



WRECK-IT RALPH

By LordCirce

Ah, Litwack's Arcade. It's been in operation for over thirty years, serving generations of youngsters for the low, low price of their entire allowance in pocket change. Just about every arcade game you can think of has passed through these doors, from old classics to modern titles. And those games hold a secret.

They... are alive!

Nobody knows how it happens, and nobody but the game characters is aware of their sentient status (though Litwack himself may or may not suspect something). The game characters can travel between their games via the central surge protector they are plugged into, labeled as Game Central Station. This can be dangerous, as game characters won't regenerate outside of their games, but it has allowed an entire culture to spring up between the various titles, and now, you will have to opportunity to join them.

You will enter the world as a game character, just one week before one of the oldest titles in the arcade, Fix-It Felix Jr., celebrates its thirtieth year anniversary of service.

So, whether you are gonna wreck-it, or fix-it, or race-it, it is time to get started. Whatever "it" is, we're going to do something to it, within the context of a video game. So, let's get to it.

You've got **1000 CP** to spend.

ORIGINS

There are four origins for you to choose from.

Glitch (Drop-In): You're not supposed to exist. You just showed up one day, and now you're here. Hope you can find a way to blend in, or people might suspect you of "going Turbo".

NPC: You're just a background character of minor importance. You don't really shape the plot of your game, you just add flavor to it.

Hero: You are the MC! Or at least someone very important to the game. Maybe you are the point-of-view character in a first-person shooter, or a racer in a racing game, or just some bouncy handy-man with a hammer. Whatever the case, you're a real good guy.

Villain: Just because you are bad guy, does not mean you are bad guy. You are a villain, the opposition of whatever game that you happen to be in. Sure you might be nasty and rude on the screen, but that doesn't mean you have to be that way off of it.

LOCATION

Every character has a home game, where they can regenerate infinitely upon death and just generally have a place to belong. You can select your home game freely from the options below, or you can random roll for an extra 100CP. You can't get this bonus CP if you took the "Unplugged" Drawback.

| | | | |
|---|--------------------------------|----|--|
| 1 | Fix-It Felix Jr. | 6 | Altered Beast / Metal Slug |
| 2 | Hero's Duty | 7 | Tappers / Food Fight / Pac-Man |
| 3 | Sugar Rush | 8 | Battle Zone / Asteroids / Space Invaders |
| 4 | Dance Dance Revolution | 9 | Frogger / Paperboy / Centipede |
| 5 | Street Fighter / Mortal Combat | 10 | FREE PICK (Any Real World Arcade Game or Expy Version Of Them) |

Note: Unless you take the "New Point-Of-View" toggle, you'll be inserted into the game as a new character or generic character. So if you are a Hero in Fix-It Felix, Jr., for example, you won't take Felix's place unless you choose to do so via the toggle. You'll simply be a secondary character, or a pallet swap twin of Felix for two-player mode, or something along those lines.

PERKS

All perks are discounted by 50% for their respective Origin. The 100 CP perks are free to their respective Origin.

General Perks

Follow Your Programming (Free/50): You have been programmed to fill a specific role, and you have been given the basic skills needed to complete it. Whether it is a basic understanding of martial arts for a fighting game, or some piloting skills for Asteroids, you have the minimum amount of skill needed to complete your tasks. You gain a given Basic Programming for free if it matches the genre of your game. Programmings outside of that will cost 50 CP each.

- **Dungeon Crawl / Maze:** You have an improved sense of direction, and it is harder for you to get turned around or lost.
- **Fighting:** You know the basics of how to throw a punch or kick, and how to take them as well while minimizing actual injury.
- **Hack And Slash:** You've got a talent for melee weaponry, and a great deal of situational awareness to help keep yourself from getting cornered..
- **Music / Rhythm:** You have an enhanced sense of timing, capable of moving on-beat. You also have a decent singing voice.
- **Piloting / Racing:** You are skilled at operating the type of vehicle featured in your game, or a type of vehicle of your choice (cars, motorcycles, boats, spaceships, etc.)
- **Platformer:** You are more athletic, easily capable of making large leaps and dodges without getting tired or winded.
- **Puzzle:** You have an eye for detail and your problem-solving and pattern-matching skills have been boosted.
- **Shooter:** You gain skill at aiming accurately and at dodging projectiles.
- **Sports:** You are skilled in the specific sport featured in your game, or a sport you choose, with a grounding in the rules and basic skills needed to play it.
- **Stealth:** You are skilled at moving silently and avoiding notice.
- **Other:** If none of the above genres fit your game, then you gain programming and skills suitable to the game in question. This option cannot be purchased.

Replay Value (100): When you're a game character, you're going to be doing the same thing over and over and over again, as new players try their hand at beating the high score. Luckily, you'll never get bored of this repetition. Instead, you'll always be able to find this job fascinating, and any other repetitive jobs you have to do.

Follow The Script (100): While in this Jump, the Game itself will help keep you "on the rails" so to speak, but that won't always be the case. Now, you have a talent for memorizing scripts,

plans, and other such outlines, and you can follow them to the letter (at least inasmuch as you have the skill and ability to do so). This also comes with a gift for improvising to get the script back on track if something disrupts it, so long as it is still possible to salvage the situation.

It's Show Time (100): When the arcade is open and players are milling about, you need to make sure you have your game face on, especially when the players are looking at you. You now have a sense for when people are watching you, so you know when you need to be "in character" and when you can afford to goof off.

Glitch Perks

Feel It In My Code (100): You have good instincts, especially when it comes to learning new things. It almost seems like you are simply relearning things that you already knew, with insights and skills coming quickly to you. This also has the effect of weakening any amnesia effects on you, allowing you to recover lost or hidden memories faster than before.

Easter Egg Spotter (200): You have a sixth sense for finding things that are hidden, such as hidden bonus levels or cameos. This sense can lead you through steps needed to uncover the hidden objects, whether it is leading to a hidden switch or simply walking through an apparently blank wall. Additionally, you have a skill at spotting hidden agendas that people you interact with might have, and at ferreting out secrets that they are trying to keep.

Screwing With The Plot (400): Given your unbound nature, you aren't restrained by the guide rails of the plot. Things like fate, destiny, or narrative flow don't mean anything to you, and you cause disruptions in them just by being around. On the flip side, you are sensitive to such disruptions yourself, and can identify exactly where things have gone off the rails. You might not be able to identify exactly why things have shifted, but you can tell when things are not the way that they are supposed to be.

Hacked Character (600): Your 'glitchiness' has manifested into a set of strange abilities. You aren't quite bound by code in the same way that other characters are, and you can project this effect, to a degree, into the code around you. To start with, you'll be able to disrupt active effects, like disguises or barriers, stun characters that you glitch with, and shift your position slightly in a form of short-range teleportation. With practice and time, you could learn to clip through solid object, shift over long-ranges, and even edit attributes of yourself and others, such as altering outfits up to granting power-up effects without the actual power-up. Just be aware that higher level usages will be much more draining to you.

NPC Perks

Fade Into The Background (100): You are good at going unnoticed. Most people will just dismiss you as part of the scenery, unless you do something specific to draw attention to

yourself or if they are looking for you specifically or someone like you generally. This effect is strengthened when you make an effort to blend in via a disguise, and you'll have an easier time adopting the mannerisms of those around you in order to fit in. You also have the bonus ability of knowing just what sort of music is needed to set a specific tone, though this won't give you the ability to make such music on your own.

Exit Stage Left (200): When you are an NPC, sometimes you'll need to disappear so that the plot can happen. This can help you do that. Now, when you are unobserved, you will be able to detect other unobserved areas nearby and teleport to them, within an area roughly equivalent to a city block. During this Jump only, while you are in your home game, you can use a variation of this ability, which only counts the player as "observing" you. Fellow characters won't count. If no-one is playing your home game, you can't use this variant.

Power-Up Pies (400): You might not be a main character, but that doesn't mean you can't help out. You now have the ability to create 'power-ups', items such as food or glowing spheres which can grant those that use them a boost in strength, speed, health, or special abilities, among other things. It takes energy on your part to make the power-up, and you'll only be able to provide a minor boost to begin with, but over time you could reach the point where you can boost a flagging hero with enough power to faceroll the final boss.

Unskippable Cutscene (600): It is always a little annoying to have a short movie play out while you're playing a game, where you can't affect the action, but now it will be working in your favor. Once per year, you can 'assume direct control' of the area around you, and choreograph the actions that will occur within that area for up to a minute. You can only control the actions and/or words, not the thoughts and desires of those being manipulated, but if the choreography is subtle and generally in line with what a given character would do, they'll play it off and come up with an internal justification for why they acted the way they did. If the effects are more blatant, then they will recognize that they have been manipulated. This effect only works on a local level, up to an area roughly the size of a small city block.

Hero Perks

Hero's Training (100): You are a lean, mean fighting machine. You are in excellent shape, and you could fight against endless hordes of enemies for hours without getting tired. In addition, you have a basic grounding in how to use all manner of weapons, from melee to ranged. Comes with a greatly boosted jump height, and your choices of sound effect to accompany it, if any.

Award Ceremony (200): This doesn't necessarily take the form of an actual ceremony, but rather, it means that you will always receive acknowledgement for the actions you've performed and good that you've done. This effect can be toned down or turned off if you want to fly under the radar, but at full power, it could make J. Jonah Jameson acknowledge Spider-man as a hero, however grudgingly.

Player Guidance (400): With a few moments of effort, you can surrender control of your body to a “Player”, with a focus on completing some specific tasks or goal. The Player will be highly skilled and can make full use of all of your abilities, but while they are controlling you, they will focus only on the task at hand, ignoring anything else, and they aren’t perfect, so it is possible for them to make mistakes and get you injured. You can end this state at will, and it will end automatically when the set task is complete.

Beyond The Code (600): Your code may say that you can only act in certain ways and that you have certain limitations. But your will and desire to do good is so strong, that you can push past these limitations. You can break through, actually giving 110% or more, whether from your fists, weapons, or in other ways. If you had a hammer that could only fix things, you may even manage to find a way to reverse its effect and break things instead. Any limitations on you can be overcome, with sufficient determination and willpower.

Villain Perks

Ham Hands (100): You are stronk. Whatever size your limbs might be, you’ve got a lot of power behind them, enough that you could break a giant jawbreaker with your bare hands, or hurl a car dozens of yards. Comes with a bonus of increased durability while punching things, so you aren’t going to be breaking your knuckles by punching through solid stone.

Off The Clock (200): Sure, you might be a bad guy, but that’s only when you’re working. Whenever you have a specific job or profession, you can choose to “clock out” when you aren’t doing it, and people won’t connect your actions on the job with you now, or at the very least, they won’t hold them against you. You could burn down a kingdom and rampage through the countryside, and once you “clock-out”, the ruler of that country would set the past aside and might even invite you out to play games or sports.

Cy-Bug Cyborg (400): You’ve been infused with some Cy-Bug code, but somehow your personality has come out on top. Your appearance is mostly the same, at least at first, though you might have a few cosmetic insectoid features if you so desire. The true benefit of this power is that you can now gain traits of things that you consume. This can either be a literal consumption, or you can switch to a different form of assimilation, such as grabbing things in your hands and having them dissolve away into code you absorb. Either way, once you’ve consumed something, your body will alter to integrate the abilities. Just be aware, if you consume something with an ego and will of its own, you’ll have to deal with those thoughts and mentalities integrating and competing with your own.

Going Turbo (600): You aren’t satisfied with your place in life, so you’re going to take someone else’s. You are now the ultimate usurper. Once per year, you can select a target for this ability. You will gain a flawless disguise, which can either take the form of the appearance, voice, and

mannerisms of your target, or a new persona, tailored exactly to the role of your target that you will be stealing. You will take their place so completely that even forces like fate and destiny won't be able to tell that you are the wrong person. It would take a force on the level of a universal reset to undo your changes. The target will lose all connections to their former identity, but they will still be around, unless you do something about that. When you use this ability on a new target, the old target will be 'restored', if they are still around, but they will have no idea who it was that stole their position, unless you were exposed.

ITEMS

All items are discounted by 50% for their respective Origin. The 100 CP items are free to their respective Origin. All Origins can also get one 50 CP General Item for free as well.

General Items

Quarter Dispenser (50): A belt with a set of quarter dispensers on it. It hold about twenty dollars worth of quarters, replenishing weekly, and can be set to appropriate equivalent denominations of coins in future Jumps. The coins are legitimate and perfectly mundane.

Commemorative Tapper's Mug (50): A endlessly replenishing mug of your favorite drink, with the logo of Tapper's emblazoned on the side. Can't have any magical effects, such as being a healing potion, but it is always at exactly the right temperature and flavor for maximum enjoyment.

Jumper-cade Game (100): A simple arcade cabinet, with a picture of you on the side of the console. This game is set in a style of your choice (fighter, racer, shooter, side-scroller, something else), with levels based on the various Jumps that you've been to before. Tokens are only required to play if you want them to be. Updates for future jumps as well.

High Score Board (200): Pick a subject, any subject. This electronic bulletin board will be able to display rankings for the job or skill or whatever it was that you picked. The rankings can be set to the local (city-wide or smaller), national, global, or universal levels, and it will display the top twenty scores, with your score displayed at the very bottom alongside your ranking number, if you aren't in the top twenty. It doesn't reveal what the logic behind the score is, but you can be assured that a higher score equals better performance. The only clue that you'll get about the identities of each score holder is their initials. Rankings update in real time, so you can use this to see yourself improve in a specific area.

Game Central Station (600): A simple looking surge-protected power strip, any gaming system that is plugged into it will gain life in the same manner as the games in the movie. They won't be the same as those seen in the movie, but they will develop inner worlds and character personalities all their own as they remain plugged in. In addition, the power cord will provide perfect surge protection and power to any gaming system plugged into it, and can be added to with additional power strips to spread the effect to more gaming systems. There is a small button on the side of the Game Central Station that will allow someone from the outside to travel inside the station and into the various games, with a small "Employees Only" side door within the station that would allow them to exit. Characters from these games can't be removed this way, nor can they become Companions.

Glitch Items

Bag Of Candy (100): Being a glitch can be a pretty sweet deal, and this bag helps make it even sweeter. Full of a completely and totally random assortment of candy, this bag will refill with candy within 24 hours once you've emptied it. As a bonus, you'll never suffer a cavity from eating too much of these sweet treats.

Sweet Ride (200): A candy go-kart of your very own, it is powered by sweetness and cheer, of which it contains an inexhaustible supply. Durable enough to take a surprising amount of punishment, this kart is the perfect vehicle for when you need to just shut up and drive.

Hidden Bonus Level (400): This item takes the form of a sticker with a pair of crossed lollipops on it. When stuck onto a solid wall, it will cause the wall to become permeable, allowing entrance to a hidden area based on the location around the wall that the entrance is on. Sticking it on the side of a cabin in the woods will give access to a forest-themed level, sticking it onto the wall of an alley might create a level based on the interior of the wall's building or a level based on city rooftops. This level will be empty, but can be remodeled by hand, and similar remodels will persist into new versions of the hidden level. Only you can remove the sticker once placed, but anyone can enter, either on purpose or on accident.

Extra Token (600): Sometimes, you've just got to take a few risks outside of your game, which could be bad news for you if you end up hitting a Game Over. Luckily, it seems that someone has left an extra quarter in the machine, and now you've gotten an extra bonus life to work with. What a once in a lifetime opportunity! Literally! Now, once per Jump (or once per decade post-Spark), if you have this token on you (being in some extra-dimensional inventory counts), you can regenerate from death, reappearing completely intact in the nearest safe location to the spot that you died. Just as a note, you'll appear in your base state for the Jump, sans any bonuses, transformations, or power-ups you might have been sporting before your untimely demise. You can donate this token to someone else if you want, but it won't reappear until your next Jump, and it and its power can not be duplicated by any means whatsoever.

NPC Items

Celebratory Cake (100): A special shaped cake of whatever your favorite flavor might be, the basic shape is that of an apartment building with tiny cake toppers in the shape of you and all your companions. Once eaten, a new cake can appear on the base tray within one week, and the shape and flavor can be changed to match any major achievement or celebration you might wish to celebrate. You can also choose to hold off on the cake appearing until you are ready for it, though the cake will never go stale.

Proper Props (200): You need the right tools for whatever your job might be, and this box will have you covered. Within the box, you will find whatever minor tools or accessories you need to

fit your role within your game. A backup dancer might find flashing outfits and sunglasses and maybe even a boombox, while a cheerleader in a sports game might find a set of pom-poms. The previous items withdrawn will vanish when you pull out a new set or pull out props for a different job or role.

NPC Stand-In (400): Who is this? They look just like you! You now have a NPC duplicate of yourself, that can help fill in for you if you decide to go game-hopping during Arcade hours. They only have your appearance, not your powers, and they have very limited programming, generally only able to handle simple tasks, so if you are the main character they may end up being glitchy and unresponsive for the player, and fellow characters will be able to identify that something is off about you very quickly. However, as you use them more often, you'll find that they start to adapt better to emulate your mannerisms. Their appearance can be updated for future Jumps.

Penthouse Apartment Building (600): A fancy apartment building, with the penthouse reserved for you. After this Jump, it will take the form of a Warehouse attachment, and you'll find various characters from different video games moving in and out, though they can't leave into your Warehouse or become Companions. You can still definitely hang-out with them as much as you want, however.

Hero Items

Shiny Medal (100): A nice, shiny medal, when this is around your neck you'll find yourself feeling more confident and heroic than before. Other people will also recognize those traits in you as well, as far as you possess them.

Hero's Duty Armor (200): A fancy set of futuristic armor, capable of enduring heavy punishment and enhancing your movements and strength. It comes with a basic laser firearm, head's-up display, and an inbuilt hoverboard. It is also self-cleaning, so you don't have to deal with the stench of any prior occupants and it will clean up if you end up having to go pee-pee in your big boy pants.

A Golden Hammer (400): A simple looking golden hammer, this is one of the greatest repair tools in the world. With just a tap, you can cause a broken object to snap back together into a single piece. This only repairs the object physically, however. If there were mystical or supernatural properties to the object, you'll have to expend some internal energy, whether just physical stamina or something more magical, in order to restore those properties. You can also expend energy while striking an unbroken object to cause it to be upgraded and improved. The magnitude of the mystical property or desired upgrade determines how much energy is needed, but it will never be enough to kill or seriously harm you. If you lack the energy needed, the effect will simply fail or only succeed as far as you have energy to sustain.

Training Ground (600): Heroes aren't just born, they're made. And this area can help you make yourself into a far better hero than you might otherwise have been. Modeled after the Hero's Duty Tower, there are a hundred levels for you to fight your way through. You can access it via a door in your Warehouse, and if you should happen to die within, you'll respawn back at the base of the tower, none the worse for wear. Cy-Bugs will feature as the default enemy, but you can select any race or enemy type that you've ever encountered to populate the tower for you to fight through. Either way, the enemies will be unable to leave the Training Ground, even if you leave the door open or accidentally carry out one of their eggs.

Villain Items

Bad-Anon Banner (100): A banner emblazoned with the words Bad-Anon, and signed by the various video game villains that attend it. Looking at this banner will make you feel better about yourself and your decisions and lot in life, helping you to maintain your mental equilibrium, even when faced with societal disdain and constant setbacks. As you travel to new worlds, new signatures may show up from the villains of the new universe as well.

King Candy's Crown (200): A simple golden crown, that can change the appearance of the wielder with a strong illusion. It must maintain a similar body-shape to your own, but otherwise it forms a flawless illusion, covering up sight, sound, and even smell and texture with a new appearance. You can have it take the form of a different article of clothing if you desire, such as a bracelet, necktie, or toering. Those with the ability to see through illusions or disrupt them may be able to penetrate your disguise, as can intensive physical examination.

Cy-Bug Egg (400): A single Cy-Bug egg, that can hatch into a single, solitary, sterile Cy-Bug. This Cy-Bug is perfectly and absolutely loyal to you, and possesses the full abilities of its race, capable of absorbing and integrating anything it consumes within itself. Even if it were to consume a sentient being, the resulting conglomeration would still possess a strong loyalty to you and your cause. If it were to die, a new egg would appear, ready to hatch, in your Warehouse within a week. If you possess the know-how, you could possibly find a way to create more Cy-Bugs from this egg, perhaps via cloning, but only the Cy-Bug hatched from this egg carries the absolute loyalty guarantee. You'll have to find a way to enforce compliance on any others that you make.

Konami Code Hall (600): There is now a door in your Warehouse, with four arrows on it and three buttons, labeled A, B, and Start. When you enter the Konami Code into this door, it will open, and reveal to you a representation of the source code of the world that you find yourself in. Once you navigate throughout the code, you interact with the various code blocks to make a single change, limited to effecting only a single person, object, or location. Once you do so, you will be booted out, and you'll be locked out of entering again for an entire year. This restriction will go away once you gain your Spark, but for now, you're limited to only making ten changes per Jump (or one per year for as long as the Jump lasts).

COMPANIONS

It's time for multiplayer!

DLC / Downloadable Characters (50/300 CP): Import one companion for 50 CP, gaining them a background and 500 CP to spend. You can create a new character for the same price if you wish. For 300 CP, you can import or create a full party of eight companions.

Retro Companion (100 CP): If you want, you can take a canon character from the series along with you. You'll have to convince them to come, and they'll get no CP to spend, but they will retain whatever abilities they had in this world after moving on.

DRAWBACKS

You can take up to 600 CP worth of Drawbacks.

New Point-Of-View (+0): Congratulations! You've replaced one of the canon characters in the series. You'll need to have taken an appropriate Origin and Location for them (so if you want to be Felix, for instance, you have to take the Hero Origin and the game Fix-It Felix Jr.), but other than that you can purchase what you want. You'll arrive with all their memories, but you might be lacking the right powers if a CP-Version exists that you didn't purchase. This can be used to replace a canonical character from a real-world arcade game, but if you made up a game, then you can't use this to replace the characters within (because they are all OCs anyway).

Wi-Fi Online (+0): Did Mr. Litwack ever actually purchase a router and hook it into the arcade? That's up to you. You can choose whether the events of Wreck-It Ralph 2 are canon for your stay here or not.

Tastes Like Pixels (+100): You see that big juicy cherry? Unfortunately, it just tastes like static to you. Everything does. Bananas, candy, beer, it all lacks any taste whatsoever. It can still give you energy, nutrients, and power-ups, but you won't be getting any flavor from it.

Unplugged (+100): Guess what? You don't have a game anymore. You used to, but it ended up getting unplugged, leaving you and the other characters from it homeless. You now live in Game Central Station, hanging around and begging for coins and cherries. You can still visit other games, but you won't regenerate if you die in any of them.

Bad Reputation (+100): People just don't seem to like you much. NPCs go out of the way to avoid you, Heroes always treat you with suspicion, and even Villains look down on you like you were something that they scraped off of the bottom of their shoe. Oh, and you always are getting pinged for a "random" security check, every single time you pass in or out of Game Central Station.

Tragic Backstory (+100): It might not be forgetting to do a perimeter check on your wedding day, but you've still been programmed with one heck of a tragic background, and you'll have to struggle with it during your entire stay here. If you are a Glitch, this can either take the form of something actually tragic happening to you right when you arrive, or just general emotional distress that continually plagues you with no real definable origin.

Region Locked (+200): You can't leave your game by any means (or Game Central Station if you took Unplugged). Any time you try, you just end up bouncing back inside. Hope you didn't pick a place you wouldn't want to get stuck in for 10 years.

Pixlexia (+200): You know that weird scrambling glitchiness of your pixels? Well, unfortunately, it isn't caused by you being a super-awesome Hacked Character. Nope, there is something broken in your code, and it causes your appearance to randomly glitch-out at the worst times. Hope you can keep a lid on it when you are on-screen, or you may just end up getting your game taken Out Of Order. If you do take this with Hacked Character, then your Hacked Character Perk is out of control along with your glitchy appearance, and may activate at inconvenient times as well.

Gonna Wreck You (+200): Uh oh. It appears that you've done something to make Ralph and friends mad at you. Anytime they see you, they'll do their best to kick your tail (yes, even Felix). No matter what you try, you won't manage to calm them down or get them to forgive you, so I guess you'll just have to avoid them. Prevents you from taking Ralph or anyone who is friendly with him as a Companion.

Memory Lock-Up (+300): Something's happened to your memories! Either Turbo or some other fiend has locked them away, leaving you with no memory of anything prior to this world, and you're kind of fuzzy on the details around here as well. You still have access to your powers (unless you took No Cheating), but you won't remember about them unless you happen to stumble across them. Even your game being reset won't release these memories back to you. They will be restored in full at the end of the Jump.

No Cheating (+300): It's no fair to use abilities you aren't supposed to have, so they are being taken away. You are restricted down to in-Jump abilities only, losing perks and powers from prior Jumps, outside of the Body Mod, and you won't be able to access your Warehouse. Anything that is purely knowledge based will still be around (unless you took Memory Lock-Up), but you might not be smart enough or have the right skills to take advantage of that knowledge right now.

Rolling Blackouts (+400): Having all your games plugged into a single power strip isn't the smartest move. Now, games are subject to flickering and powering off at random intervals, before resetting. In addition to making the arcade patrons upset, it also poses a substantial danger to you. If the game gets shut down by a blackout, it will reset, and will end up counting as a Jump Fail for you. Luckily, you will have some warning, in the form of the structure of the world seeming to jump and flicker suddenly. Once that happens, you'll only have a minute or two to evacuate yourself out to Game Central Station. Just jumping in your Warehouse won't cut it, you have to actually make it out through the Game Central Station connection. So, DO NOT TAKE THIS WITH REGION LOCKED! You will end up failing your Chain if you do.

Cy-Bug Outbreak (+600): Cy-Bugs everywhere! Some sap accidentally brought a few eggs out, and now they are hatching in games all across the arcade. You'll need to track them down and destroy them before they can multiply too much and take the games offline. If too many games fall to the menace, then Litwack will be forced to close down his arcade, which will mean Game Over for you.

ENDING AND NOTES

Well, you've made it to the end, and now you've got one last choice to make.

Pack Up Your Quarters And Go Home: You can choose to take everything you've earned throughout all your Jumps and head back to your home Universe.

- OR -

Put In Another Token And Go For The High Score: You can choose to stick around here, jumping around the system and making a home for yourself in the arcade.

- OR -

Get In Line For Another Game: You can choose to move on to a new universe, with a new adventure awaiting you.

NOTES

Sequel and Wider-World: If you decide to use the sequel toggle, then yes, you can go out and explore the internet just like Ralph and Vanellope apparently do. Will the Jump be updated by the sequel? We'll see. If new stuff is added, I'll probably add in new things, and maybe an "internet-based" Origin of some kind.

Origin Choices: But what about characters that fit multiple roles? Ralph is a Hero and a Villain, Vanellope is a Glitch and a Hero, etc etc. Basically, as long as you somewhat fit the mold, it can apply. This extends to the New Point-Of-View Toggle, so, for example, if you pick some Mega Man Game, you could make yourself a Metall by taking either the NPC or the Villain origins, as both would potentially apply.

Location: You can use any arcade game that has ever existed (except Turbo Time or Q*Bert, as those two have canonically been unplugged in Litwack's), or you can take a specific theme (such as side-scroller or fighting game) and make up your own. Just keep in mind that Basic Programming will only give you the most basic abilities needed to fit into your games, so any powers beyond that will be generated by the game, and not by you. So, if you start in Marvel vs. Capcom, for example, and you chose to replace Doctor Doom via New Point-Of-View, you wouldn't get all of Doctor Doom's powers, you'd only get what was needed for being a fighting game character, all the special effects would come from the game itself.

Follow Your Programming: Games can have multiple genres, and it is up to you to determine what they are. For example, Pac-Man could qualify as both Maze and Stealth, so you could get both of those Programmings for free. If you really want to cheese things and make some expy game that has all the genres, you can, but you better have some idea of how that game would actually function, and you wouldn't be able to take the "Other" option for it.

Glitch & Hacked Character: Just to be clear, you won't get Vanellope's super-glitchiness unless you take Hacked Character (or Pixlexia). If you don't have either of those, then you'll just function like a normal drop-in, having basically just shown up, and no-one is quite sure what to do with you. As for the upper-limits of what is possible for a hacked character... fanwank. You can shift and alter your code, and get better at doing it over time. Whatever that means to you will likely be a valid interpretation, though the more power you want to gain, the longer it will take to get there, naturally.

Beyond The Code: How far does this extend? However far your willpower does. This is basically a global uncapper, allowing you to push past limits with nothing but determination. The farther you go past your limits, the more effort it will take, but as long as you can summon up the will, you can keep pushing forward.

Off The Clock: The major caveat for this is that you do have to actually be "off-the-clock". If you try to trigger this, then secretly work to do villainous deeds or some other "job-related" task, then the Perk will automatically turn off and you'll be considered to be "on-the-clock" again.

Going Turbo: Basically, you can do to someone what Turbo did to Vanellope, completely replacing them in their position within the world, such that even the target won't remember what happened. However, you WILL NOT gain any skills, special powers, or abilities that they have, unless they were tied with the position. So, if you started out as a civilian and went to Overlord and replaced Momonga as the head of Ainz Ooal Gown, you'd have the powers associated with the Guildmaster, but you wouldn't have any of Momonga's personal skills, powers, or magical items.

Jumper-cade Game: Yes, this is compatible with Game Central Station, meaning you can use it to visit a game rendition of the places you've been before. Note, the game characters won't be the people you left behind, just interpretations of them, and the Game Central Station limitation on them not being able to become Companions still applies.

Game Central Station: In case it wasn't clear, you can use this item for things other than arcade games. Playstations, gaming computers, plugged in Nintendo DS's, etc., all are fair game, though only whatever game is currently inserted will be able to interact via the consoles and such.

Proper Props: The stuff generated by this can be mundane costumes and simple ordinary items. Nothing with strange properties, exotic protections, or anything like that. These are basically decorations and handy props.

Konami Code Hall: The Konami Code is Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start. Oh, and temporal manipulation won't help with getting the door to re-set, it operates on absolute time. So if your Jump is ten years long, you get ten accesses, max.

DLC / Downloadable Characters: Yes, this can be used to "create" a copy of a classic Arcade character that would come with you. However, they would only have the powers they gain from here, so just like with the note for Location above, if you chose to grab Doctor Doom from Marvel vs. Capcom as a companion, he'd have whatever perks and such you bought for him, and nothing more.

Rolling Blackouts: You will always have at least a minute of warning before a blackout hits, possibly a bit more, and this only is a problem when you are inside a game. So yes, you could just camp out in Game Central Station for the entire Jump, or manage to somehow exit into the real world via some power or another.