



KILLER KLOWNS

from
OUTER SPACE

IT'S CRAAZZY!

TRANS WORLD ENTERTAINMENT Presents
A SARLUI DIAMANT Presentation of A CHIDO BROS. Production
"KILLER KLOWNS FROM OUTER SPACE" Starring GRANT CRAMER
SUZANNE SNYDER • JOHN ALLEN NELSON • ROYAL DANO
and JOHN VERNON as Officer Mooney MUSIC BY JOHN MASSARI SPECIAL VISUAL EFFECTS BY FANTASY II FILM EFFECTS
DIRECTOR OF PHOTOGRAPHY ALFRED TAYLOR A.S.C. ASSOCIATE PRODUCER J. J. LICAUCO EXECUTIVE PRODUCERS PAUL MASON and HELEN SARLUI-TUCKER
WRITTEN BY CHARLES CHIDO & STEPHEN CHIDO PRODUCED BY EDWARD CHIDO • STEPHEN CHIDO
& CHARLES CHIDO DIRECTED BY STEPHEN CHIDO

Title Song "KILLER KLOWNS FROM OUTER SPACE"
Performed by THE DICIKES Available on "Enigma Records"

TRANS WORLD ENTERTAINMENT
A FILM BY STEPHEN CHIDO

MPAA-13 PARENTS STRONGLY CAUTIONED
Some Material May Be Inappropriate for Children Under 13

COLOUR SYSTEM
M. 101 301/40 THE AT&T

Killer Klowns from Outer Space The Jump

v1.0

by Maskedduskridr

In the late 80s outside of the small town of Crescent Cove. An unusual object lands on earth after people see a strange glowing object crashland into the forest nearby.

What people will find there is...a circus tent?

Oh gods Jumper. If you have a fear of clowns then this is gonna be a horror story for you.

Welcome to the B-Movie world of Killer Klowns from Outer Space!

Will you be one of the lovers somehow surviving to the end of this picture?

A cop trying to do the right thing?

The comic relief characters?

Or will you be a Killer Clown and turn the foolish Humans trying to rebel into food?

Up to you either way expect space goofy styled horror all around!

Take **1000 Clown Points** to fund your adventures.

Starting Location

You start in the small American Town called Crescent Cove in the Summer of 1988.

Age and Gender

Feel free to pick your own age. Just keep it 18+ as this is rated R!

By default your gender is whatever you were previously.

It is **50 CP** each to freely change your gender.

Origins

Love Interest

You are dropped in this new universe with no background , memories, or documentation.

Cop

You are one of Crescent Cove's boys in blue, or first/only girl in blue. Honestly there weren't many women here outside of bystanders. Either Way you have a gun and you know how to use it!

Comic Relief

You are one of the comedy characters made just for a quick life while in the middle of danger to help other characters look more heroic by comparison.

Killer Clown from Outer Space! [200 CP]

You are one of the Killer Klowns from Outer Space! Real life aliens who are clowns with big red noses and amazing technology and abilities. As well as disturbing ones too. Gain this as an alt form.

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

Love Interest

Run Away! [100 CP | Discounted for Love Interest]

Your greatest ability. The ability to run away from a dangerous situation! This gives you a boost to your speed so that you are just slightly faster than the ones chasing you down that mean you harm.

Listen to Me! [200 CP | Discounted for Love Interest]

Are you sick and tired of the cops not even listening to you and what you are saying? Now if you cry out for help, then people will actually listen to you rather than thinking you are just a prank caller. Works even in worlds running off Horror Movie Logic!

Charming Smile [400 CP | Discounted for Love Interest]

You are a pretty face. That is kind of all that you have going for you. This Charisma boost might just be enough that even your killer will hold off on actually murdering you until later. Keeping you as a hostage instead to lure in others. This just might save your life!

Power of Simping! [600 CP | Discounted for Love Interest]

For the one you love you would face impossible challenges. This gives you an impossible courage and a great deal of luck allowing you to go out to save the one you love, who is somehow still alive long enough to be saved so long as they are not killed in front of you yet! You have to actually try to save them if you want them to keep this protection.

Cop

Old Enough [100 CP | Discounted for Cop]

Somehow the younger cop is a teenager and ex-lover of the main girl yet no one gives a damn. For now on people will always consider you old enough for your job and not ask stupid questions.

Intuition [200 CP | Discounted for Cop]

You have good instincts and intuition telling you when you should actually listen to someone's cry for help. This helps you track down clues.

Big Red Target [400 CP | Discounted for Cop]

When you focus hard enough you can see it. The killing point. You just know the right spot to hit to kill anyone. It is a big red glowing target to your senses. You still have to hit it with something to pierce it first though.

Big Damn Hero [600 CP | Discounted for Cop]

You will have a moment where you should be dead. Point blank exploding giant clown monster yet you are somehow alive! This is a 1up which allows you to survive one thing that should kill you, because you are the hero of this movie and for no other reason! This is a Once per Jump or every 10 years depending what happens first. These do not stack. This also serves as a marksmanship boost.

