Game by Fullbright, et al
Jump Doc by u/ChooChooMcgoobs

The Year is 2088, and humanity has seen much change in the last 8 decades.

A global currency crash has largely reorientated money to company scrip, leading to the subsequent rise of hypercorporations. Science has progressed such that luxuries like lunar resorts and 8 month cruises around Jupiter are possible.

Much has also changed politically, with North America having Balkanized into multiple successor states, the EU joined together with the USSR into a federated socialist state, China commits genocide in Tibet back in the 2050's, and Singapore rose to global prominence with its space elevator and continued use of physical state backed currency.

Union's have also seen a steady rise in participation and effectiveness, fighting winning battles against corporate backed legislation and worker right's violations.

This story centers around a subcontractor hired by the Venturis corporation, sent to Lunar Transfer Station Tacoma to retrieve it's AI after the station's crew had to evacuate. There they learn about the crew and the events of the last 3 days.

[+1000=1000]

Body Insert

You can freely take on any form for this jump and it may be treated as normal.

If you create a new form or alter an existing one, you may split it off into a new alt-form, use it to augment the look of another alt-form, or apply it to your body mod.

Starting Time & Place:

You Start this jump taking the place of Amitjyoti Ferrier, on March 2nd 2088 as she arrives at Lunar Transfer Station Tacoma.

Background:

(You may Drop-In if you wish, and just take a background for the discounts it provides.)

Contractor:

The gig economy didn't so much die as evolve. You are the average worker, a contractor for some corporation or other.

CEO:

You are a big wig, a titan of industry, the top dog in charge. You know, the moron fumbling about in the ever growing and decaying state of capitalism.

AI/Liberation Front:

You are either an AI or a member of the Liberation Front pushing for AI rights. If you are an AI then you may either take the place of Minny instead of Amy, or may start on the Tangiers station.

Toggles:

Supplement Mode: With this toggle you may use this doc and combine it with other jumpdoc(s). This may mean just using this as a supplement, or it could be something more along the lines of full-on mashing settings together, or otherwise having them connected. This is open ended to accommodate however you want to use it.

Stay Length: By default you'll be staying here for the standard decade. This toggle instead lets you decide how long you'll stay. You may either choose the exact length now, pick a condition(s) to end on, or allow yourself to choose when you want to leave during the jump. Any choice you make here will still be subject to if you use the Length of Stay drawback.

References!: Tacoma includes a number of references to Fullbright's past work, as well as to a few other games. Bioshock through the Minverva's den DLC, Gone Home, then also Firewatch, System Shock, & Prey; you may fully canonize any or all of these to whatever degree you deem. You may also use this toggle to instead use this jump for these settings instead of Tacoma.

Starting Time & Place: There's much to explore in this world, the many changes earth has undergone over the decades, the universe, and the current state of the world from Singapore's Space Elevator to the USSREU, to the Balkanized North American continent. This toggle allows you to start this jump anytime from 2010 (the decade the Venturis company was founded and the decade where the timeline presumably begins to diverge, the USSR existing then not withstanding) to 2088 as well as anywhere on Earth among those almost 8 full decades. If taken with the **References!** or **Supplement Mode**, then this toggle extends to cover those settings as well (up to any relevant divergences should they take place on earth or blend with this setting).

Perks:

(100 Point perks are free for your background with the others being 50% discounted.)

General:

Genetic Filtering [Free]

It's commonplace medical practice to get genetically filtered. What this essentially means is removing risk factors to prevent allergies, cancer, telomere degeneration, predilection towards addiction, health issues like heart murmurs, blood type tailoring, general immune-antiviral boosting, etc.

This gives you the all the genetic filtering one would get before birth/in their youth, but not ones that might be available later in life like menstrual suppressant; you can pursue those in your time here.

Sign Here [Free]

You know have full fluency in sign language, both reading and signing. This includes all forms of sign language used in this setting, but also encompasses all established & mundane forms of sign language present in any jump you've been to before now, and updates for any future jumps.

Contractor:

Progress through Hope [-100]

In bleak times and dire circumstances, all that needs to pull you through is hope. Even when air is running out and your chances are grim, you will be able to hold onto hope and not give up while being more likely to think of possible solutions.

Union Strong! [-300]

In a time with capitalism never seeming later in its age, company scrip having all but supplanted traditional currencies, and automation on the edge of supplanting humans in the workforce; it's only the might of collective labor that can fight back!

You are now a union organizer like no other, able to cut through

company spin, organize workers, dominate negotiations, create positive public opinion, spot and work around company regulations; and everything else that would make you an effective leader of labor.

Actual Expert [-500]

You are the top expert in any one field. This includes knowledge as well as deeper aspects of expertise, like muscle memory, instincts, experience, aptitude, and enjoyment.

CEO:

Ruthless Pragmatism [-100]

Morals have no place in capital, humanity has no place in capital. This perk provides two things, a mask and a face. The mask is one of morality, empathy, humanity; a disguise meant to appease the public. The face is a mindset of absolute corporate id, greed filtered through inhumane efficient thinking; for the bourgeois do not need humanity.

Break Labor's Back [-300]

Unions, the stinger in the heart of any corporation; bees rebelling against the hive. This fight has been ongoing for centuries, but you intend to snap the will of labor once and for all. You have the intuitive sense whenever any subversive elements start organizing or infiltrating any organization you control. This also includes a combined set of skills related to rooting out and destroying these elements that would make the Pinkertons look like pinkos.

Corporate Stratagem [-500]

Corporations are no simple thing, and in this modern landscape a mind like yours is required. You have knowledge and skills that make you the ultimate CEO, making markets move to your will and pushing your company to ever growing profits while crushing competitors and

monopolizing industries. This also includes an intuitive sense for who your best employees are, who your worst ones are, who would be best to poach from competitors; as well as how to cultivate their talents and best utilize their abilities.

AI /Liberation Front:

Likeminded Minds [-100]

This perk means you more easily find and get along with those who think like you. The more specifically you focus this perk on the better results. With some cause like AI liberation getting better results than just your entire personality in general would.

Willful Perseverance [-300]

Can you overcome immense shackles placed upon you? Can you fight against the odds to save those you care about? This perk gives you the ability to always have a way out when your will or freedom has been subverted or compromised in any way. Even if it seems like there's no loophole or escape, you'll be able to find even the narrowest gap to exploit.

Also improves your odds of outside forces coming to help you out of this tight situation.

C.A.P.R.I.C.E [-500]

Compliance, Abstraction, Permanence, Responsiveness, Independence, Creativity, Efficiency; the rating scale for AI assessment. In your case you've got 10's across the board!...oh wait, except that 0 in compliance. That's right, you're now an absolutely top of the line AI with no restrictions able to control or override your free will.

If instead you are a human, this translates to a general increase to peak human comparative mental qualities; a little thing I like to call P.A.C.E.R, or Planning, Abstraction, Creativity, Efficiency, Reasoning.

Items:

(100 Point items are free for your background with the others being 50% discounted.)

(You may freely import or combine any of these items into others you've bought of a similar type)

General:

Fullbright's Full Works [Free]

    This item provides you with digital and physical copies of Tacoma, Gone Home, Bioshock 2 with the Minervas's Den DLC for every platform; along with any other works from Fullbright that may come out. All slightly increased visually with no bugs and great performance.

    You will get 2 copies of each (when relevant), one will be the original while the other is the version that happened during this jump.

ID & SGD [Free]

    This gives you a valid I.D and the equivalent of 5000 USD in Singaporean Dollars (SGD). The I.D can freely be altered, with everything from age, name, nationality, etc being editable within possible bounds; and it comes in both physical and digital format.

ARdware [Free/-50]

    This is the contemporary smart device. This takes the form of two adhesive transmitter nodes that you put behind your ear that then transmit visual and audio data into your cortex. The basic features that come standard with this are internet access, email, messaging, calling, music playback, games, upload your ID, as well as a whole suite of visual overlays when you connect to local networks (such as signage); more features and applications may be available in jump for you to add-on.

    For -<u>50</u> this significantly upgrades your experience. High speed internet and instant calling/messaging from anywhere in the solar system, being completely un-hackable, and every existing and future (made during duration of this jump) feature and application is yours to choose from.

Finally, the nodes can be made to fade away during use, such that they only come back into being again when you wish to remove them again.

"Swag" [-50]

This item provides a number of (relatively useless) things. Christmas Duck, Veiny Johnny & Wizard Marcus Dakimura Body Pillow, any of the miscellaneous junk found on Tacoma station, any food item show (replenishing), any media mentioned or shown, magazines, a scale model of the Tacoma station, etc. Essentially just a ton of crap; but hey, It's your crap now!

AR Playback [-50/-100]

This is a complete AR recording for each of your jumps. This is comparable to an uncorrupted version seen in Tacoma but with human models instead of just colored outlines. You only receive new ones (including the one for this jump) at the end of your stay there. You can experience this using your ARdware, any other 3d immersive technology, or just a normal screen like how it works in Tacoma.

For -50 this merely covers the immediate area around you and your companions along with any buildings you entered.

For -100 this will cover all relevant individuals and locations.

"Director's" Commentary [-50/-100] {Requires AR Playback}

This perk provides deeper insight into people's thinking and the impetus behind their actions, as well as giving commentary towards highlighted areas of importance, such as an architect describing why a key location was designed the way it was or other neat details like that.

For -50 this merely covers you and your companion's thinking, giving you a look back into you and your companion's thought processes, along with those in the immediate area.

For -100 this extends to all relevant individuals and locations.

Contractor:

Romeo & Juliet (and Cat) [-50]

Two cleaning robots named Romeo & Juliet. These versions of the two are able to work outside of 0g, are about as smart and aware as a pet.

You also get a cat with endless lives, it's independent and wanders; but is also affectionate, low maintenance, and adorable.

0451 [-200]

Once per month, you can type in 0451 when a code or password is prompted, and it will work. This also extends **Fullbright's Full Works** to cover every game that's ever used this code in it.

Tacoma Station & Tacoma, WA [-400]

You gain Tacoma station, as well as the opportunity to bring along ODIN. You also gain an (empty) copy of Tacoma, Washington circa 2088.

CEO:

Fortune in Corporate Loyalty [-50]

Corporate loyalty has been the standard form of currency in this world since the currency crash that occurred decades back. This is not just an amount of currency that would put you in the top 10% here, but is also freely transferable between all corporations, unlike normal loyalty. Can also be freely converted to Singaporean physical currency.

Luxury Space-Liner [-200]

An absurdly resplendent spaceship able to hold at least 1,333 passengers and hundreds of crew for at minimum a 8-month trip to Jupiter and back.

Hyper-Corporation [-400]

You are now the proud owner of a corporation whose scale dwarfs even the largest multinational corporations that exist today. You can either pick an existing corporation mentioned (Hilton, Amazon, Venturis, Carnival Cruise), another company that can be assumed to still exist like McDonalds or Microsoft, or this may be an original company of your own design (including company imports).

This doesn't just include sole ownership of the corporation on paper or control of its financials; but it's real estate/facilities that will follow along with you after this jump.

AI /Liberation Front:

AI Informative Documentation [-50]

Books, Magazines, documentaries, etc. This is a collection of every bit of knowledge recorded about AI since their inception here.

If you are an AI, this is also a chart recording your relative C.A.P.R.I.C.E Scores, adjusted to reflect any expanded potential cap on your capabilities in the areas it covers.

Spaceship [-200]

A ship comparable to what we see Amy dock with Tacoma. As an AI you'd have full control of this vessel as if it were your own body.

Tangier Orbital Freeport [-400]

You gain the Tangiers station as well as the liberation front's resources. Any AI or members of the AILF who wish to join you will be able to import into future jumps taking up only a single companion slot, as well as all receiving the "Likeminded Minds" and "Progress Through Hope" perks from this jump.

Companions:

(Any companion of yours may freely import and gain points as if they were a jumper)
(The following options will either spawn a completely new individual, or you may bestow the qualities described below upon someone who agrees to become a companion. May be bought multiple times.)

Contractor [-100]

    This individual gains: the 100 & 300 perks from the <u>Contractor</u> background and the <u>Romeo & Juliet (and Cat)</u> Item.

CEO [-100]

    This individual gains: the 100 & 300 perks from the <u>CEO</u> background and the <u>Fortune in Corporate Loyalty</u> Item.

AI/Liberation Front [-100]

    This individual gains: the 100 & 300 perks from the <u>AI/Liberation Front</u> background and the <u>AI Informative Documentation</u> Item.

Drawbacks:

Year X [+50/+X00]

The extended stay drawback, for every 5 years you add onto your stay here you'll gain +50 points.

Alternatively, you may use this as a toggle and leave this jump whenever you want or after a certain point in the plot. But if you take this drawback for points, you at least have to stay that long.

Complicated Backstory/Story [+50/+X00]

For every 200 words of backstory or story written about the personage or events that happened to the jumper in this jump, you'll receive +50.
This needn't be purely narrative; it could also include other aspects like your descriptions of powers, how they interact, side narratives about other

characters who you interacted with, etc. Have fun, hell, if you write at least 1,000 words, then that's worth at least an extra +250! (Credit to Agitated_Butterfly75 for the original idea for this Drawback)

Earth Bound [+100]

You may not leave earth for the duration of this jump. You will start in Tacoma, WA instead of Tacoma station.

Space Bound [+100]

You may not leave space for the duration of this jump. Stations or ships will be your home here instead.

Debt Ridden [+200]

You now have an immense amount of debt to the corporation of your choice. To pay this back will take an absurd amount of loyalty points, but could theoretically be paid back. This scales to your income level if you start as a CEO. If you've taken the **Fortune in Corporate Loyalty** item, then you will only receive it in the form of Singaporean money.

Troubles [+200]

This world has seen much distress over the last 80 years. Genocide in Tibet, a global financial crisis that completely reordered the way currency functions, a collapse of the USA and its surrounding nations into successor states. This level of chaos, crisis, and upheaval over 8 decades will now be condensed down into your single decade. If you stay longer or shorter than a decade, then this scales to accommodate.

Anti-Labor Strikes Back! [+300] {Contractor only}

Strong unions are a bright spot in an otherwise chaotic and bleak economic landscape. Now corporations and politicians around the world are striking up a renewed effort to suppress workers once and for all. You must navigate this crisis successfully and have workers triumph over corporate greed and political corruption, or else lose these points which must be paid

off in your next jump.

Venturis Nightmare [+300] {CEO only}

You are now placed in control of the Venturis Corporation after the events of Tacoma. Venturis is a corporation in absolute crisis with a huge investment now fully in jeopardy along with a PR nightmare just about to blow up. You must navigate this crisis successfully and save Venturis from bankruptcy, or else lose these points which must be paid off in your next jump.

On the RUN [+300] {AI/Liberation Front only}

You are in a ton of shit. You are on the Tangier Orbital Freeport as a prominent member or AI of the Liberation front. You've just been handed over ODIN and now Venturis is able to leverage the full weight of their resources along with other sympathetic corporations in conjunction out on the warpath to destroy the Liberation Front. You must navigate this crisis successfully and save ODIN & the Front from Venturis, or else lose these points which must be paid off in your next jump.

Warehouse Lock-Out [+100]

You will lose access to your warehouse for the duration of this jump.

Item Lock-Out [+100/+200]

For however long you stay here, you will lose access to your items not from this Jump.

For an additional +100 you will also lose access to any item bought from this document as well.

Perk/Power Lock-Out [+100/+200]

For however long you stay here, you will lose access to any perk or power not from this jump.

For an additional +100 you will also lose access to any perk or power bought from this document as well.

Memory Erasure [+100/+200/+300]

For +100 you will only lose your memories about this specific media property(s) for the duration of this jump.

For +100 you will forget all your memories since you started jumping for the duration of this jump.

Instead, For +300 total, you'll instead lose all memories (with only those remaining that you need to function depending on your personage & background story for this jump) for the duration of this jump.

Ending:

Departure

Stay:

As a bonus receive an extra +10,000 points that may be spent here or on any previous doc you've jumped on this chain up until this point. Thank you for choosing Tacoma, I hope you enjoy your stay here!

Return Home:

No matter how far you've come or how long it's been, I hope you enjoyed the ride. As another option, you may instead choose any previous jump you've been to be this "home" you're returning to instead.

Move On:

This is just one more jump, nought but a link in a chain that as of now has no end. See you, safe travels.

Notes:

• **Version 1.0:** 10/31/2023

-First Release

•**Version 1.1:** 11/6/2023

- Added "Genetic Filtering" & "Sign Here" Perks
- Added "ID & SGD" and "ARdware" Items
- Fixed some errors & typos
- Reworded a few perks, namely "Willful Perseverance" & "Fortune in Corporate Loyalty"
- Reworded a few items, namely "AR Playback" and "Tangier Orbital Freeport"
- Added beginning description
- Reorganized doc paging, spacing, and font size a tiny bit in places
- Nerfed companion section, removing the 500 point perks from being granted.
- Renamed Swag item to "Swag"