. Changing how you appear to be facing is more than a bit trickier, so don't expect you to be able to swordfight with your body if you turn into a sword, you'll just look really dumb. Additionally, this disables mechanisms in your copied form, so don't expect to become a *working* fridge or... a functioning gun. This perk is disabled if you're playing as a hunter during the jump, otherwise go nuts. It'll probably look fun seeing a random banana telekinetically juggling the banana it originates from.
- **HVB (High Velocity Banana) [200 GP]** - To say a Banana peel is slippery is one thing, however trying to catch one moving at a high speed is another. You seemingly always slip through the fingers of those pursuing you, if not by skill then by complete random chance. However, do not expect dumb luck to save you all the time, a determined hunter can and will eventually get their hands on you one way or another.
- **"I have a photographic memory." [400 GP]** - You don't actually have a photographic memory, that's just what you tell the mods. No, what you have is something that's perhaps a bit better. You can, at will, take a mental snapshot of whatever you're looking

at, and can, in detail, compare that snapshot to how the same scene looks later. Now, this won't really help you if a prop completely wrecks the room, but you'll at least know if there were three chairs rather than four.

- **“Their Vision is Based on Movement” [800 GP]** - Being a prop is stressful work, with the hunters checking every nook and cranny for your hidden comrades. However, you have become a master of hiding in plain sight. By making the most basic attempt to camouflage yourself, and standing completely still you are able to essentially form a-perception filter around yourself. You could quite literally stand behind a flag pole and still remain hidden.

Items

All Items purchased when destroyed, lost or stolen will be returned to your warehouse/storage space after 24 Hours.

- **Microphone [Free]** - A lot of players are going to be talking over each other, and your voice might become drowned out. Not any more! With this microphone your voice will always be clear and loud when spoken into. This however does not force the other players to listen to you. If you wish you may have the microphone dramatically drop from an unseen area and be reeled back when you are finished speaking.
- **Home-Made Vehicle [200GP]** - You have spent hours upon hours crafting this vehicle out of nothing but spare parts and random props laying about, however your masterpiece has finally been finished... well at least it moves. This Abomination of a vehicle works on essentially the power of belief (much like 40k Orks), and operates purely on that function. It has the shape of any vehicle you desire and can move at the speed of a car, but it is completely made up of random items. However, this property allows you to easily recreate the vehicle should it be destroyed, and you can easily make another one with any objects in the area.
- **Tool Gun [100GP] (Free During Jump)** - This little thing is called the Toolgun, and it's going to be your #2 friend in this jump. The tool gun is a modified revolver with it's cylinder removed and a small LCD screen attached to the top (Is it running Windows XP?). To use it you must point at an object/creature and pull the trigger, pretty simple right? Currently it doesn't have any Mods installed so you may want to purchase some.

The Tool Gun is unable to affect creatures and objects attached to the ground such as buildings. Additionally pressing the red button will undo all effects caused by the Tool Gun.

- **Physics Gun [400GP] (Free During Jump)** - The Physics gun your #1 friend, quite similar to the zero-point energy manipulator glove in The Incredibles, this little guy can freely manipulate objects from any distance. Using a number of buttons and the trigger you can pick up any object regardless of its weight, rotate it, freeze it in place, and then release it. However, it cannot pick up objects attached to the ground such as buildings, or anything larger than a City Block.
- **A Server of Your Own [600GP]** - You are probably going to get tired of server hopping after a while, all these admins with their own little "Unique Rules". So why not create your own? You now possess a server of your own, you are the sole Admin of this server and are able to set the Gamemode to any listed or unlisted gamemode, Rules, and Limitations for this server. You may allow other players to join this server, or you may keep it singleplayer.

Outside of this Jump, this Server can be used for any purpose you wish, and you may enter the server and physically interact with whatever is inside, as though your physical body was inside the digital space. However your body will go limp in the real world while you are inside.

- **Workshop Mods [100/400/800 GP] (May be Purchased Multiple Times)**- Garry's mod being a game of creativity is quite diverse on it's own, however the things you may find in the workshop could give creativity a new meaning. With each purchase of this item you may get 1 item of the chosen tier.

For **100 GP** you can collect a rather tame and mundane piece of weaponry, vehicle, or object. From simple Master Sword replicas, various M9k guns, even a sweet ride

For **400 GP** We enter the more powerful of workshop items. Iron Man Suits, Railguns, Tanks, Jetpacks, Mech Suits, The Vuvuzela, hell, even a small space craft.

800 GP, Okay what the hell is this madness? These items are essentially server wipers. Gmod Grade Nukes, The God Finger, Orbital Friendship Cannon, or The Engineer Boombox. Anything equivalent to causing mass server destruction would probably be here.

- **Welder Mod [Free]** - This module here when attached to your Tool Gun allows you to wield 2 objects together, How does this welding work? Well it really shouldn't. By "Welding" 2 objects together they become fixed in their position relative to each other. You can undo this welding at will so don't freak out if you weld your house to your car on accident.
- **Precision Mod [Free]** - This module when attached to your Tool Gun allows you to finely manipulate objects in a 3D space with perfectly calculated numbers. No more guesswork unlike the Physics Gun. However, it is much slower than rotating it with the Physics Gun.
- **Elastic Mod [100GP]** -This Tool Gun Module allows you to create a rope between 2 objects. Of course there is more as the tool gun can adjust the elasticity of the rope between a stiff rope or a bungee cord.
- **Balloon Mod [100GP]** -This Tool Gun Module is rather odd... when the trigger is pulled a balloon will be attached to the object, just a regular balloon.
- **Color Mod [100GP]** -This Tool Gun Module allows you to color any object 1 color of your choice, quite simple.
- **Material Mod [200GP]** -This Tool Gun Module changes the visual material of any object pointed at, However this does not actually change the physical makeup of the object, if you change a steel beam into glass and try to punch it.... Well you won't be using that hand for a while.
- **Remover Mod [200GP]** -This Tool Gun Module removes the object when the trigger is pulled, simply erasing it from existence. Try not to point it at any of your possessions.
- **Noclip Mod [200GP]** -This Tool Gun Module allows 2 objects to phase through each other. However, any other object will still affect the objects.