Comic Relief

Chuckler [100 CP | Discounted for Comic Relief]

You know just when to tell a joke to get people to laugh. This can be on purpose or unconscious to help defuse a very stressful situation.

Slap Stick Durability [200 CP | Discounted for Comic Relief]

You can take a hit and keep going, only if that hit was funny! While this doesn't make you invincible it does somehow allow you to get out of a car crash without breaking a phone as long as you say a comedic line, or drive in with something ridiculous. Like an Ice Cream Truck into the middle of the final boss fight!

Comic Timing [400 CP | Discounted for Comic Relief]

You always arrive at just the right moment. Something inside of you tells you just when to head out and crash through a tent spaceship to go and save your friends! Even gives you a bit of an idea of what might happen based on whatever joke you are urged to say as you enter the scene.

Sheer Dumb Luck! [600 CP | Discounted for Comic Relief]

Somehow you survived certain death by getting into a refrigerator just as you were eaten! You can survive certain death as long as your death is not on screen and you can make it funny. Your dumb luck will only save you once per jump or every 10 years which ever happens first. This does not stack. It is a general luck boost as well.

Killer Klown from Outer Space

Klown Physics [100 CP | Discounted for Killer Klown from Outer Space]

Your body is much more rubbery and able to bounce around the place. You can regain energy by drinking humans. Yes, drinking their blood with a straw. During this Jump your nose is big and a weak point, post Jump you lose that weakness. Gives a bonus to acrobatics and the ability to perform most basic circus tricks to lure in prey.

Mad Klown Science [200 CP | Discounted for Killer Klown from Outer Space]

You have knowledge on various Klown technologies

Shadow-Puppet Clone [400 CP | Discounted for Killer Klown from Outer Space]

You are capable of using the art of Shadow-Puppets to make very complex forms including a T-Rex. These Shadow-Puppets can interact with the real world and even eat and turn humans into popcorn!

Klownzilla [600 CP | Discounted for Killer Klown from Outer Space]

The ability to transform into a 20ft tall Klown was a great boost to physical abilities as well as your Klown based powers with even your nose being far stronger than before.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Love Interest

Flowers [100 CP | Discounted for Love Interest]

Flowers for your honey. This set of flowers is going to be her favorite or mean what you want it to. You have enough for 10 years worth of dates and can change them from date to date. Refills amount at the start of each Jump.

Romantic Playlist [200 CP | Discounted for Love Interest]

Pick a playlist of your top love songs. You can play these songs through any player or device with the Playlist converting. It can update with the Jumps to show love music of the era and place you land in.

Romantic Personal Car [400 CP | Discounted for Love Interest]

You have a nice car with a very comfortable back seat. It feels safe and slightly romantic to ride in this car with someone you love. Helps set the mood if you want to confess or have a special moment together.

Lover's Lane [600 CP | Discounted for Love Interest]

Ah Lover's Lane. the starting location of this film. Also where the main characters were clearly wanting to try to get freaky. This location has a bizarrely romantic atmosphere that can help you take the next step. You can make this a Warehouse Extension or an Import in your next Jump.

Cop

Donuts [100 CP | Discounted for Cop]

You have a full box of donuts to greet the way with. You have enough donuts to last 10 years! You get new donuts at the beginning of each Jump.

Officer's Pistol [200 CP | Discounted for Cop]

You have a gun which can be concealed on your person and drawn quickly. It has little recoil allowing you to fire it easier. Strong enough to pierce a big red nose of a clown alien.

Patrol Car [400 CP | Discounted for Cop]

Quick and speedy. It is able to get you to the scene of the crime in the space of a screen transition.

Klown Killing Badge [600 CP | Discounted for Cop]

This Badge is a sign of your authority as a Cop which follows you into future Jumps updating for each one allowing you to work as a cop. Not only that, but the pin is great at piercing the weak point of various evil doers if you are close range to them.

Comic Relief

Supply of Ice Cream Bars [100 CP | Discounted for Comic Relief]

You have a 10 year worth supply of Ice Cream Bars! It adds more in a fridge able to fit it all while being able to fit in an Ice Cream Truck. Comes in multiple flavors and refills at the start of each new Jump.

PA System [200 CP | Discounted for Comic Relief]

Comes with classic ice cream music, along with a mic that will allow you to send out messages. The message is clear and always catches the attention of the person you want it to.

Business License [400 CP | Discounted for Comic Relief]

You possess a license that will allow you to legally work. Work various jobs and own a small business no matter your actual age, updates with each Jump.

Ice Cream Truck [600 CP | Discounted for Comic Relief]

You have an Ice Cream Truck! It is capable of breaking down alien metal walls without too much damage. Even has a refrigerator which if you are inside of can survive an exploding spaceship even after being eaten by the thing that explodes.

Killer Klown from Outer Space

Cotton Candy Ray Gun [100 CP | Discounted for Killer Klown from Outer Space]

This ray gun is capable of wrapping up its victims in Cotton Candy. This will restrain the victim, keep them fresh and give their blood a special flavor after it suffocates them. Keep your food fresh longer!

Popcorn Guns [200 CP | Discounted for Killer Klown from Outer Space]

A gun able to fire popcorn at the foes and kill them. Even if you don't get them the first time when they hatch into Klown Larva which will go after the one you fired them at.

Transforming Balloon [400 CP | Discounted for Killer Klown from Outer Space]

Those trapped in this balloon after a time will become a Klown themselves. Losing their morality and memories of their past life as a human. Comes with **Klown Physics** and **Mad Klown Science** for the new converted Klowns.

Big Top Ship [600 CP | Discounted for Killer Klown from Outer Space]

While it looks like a metal Big Top Tent, it is really a ship capable of carrying a whole town's worth of people in just one room. Multiple circus based rooms all around that are filled with tricks and comfortable for your interspatial needs.

Companions

Companions can purchase more companions.

Companion Import [50-200]

We'll import a single companion into any origin and race for 50cp each or eight for 200cp. The origin is for free.

Canon Companion [100]

So you want to take any other existing character from this world. Well then this option is for you. This includes any unnamed character such as the Klown.

Mike & Debbie [200] (Discounted for Love Interest)

You get the love birds in this film. Mike Tobacco and Debbie Stone share a companion slot for this. They come with the perk for **Runaway, Charming Smile and Power of Simping!**

Dave Hanson [200] (Discounted for Cop)

You get the big damn hero for a companion. Comes with the perks **Old Enough ,Intuition, Big Red Target, and Big Damn Hero.**

The Terenize Brothers [200] (Discounted for Comic Relief)

You get the duo of Paul and Rick Terenize to join you as a companion for 1 slot together. They possess the perks; **Chuckler, Slap Stick Durability, Comic Timing, and Sheer Dumb Luck.**

The Klown Girls [200] (Discounted for Killer Klown from Outer Space)

The two Klown Girls that the Klowns made using Balloons will become a new companion for you sharing a slot. They come with the perks **Klown Physics, Mad Klown Science, and Shadow-Puppet Clone** each. They each also come with **Transforming Balloons** for their own use.

Drawbacks

Self-Insert [+0]

So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Plot is Klown King [+0 CP]

You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

Extended Stay [+100 CP]

For each purchase of this your time here is extended 10 years.

Now in 3D! [+100]

You are in the 3D remake of the original movie. You will struggle as everything will be off depthwise for you the whole stay. And only you notice.

Coulrophobia [+300]

You have a fear of Clowns. This is going to be so much worse for you now than before. Especially if you, yourself are a Klown. Take the + 300 if that is the case as you will be unable to look in a mirror without freaking out the whole Jump.

Pie Throwing [+100]

You must throw 1,000 Pies into people's faces before the Jump ends for comedy. Yes they can be acid pies if you are a Klown, but you will run out of bodies sooner or later if you stick around this small town.

Blood Thirsty [+200] (Require: Killer Klown from Outer Space)

You are a killer. Unrelated to that you have a deep thirst for Blood, especially Human Blood. You can't go a day without a glass of the stuff and as such you must keep hunting for humans to drain. If you do you go on a mindless rampage.

MIB Testing [+200] (Incompatible: Killer Klown from Outer Space)

The Government is going to be around your little town and take you in for questioning and painful tests the second they find out you had contact with the aliens. Worst still you can't just kill them and be done otherwise they will just send more with better gear.

Lovesick [+200]

You will fall in love with the first major person you see in this. You will do anything to be with them. ANYTHING!

Glass Nose [+300] (Require: Killer Klown from Outer Space)

Your Nose is your weakness and no perks or items can fix that. A single solid hit from someone punching you is enough to pop it and make you die.

Nutty Clown [+300] (Incompatible: Killer Klown from Outer Space)

You are actually a real Clown for this Jump. You are not a Klown and will be mistaken for one or the other. Klowns will hunt for you, finding your existence an insult.

Monthly Invasion [+300]

There will always be more Klowns. Even if you stop the first wave another will show up the following Month. And if you are a Clown and won this means a species that hates Klowns is on the trail of your people and will hunt for you. Either way this will not be fun as it will last your whole stay, minimum of 10 years.

Global Invasion [+600]

Nowhere is safe Jumper. They are EVERYWHERE! The Clown Invasion has gone global! Not only that but the radiation their ship uses seals out of setting abilities and powers meaning you must be part of this invasion to either survive or conquer the planet with you having no **Out Of Context** items, powers, or warehouse!

Decisions

You have three choices ...

Go to next Jump

FUCK KLOWNS TIME TO MOVE ON!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log

v1.0

Initial Template Creation