Drawbacks

- **Familiar Faces [0GP]** - Normally, you'd be playing with completely random people that you may or may not know a single thing about. With this toggle, the odds of you bumping into someone you recognize from, say, YouTube let's plays or funny highlight reels rises significantly. Just try to restrain yourself, being recognized by fans can be weird sometimes.
- **Mic Spam [100GP]** - Squeakers are notoriously common in gmod, and I hope you get used to them as they will be everywhere. 80% of all players you encounter will have the loudest 8 year old voice possible and are very eager to let you know.
- **Bad Mic [100GP]** - Jumper, what in the world are you saying? Your voice is like that of a Xbox 360 store bought headset, good luck trying to communicate anything quickly
- **Spray "Art" [100GP]** - Shield your eyes! Players are spraying horrific sprays all over the damn place, from their "OCs", Shitty Memes, Anime art, or Worse.
- **Creepy Ambience [100GP]** - There is no getting around it. Source games are somewhat creepy, based on ambience alone. You will hear random echoes through empty streets, bird caws where there are none, and trains on empty lines.
- **HL Sound Effects [100GP]** - That's odd... It seems as though everything you do makes a random HL Sound Effect. Additionally, all NPC's voice lines will be replaced with random scientist lines.
- **Connection Issues [200/400GP]** - As everyone knows Garry's Mod's netcode is terrible, and that little red text in the corner of your eye will be a constant threat. Every 10 minute or so you will experience annoying bouts of 1 second delays.

For **400 GP** these lag spikes will be constant, every minute you will experience a massive spike and the world will "freeze" for at least 30 seconds, if you are very unlucky there is a 10% chance to be shunted to a random server after yours crashes.

- **RDM! RDM! RDM! RDM! RDM....[200 GP]** - Gmod Servers tend to have a varied age group of ~10 Year Olds to ~25 Year Olds. Unfortunately for you, should you ever break the rules in front of a player there is a 20% chance they are a massive brown nose squeaker and will run to the Admins to report you.

- **Lonely [200 GP]** - Source games are notoriously lonely in singleplayer, with the ambience and lack of people you find yourself in a liminal space completely alone. During this Jump you'll find that 90% of the servers you join are completely empty, and the other 9.9% have less than 3-7 Players in them.
- **Welding Issues [200 GP]** - Uh... Is that supposed to be glitching out? Unfortunately for you, Gmod physics will be enforced rather than real physics. An infinitely vibrating metal grate that flings you across the world at 100 miles per second will probably be a common occurrence. Remember "Proper welding saves lives!"
- **MISSING TEXTURE [200GP]** - Uh oh, did you not install Counter-Strike Source? Well I hope you like purple and black as 90% of all object's textures will be replaced with checkered purple and black colors. Additionally there is a 5% chance for an item's form to be replaced with a massive red ERROR.
- **Nightmare Fuel [200/400GP]** - There's a lot of stories that go around about Garry's Mod, and not all of them are funny haha YouTube poop type stories. Some maps are deliberately designed for horror, others just... lack the right kind of ambience to not be unsettling. It just comes with the source engine.

For **200 GP**, you may encounter a few strange happenings here and there, nothing overall majorly disturbing to your gameplay, but it will be enough to leave you feeling unsettled, perhaps a bit haunted by something out there.

For **400 GP**, this is going to be significantly more than a persistent haunting of sorts. You get on a server and the map's entirely the wrong one, you can't find anyone else, and the imagery around you is shudder-worthy, to name an example of what you can expect.

- **Power-Mad Admins [400 GP]** - Admins can come in a variety of personalities, however it now seems like all servers you join are filled with Admins on a massive power-trip. Try not to offend them lest you get banned.
- **You have No Power Here [400 GP]** - You saw this one coming. You lose all access to your outside perks, items, and warehouse equivalents during this jump.

- **Unhinged [400 GP]** - Remember when I said all Players would act like normal Gmod players? Let's turn that up to 1000% shall we. Every player you will encounter will have their personality traits turned up to a 10, so a normally shy player would become a violent recluse hellbent on protecting their cardboard box, while an extroverted one would probably quite literally die if no one talks with them. This also increases the chances of more "Quirky" Players appearing on servers.
 - **Rules Lawyer [400 GP]** - Remember the RDM Drawback? Well now that brown nose is yours. You are completely unable to break the rules of a server, no matter how ridiculous, and whenever you see a player breaking those rules you will be under a strong compulsion to report them to the nearest Admin, or ban them if you are the Admin.
 - **Cramped [600 GP]** - Gmod is generally not known for its large maps. And unfortunately for you that will all be too true. From now on all Sever's are set in a world no larger than a City Block, don't bother trying to escape the skybox, there is nothing but void outside of it.
 - **If You Die in the Game... [800 GP] (Exclusive with Respawn Perk)**- You die in real life! In Exchange for not taking the Respawn Perk, you are completely susceptible to a condition known as death, and dying here will end your chain.
 - **Shadow Figures... [800 GP]** - Is that? No... you must be seeing things. Occasionally when a Gmod player is all alone they will start to "see things". Shadowy figures in the darkness, or perhaps whispering behind their ear. But you're sure it's nothing to worry about... right?
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Notes:

Changelog: