



'We are opening King of Fighters 1994 following the time honored custom.

This year we will adopt a special rule of competition between teams of 3 fighters.

That's all... [R]'

Welcome to the world of the not-too-distant past. It's 1994, and you're in a world that seems normal on the surface for that time on Earth. Take a trip down the right alley, happen to catch a glimpse of something in the wild, or just journey into any high stakes martial arts competition and you'll see the difference quickly. This is a world of power, of energy, of men and women who can challenge Heaven, Hell, and the worst that the Earth can provide.

Into this world, letters have been sent out. White envelopes, sealed with red wax bearing the letter R, inviting this world's top combatants to challenge one another in an international tournament. And lucky you, Jumper... I have your letter right here, straight from the tournament's sponsor, along with the customary **+1000 CP**.

You will be entering this world one month prior to the tournament's first match. And assuming nothing unfortunate happens to you, all else equal, you'll be leaving a month after the 1994 King of Fighters concludes. A quick simple Jump, and a chance to test your skills in the bargain.

Now... all you need is a reason to get involved. Who are you, and how do you plan on interacting with this tournament?

Age & Gender:

Gender has no limits on one's role in this world, merely whether one can fight. You may keep or change your gender from your last Jump for free. Your age is either 15+2d8, or you can pay 50 CP to determine it.

Location: Roll 1d10, or pay 50 CP to choose.

1: Esaka Station, Osaka, Japan. You arrive in this station as the work crews set up for the upcoming King of Fighters. It's a nice place, and the fact you're at a train station means all of Japan is open to you.

2: Venice, Italy. Appearing along the pier as the gondolas bob and sway, fans have already begun to gather on land and sea to jockey for the best spots. Since you have some time before the tournament, a little sightseeing might now go amiss...

3: Pao Pao Cafe - Mexico. This branch of the fighters' favorite hang out is really jumping tonight! The crowd is pumped, knowing that soon they'll be hosting one of the matches. Settle in, buy a drink, and see what rumors are floating around...

4: Amazon Forest, Brazil. Oh dear, Jumper. Looks like something went badly here. You're not far away from a crashed military helicopter, belonging to that famed group the Ikari Warriors. Perhaps you can look for any survivors. Or loot it. Or run before that band of mercenaries comes looking for their property...

5: A temple in the mountains of China. The air itself seems to buzz with energy, and your mind feels strangely... open here. This temple belongs to a fighter, one who is so used to the supernatural and otherworldly he may even be here waiting for you to have a chat...

6: London, England. Just outside the Tower Hill Memorial and in the shadow of Tower Bridge, the streets are packed with locals and tourists alike. A large number of flags are being set up, seemingly for the tournament... huh, wonder what that big letter R on them is all about...

7: Korea. A desolate forest, in the heart of a rainstorm. Lightning splits the sky, briefly illuminating an abandoned temple nearby. You'd be wise to seek shelter from the elements, and fast.

8: New York, USA. Under the Brooklyn Bridge, in the middle of what looks to be a hastily assembled basketball court, atop a less hastily assembled but incomplete ring bearing the tournament's name. There's a fair crowd of locals about, making use of the space to hang out or play sports. If you can get up and over the bridge, New York's not a bad place to start a Jump off.

9: Black Noah. Oh. Oh no. Jumper, you almost certainly shouldn't be here. This aircraft carrier is owned by Rugal Bernstein, a notorious cartel leader and powerful fighter. If he or his minions find you here, your Jump could be in trouble. Quick, down the back there, maybe you can make your escape before the master of this place returns...!

10: Stage Select. Choose any location from this list.

Origins:

Who are you in this world? Pick one Origin; while any Origin can be taken as Drop-In, you may find any other than Team Jumper problematic...

Team Jumper: Coming out of nowhere with no history in this world, employing powers and combat arts unknown to your peers, teams like yours will be more and more frequent in coming years. This year, however, you're likely to stick out like a sore thumb, provoking all kinds of questions and attention...

Country Team: Japan, Italy, Mexico, Brazil, China, England, Korea, and the USA. Each country has sponsored an official team, and hosts the matches for the tournament in turn. Select a team; you may choose to replace a member canonically on that team, or just act as a fourth member that can be swapped in when needed. In either case, you were trusted enough to be worthy of the invitation given to you. Live up to the hype.

Bernstein Organization: A wicked and global criminal cartel, the Bernstein Organization is best known for its terrifyingly powerful leader, Rugal Bernstein. Dealing in illegal drugs and black market arms, this Organization strikes terror in the innocent who get in its way. As a member of it, you can expect a higher class of living, in exchange for working for a man more than willing to kill the unworthy and turn the truly worthy into metal-coated trophies...

Perks:

All Perks are discounted at 50% to their Origins, with 100 CP Perks free for their Origins.

General:

Fighting Fit (Free): It wouldn't do for someone to be in a fighting tournament who wouldn't even pass the physical. So take this Perk. It provides you with the stamina, durability, and general strength to hold your own against your average opponent on the street even before any other training. Oddly, this Perk stacks with itself to enhance those categories again and again, but you can only take it once in this Jump...

Holding Back (100): Even in this early year of the tournament, the level of power brought to bear here is considerable. And that's before counting any power you might be bringing with you. To avoid the kind of accident that could get you disqualified for, you know, killing people, take this Perk. With it, you can simply decide that you're Holding Back, and from that point on the worst you can do is knock an opponent out.

SDM (200): The Super Desperation Move. When the fight has dragged on, damage traded on both sides, that's when the best fighters showcase what they're really capable of. As you battle and deal/receive damage, you can build up a reserve of energy. This reserve, when fully charged, can be exploded forth in a spectacular display. Select a Training you possess when you purchase this (see Training below) and come up with a supercharged version of its capabilities, be it a lightning quick flurry of blows, a massive energy ball, or whatever else would be appropriate. If you connect to an opponent with this, you'll likely do considerable damage even if they defend against it.

Team Jumper:

Strange Style (100): Your travels have flavored your style, such that even if you faced someone an equal in your chosen arts, you'd have the edge. Anyone attempting to read your stance or movements for an advantage will see those efforts dulled as you move a little faster here, slower there, stop shorter and lunge longer than they would have anticipated. Especially handy against foes who can normally read an opponent's every move...

Ragtag Group of Misfits (200): Hey, where did all these freaks and geeks come from? Are they even friends? Comrades? Whatever the case, they seem to be handling themselves pretty well as a team. Any time you're teamed up with people you've never worked with before, you can ignore any biases or confusion that would normally arise from that. You just gel well together, which by itself could befuddle foes, and if nothing else will save time when you just want to skip to the ass-kicking.

Here Comes A New Challenger (400): The power of Fiat and the Jumpchain put a King of Fighters invite in your hands. This Perk might explain why folks simply accepted it. So long as you show competence in that chosen field, no one will question it if you insert yourself into matters with no prior history. After all, you're clearly an awesome fighter, so why wouldn't you be here fighting?

Challenge Mode (600): Jumpers get strong. Fast. So fast that it becomes unfair for the locals almost immediately. And there's rarely a reason to bring that power even close to within striking distance. Challenge Mode offers that reason. If you choose to lower/weaken your powers to within 10% of your opponents (which this Perk allows you to do if you couldn't otherwise), making it a fair fight they can

potentially win, you'll gain two boons. First, any boon you might have gotten from winning is doubled. Flat out. Prize money, bounties, magical powers and artifacts... you earned the prize? You earned double. Second, while normally it takes a very specific kind of setting or person for this to be applicable, for you defeat really can equal friendship. If you make it a fair fight but still overcome them, but don't kill them, you gain an incredible boost in any effort to win them to your side. Make it fair, make some friends.

Country Team:

Brothers In Arms (100): Your team isn't made up of random people. It's made of friends, family, loves and comrades. And those bonds only make you stronger. Whenever collaborating with friends (Companions included), you all gain a boost to your general aptitude and fortitude.

You've Got A History (200): Fighters on the street whisper your name. Crime bosses stare out their penthouse windows into the night, grimacing at the idea you're not under their thumb. The real powers of this world know your name, in all the right ways. When you enter a Jump- this one included -you can take a skill or ability you're adept in and has any sort of relevance in that world. So long as you're not a Drop-In, you'll have a general reputation among those related to it of your choosing. This isn't powerful enough to make every fighter in the world think of you as the champion of champions, but it will open a lot of doors and put a lot of people in the mindset you were hoping for. What you do with that once you're actually in front of them is up to you.

Not Your First Tournament (400): KoF '94 was the first time in its troubled history that it was a team battle, a trait that would follow it for the rest of its history. In spite of having no experience in team-based martial arts tournaments, though, the heroes of KoF '94 made it work. If you're familiar with the basics of what is being asked of you- for example, cooking -then you can adapt instantly to new rules, complications, or sabotages- for example, having to work with a weird ingredient, or being judged by a ravenous dragon. This could come in handy when the rules change again in a few years...

Fist Of Legend (600): This is a world of gods and devils. That fact will become clearer in the years to come, but what will also become clear is no matter how powerful the foe, a perfectly honed warrior on their best day can bring them down. This power is simple; so long as you are using your own power and not working through another, there is no such thing as an unbeatable foe. Even if they should be light years beyond your grasp, your fist can reach them and hurt them, if only slightly with each blow. Persevere, pick your moments, block and dodge and strike like your life depends on it, and you may pull off a miracle.

Bernstein Organization:

Man of Wealth & Taste (100): Fine wine, fine art, classical music, and the finest clothes. If you're going to be representing Mr. Bernstein in the field or in the ring, you better live up to his lofty standards in all regards. This grants you all the 'skills' and knowledge needed to fit right in with high society. History of the finest things in life. Knowledge of where to buy the finest tailor-made suits. A borderline biographical knowledge of the greatest composers. You can live up to the silk part of the Organization's image with this Perk. It's up to you to bring the hidden steel Rugal demands.

Buying and Selling (200): Any good tradesman will tell you, the trick to staying in the game long-term is buying low and selling high. That trite phrase hides a lot of sub-categories... figuring out what will drive prices up or down, knowing how to manipulate those factors, where and when and who these

transactions should be done with. This Perk provides you with the training and intuition to make a good run of it... at least good enough to make your numbers even under extremely demanding superiors.

Weaponsmith (400): Make no mistake; you can't sell what you don't have. And you won't sell much if you've got inferior or outdated wares. Lucky for you and your continued employment/existence, you've got a mind up for the task. You not only know how to develop & improve existing weapons known to the wider world, but you also gain skill in at least one abnormal field appropriate for this world. Orbital lasers? Cybernetic implants? Or... cloning? Mr. Bernstein will be very interested in you if you start to make breakthroughs in this realm in particular...

Round 2 (600): They thought you were down. They thought they were stronger. But you didn't hear them call this match just yet. If you face an opponent who has beaten you before, you receive a massive boost to your speed, power, and durability. Your rival will need to adapt to your suddenly expanded abilities very quickly, or you'll be able to steamroll them in the rematch.

Training:

It is not enough to possess skill in this world, for the skilled are many. It is not enough to possess power, for even Gods can bleed and eternal life can be snuffed out. To survive even in these early days will require both in tandem and then some. Take on whatever Training you can afford, all the martial arts and abilities mundane and supernatural you may manage. But never assume it is enough by itself to buy you victory in this world... that will still require effort, practice, and luck.

Gain a **200 CP** stipend for Training section only, with a bonus **+200 CP** for Team Jumper Origins.

All Trainings are, where applicable, discounted to Origin at 50%. There are no free Trainings, regardless of Origin. Country Team Origins receive their discount on the chosen country, while Bernstein Organization members gain theirs from the Rugal Bernstein tree.

Japan (Hero) Team

Comprised of Kyo Kusanagi, Benimaru Nikaido, and Goro Daimon, while this team has had regional success back home they're virtual unknowns to the fighting world internationally. Should events play out during your stay as they would otherwise, however, this tournament will be the introduction of three men who will shape- and save -the world several times over...

Honed Steel (100): This training is markedly traditional, merely consisting of Judo techniques and striking training. Barely worth mentioning in a world of Gods and Devils... except for the fact it *keeps* working even against them. If you can manage to grapple an opponent, much to their likely horror, they'll find any supernatural advantages or defenses they possessed are temporarily suspended. Not long or complete enough to do more than a simple throw or slam in most cases, but one truly hasn't lived until they've watched a self-proclaimed God get dunked on their head with little more than a satisfied grunt from their opponent.

Lightning and Grace (200): Shoot boxing techniques, when well focused, are deadly enough on their own. Combine it with electrokinesis? Now you're a contender in these parts. With the power to summon and discharge electricity through your strikes, blending into your very bones and granting you limited bursts of speed so fast you leave after-images, you can make a real statement anywhere with this Training.

Flames of the Kusanagi (400): These are the skills of a true scion to the Kusanagi clan. Inheriting their ancient martial art and its unique empty-handed combat style, you blend it with Chinese boxing and a power only a select few possess; the gift of pyrokinesis. Combined together this would be a lethal enough package, and against mortal foes it certainly is. But this combined power will earn its name as a cleansing exorcising flame in the coming years; the blows born of this Training can badly weaken beings whose presence in this world is especially dangerous. Summoned godly beings, demons from the pits of hell, even angels on the warpath. While alone this power cannot seal truly eternal threats, it can plow through these beings and those they empower, if wielded correctly. Prove yourself worthy of the flames, Jumper, and few foes will be able to permanently call themselves your betters.

Italy (Fatal Fury) Team

Three men from the streets of Southtown, the Bogard brothers Andy and Terry are joined by their close friend Joe Higashi in this tournament. Bonded and driven by a need to avenge their father's death, Andy and Terry have traveled the world to perfect their style. With that revenge in the rear view mirror, the trio hopes to make their next stop a victory in the first team-based King of Fighters. Given Terry was, in effect, the last champion of the single-fighter version, he's got a lot to live up to...

Young Champ (100): OSHAA! It's not enough to be a badass, you gotta make them know you are! This grants considerable Muay Thai prowess, making your elbow and leg strikes lethal and making you solid in the clinch. But where it really shines is in how undeniable your enthusiasm is! You'll never find it lacking when needed, helping you relish the good times and power through the bad. This even bleeds into your combat, making it so the fury you strike with can burst forth in unexpected displays, the sheer force of your best blows summoning gales that can further damage opponents. Your legend is just beginning, Jumper!

Whole-Body Weapon (200): Melding the fiery arts of Shiranui-ryu Ninjitsu, the bone-breaking strikes of Koppouken, and the powerful chi techniques of Hakkyokuseiken, this panoply of skills makes you a threat in almost any situation. This well-rounded Training means that even when learning new arts that should only focus on a single attribute or attack type- like traditional boxing -it will enhance all your martial arts skills as you onboard and adapt those teachings to all your other facets. Just be careful you don't get so absorbed into learning and perfecting yourself that you start ignoring the folks around you, hm?

Hakkyokuseiken Wanderer (400): This Training is arguably the most diverse available here in terms of how many things it touches on. Boxing, karate, kung fu, kick boxing, and raw brawling all are touched on by this, blended together. What holds these various skill-sets together, though, is mastery of Hakkyokuseiken. This art, famed and ancient, teaches the student how to channel and perfect within themselves the energies of the earth, enhancing one's natural abilities and making it easier to both learn and develop new arts. With this Training, you can deftly not just learn new styles as you challenge their practitioners, but can make them uniquely your own as you do so. This won't automatically grant you the explosive power of wielders such as Terry Bogard or Geese Howard... rather, it is the start of your own journey to become as powerful as they if not more, by your own hand.

Mexico (Art of Fighting) Team

Three men from the streets of Southtown... wait... at any rate, these three are the heralds of a new martial art, Kyokugenryu Karate. The founder, Takuma Sakazaki, is joined by his son and student Ryo, and Ryo's fellow student, rival, and friend Robert Garcia. These three are hoping to turn a victory in King of Fighters into international acclaim for their martial art, and prove it the greatest in all the world! A tall order, but they've overcome much just to make it this far... maybe they really can go all the way.

Kyokugen Is The Greatest! (100): Kyokugenryu Karate is a martial art with a fairly recent history, invented by Takuma Sakazaki and largely championed by his son, Ryo. That both men are in this very tournament speaks to the youth of the style, but that both enter with a considerable history and string of victories proves it deserves to stand alongside more venerable arts. This Perk grants considerable skill in the new art, focused on drawing ki from the earth for self-defense and rapid strikes, but also makes it easier for you to self-promote through your actions. Prove something can be done your way, and it'll make others more interested in learning and using it too.

Refined Technique (200): Some people have to struggle for every ounce of ability. Some, however, are prodigies. Born with some inexorable quality that gives them a natural edge in their field. Yours is Kyokugenryu. While Kyokugen Is The Greatest! gives one rapid striking and chi defense, this Perk focuses on how the art can be translated into other forms. Enhanced speed and agility, the ability to deliver thundering kicks quick as jabs, and to maintain one's cool and poise all the while. With talent like this, you might need to reinvent how you fight every few years just to not get bored...

Master's Reserve (400): The power to craft a martial art almost from nothing cannot be understated. The strength to make it an art worthy of being recognized in a world of fighters is legendary. Now, you shall carry with you the power of Takuma Sakazaki, The Invincible Dragon. Mastery over ki gathering and manipulation, an incredible reserve of energy enough to make even basic moves abnormally damaging, a brutal taskmaster's art in teaching your abilities, and... uh... noodle making. Actually, this makes you a solid chef all around, but you're frighteningly adept at making noodles at a terrifying pace. Just try to remember to feed your students more than just this, okay?

Brazil (Ikari Warriors) Team

Soldiers of fortune often have a bad reputation. Those soldiers are not the Ikari Warriors. Known for not only their combat record but their honor and moral code, this team of elites led by their commander Heidern has seen plenty of action worldwide. Joined in the battle by his finest soldiers, Ralf Jones and Clark Still, one would think they joined merely to showcase their abilities to prospective clients. However, Heidern may have a much more personal reason to be here than that...

Mercenary Combat (100): You have been trained in the Mercenary Combat style of the Ikari Warriors. In addition to the typical suite of skills for mercenary soldiers- firearms, survival training, knife skills, and the driving of military vehicles -you have gained a mixed training of striking and some limited grappling. It is in the former where this Training shines the brightest, as now the crack of your enhanced fists is like a whip in both speed and power. Indeed, your blows seem to detonate against your targets, causing increased damage while leaving you unharmed.

Improbable Wrestler (200): Being a skilled soldier is impressive, but more impressive is the man who can be a one-man army. With this Training, you'll have incredible wrestling skill, easily worthy of the Olympics (or King of Fighters). But what gives you a borderline impossible edge is this; when you grapple a foe, you seem able to ignore their weight entirely, hurling them about even if they're more than twice your size. If you catch someone, their fate is almost certainly sealed.

Self-Taught Assassin (400): Even in these early years, the Ikari Warriors are modern-day legends, a team of soldiers for hire that can get any mission done and take down any foe en route to saving the innocent of this world. One might be foolish enough to look at the larger-than-life figures often fielded for these operations and assume them the real power on display. Now that you share their leader's skills, you know better. This Training provides considerable tactical planning and administration ability, but more critically for a combat sport tournament makes your hands incredibly lethal weapons. You can cut and pierce with them as if they were sharp knives, wreath your arms in an aura that will slice up foes, and with a snap of your hands summon cutting projectiles to attack foes. Most dangerous of all is what you can do if your hands pierce an opponent, as you can absorb their life energy in small bursts and heal yourself in the process. Lead well, commander.

China (Psycho Soldier) Team

Psychics and psionics exist in this world. Indeed, their nature is strange, mysterious, and capable of almost impossible feats even for a world privy to such incredible powers and beings. Today, two powerful Psycho Soldiers have taken the field; the student Sie Kensou, and the J-Pop Idol Athena Asamiya. Joined by their teacher Chin Gentsai, this trio hope to further their training by testing themselves in a tournament of the world's best.

Drunken Master (100): Chinese Kung Fu is your bread and butter. While you have at least a taste of every type there-of, your expertise lies in Drunken Fist style, mimicking the erratic movements of a drunkard to duck and dodge before unleashing a chaotic storm of strikes. In this universe, that further extends to considerable alcohol tolerance and the ability to breathe fire powered by the same. This isn't where your greatest talent lies, however; it lies in your ability to train others, especially those of extraordinary powers and potential. With your help, those whose powers might otherwise be dangerous to themselves and the world can learn how to safely utilize and hone them. They might grow stronger slower as a result, but this will keep them from making horrible mistakes they can't take back.

Sleeping Dragon (200): You gain a solid foundation in Kung Fu, with a focus on more acrobatic elements found in the Northern Shaolin style. Where your true power lies, however, is in psychic abilities. You can use telepathy, fire balls of raw psychic energy, and sheath your hands in psychic aura to increase striking power. Last but not least is a more... esoteric power. This energy is not entirely psychic and often takes dragon-like forms, and while you cannot entirely control when it is called forth it seems to respond to exceptional threats. When one is encountered, it can merge with you and enhance your abilities, giving you an additional edge.

Psychic Goddess (400): While this grants you capable skill in Wing Chun Kung Fu, your hand-to-hand skill pales compared to your psionic might. Telekinesis, energy barriers capable of reflecting attacks or damaging foes, psychic healing for yourself or others, or just good old fashioned balls of psychic energy to lob at foe's skulls. This training comes with a non-insignificant degree of idol training, so when not smashing foes with mind bullets you can entertain the masses.

England (Women Fighters) Team

To be blunt, Jumper, this team is a trio of women scorned. Not by lost love, no... by not being invited to the other teams! Meet King, a close friend (or more?) of Ryo's. Mai Shiranui, ninja and eternal chaser-after of Andy Bogard. And Yuri Sakazaki, younger sister of Ryo, daughter of Takuma, beloved of Robert... so why the hell weren't *any* of them invited to those teams?! They're here to raise hell, smack down their beloveds and their teams, and take the damn title for themselves. Get in their way at your own peril.

Unorthodox But Effective (100): Kyokugenryu was not developed for use by women, but that didn't dissuade Yuri from developing her own unique variation on it. You now have this abnormal variant under your thumb, combining the lowest grade of Kyokugenryu with a wide array of original moves devoted to rapid movement and wild strikes. Slaps with your open palm can be chained like a machine gun volley, and even a flying hip attack can carry the weight of a solid kick in the teeth. Fight like a wild flying swallow, and make them all regret underestimating you.

Legs Of Steel (200): You are a debonair and artful fighter, but any idiot off the street who mistakes that for weakness is liable to get their skull caved in. This comes with expert Muay Thai training, with a boost to your acrobatic abilities incorporated into them to make you a deft and agile competitor. What's more, you can combine this with your own energy reserves and crack off energy projectiles with your kicks the same way many in this tournament can do with their fists. Oddly, this training also comes with considerable skill in billiards, drink mixing, and the semi-subtle art of the bouncer, making handling or even running your own bar a snap.

Sakura-Swirled Ninja (400): Shiranui-ryu Ninjitsu is a combative art descended from ancient ninja practices, spread over eighteen disciplines and varied enough that while practitioners may share elements in common, each can display their own unique flare. In this case, literally. Your version retains the emphasis on speed, elbow strikes, and powerful kicks, but further funnels that in a pyrokinetic direction. You can create and control fire on a limited scale, cloaking yourself and your attacks in it without causing harm to your person. This won't let you control flames you didn't create, however. Combined with more general ninja skills of disguise and stealth, and training in Tessenjutsu (the art of the war fan), you're a threat to any fool in your path.

Korea (Korea Justice) Team

Kim Kaphwan is the reigning world champion of Taekwondo, and an old rival of Terry Bogard, putting him on the same level as that legendary Lone Wolf of Southtown. However, fighting alone is not where Kim's passion lies. His passion lies in justice. In seeing evil vanquished and darkness redeemed. To that end, he has taken custody of two criminals, the massive Chang Koehan and the short speed-demon Choi Bounge, and has put them through a hellish training regiment. To Kim, while he's eager to test his skills against Terry again should that chance arise, the real aim of this tournament is to further the rehabilitation of his charges. Whether they want this or not is irrelevant.

Justice Strong (100): Raw strength is your forte. While this Perk provides some measure of skill in Taekwondo, what it really excels at is teaching you to smash fools. You can heft abnormally heavy weights and swing them around with ease... including yourself. If your form is unusually tall, heavy, awkward, or a combination of the above, you can move relatively unencumbered.

Justice Swift (200): Pure speed is your forte. While this Perk also provides some degree of Taekwondo training and skill, it mostly does so to make the most of your almost supernatural swiftness and agility. You leap, dash, and strike with alacrity, sacrificing little power to increase the number of strikes you can make. At its most powerful, this training could allow you to literally create a small localized hurricane around yourself just by spinning rapidly. Dazzle them and then slice them to ribbons! For, uh, Justice.

JUSTICE (400): Tae. Kwon. Do. You are a master of it, specifically the version found in the world of King of Fighters. This means a major focus on kick strikes, extremely acrobatic maneuvers integrated into combat, and... the power to sense evil? Weirdly, yes. You can now sense evil energy or intent in others, and the stronger it is, the more you are filled with resolve and empowered to battle it. Just be careful... in a sometimes very gray world, 'evil' can mean many things, and this power does nothing to make its user able to distinguish those shades of gray from pitch black if that's what they choose to see...

USA (American Sports) Team

USA! USA! Led by ex-boxer Heavy-D!, the team of basketball player Lucky Glauber and football MVP Brian Battler seems like an odd group for the King of Fighters. However, this trio of friends has the power and prowess to back it up. All three have something to prove, and the support of one another to do so. I have a feeling this team is going to be a real mainstay fixture of these tournaments for years to come...

Unnecessary Roughness (100): Break these fools! You've gained the skills of a brutal and brash American football player, able to tackle and grapple like a beast. But what makes this worthy of the spotlight is how it allows you to emanate pure energy. This can be used to smash foes, absorb hits, and make your every blow a crushing one. Let all these street fighting fools quake as you show them pure American might!

He's On Fire! (200): Karate mixed with... combat basketball? No one ever said every combat style had to make sense. But this does with your special ability; you can infuse physical objects with your own energy, turning them into lethal weapons. If you don't have any existing associated elements, this defaults to fire, but if you have access to other energies you can substitute them. Smash foes, fend them off, or use it as a long-range weapon.

Shadowboxing (400): This grants the Jumper boxing prowess, greatly enhancing their defense and countering skills in the process. Where this Power truly shines, however, is in how it enhances training. With this Power in use, the Jumper can practice their abilities by themselves and gain as much as if they'd been training with sparring partners. Handy for the lone wolf on the go.

Rugal Bernstein

A figure of undoubted power, ruthless and malevolent, Rugal takes joy in crushing all who stand in his way. The weak are mere fuel to the fire of his dark enterprises, while the strong are worthy of crushing personally before having their bodies preserved in liquid metal for his personal collection. Under the pseudonym R, Rugal organized the King of Fighters tournament in the hopes of finding foes worthy of facing him... and being killed by him. And if you think Rugal challenging the best fighters in the world to a three-on-one fight sounds unfair, you'd be right... you just might have which side of that is unfair mixed up.

Gather Energy (100): There are many powers in this world. The essence of nature, the flames of champions, psionic might... but when all is said and done, it should all just be labeled under two categories. What you have claimed, and what is yet to be claimed. With this training, you can tap into and absorb the energy of sources you've encountered. At first this will be little more than draining ambient energies for your use, giving you an expanded reserve. Gradually, you'll be able to hone this until you can reflect energies used against you. And eventually, at the apex, you can rip these energies from living things and use them to enhance yourself. Just be mindful what you're tapping into... and try not to summon powers you can't contain.

Mimicry (200): Everyone in this accursed world of martial artists is so proud of their talents. They'd happily ramble on about the legacy of their moves, how hard they worked to perfect them... and then you counter it with your own version and laugh at all the time they wasted. You can emulate martial arts you witness, up to and including the supernatural powers they possess. However, this has three limiting factors. First, you have to witness these moves, which often means being exposed and on the wrong end of them unless you can do so subtly. Second, while you can emulate these powers, you don't automatically get their sources or reserves, and need to fuel them with whatever energy you have access to. This could result (for example) in flames that LOOK like Kusanagi flames, but carry none of the special powers of sealing and subduing the Orochi. And lastly, this mimicry is not perfect; unless you have photographic memory/reflexes, you'll need to practice what you copy hard to maintain it, otherwise it will fade away after a day or two.

The Coat Is Off (400): This training is... strange. It teaches you how to perfectly hide your power, to fight at only a fraction of your true power. This state is tied to some piece of clothing you commonly wear, such as a suit jacket or cape. When you discard the worn item in question, however, you'll receive a considerable boost to all your powers and combat skills. How much and for how long depends on how long you hid your true power. A few minutes might earn you a minute of decently increased ability. A few hours, thirty minutes of significantly increased power. Maintain this state day in day out until you need to unleash your full potential? A day or more of overwhelming majesty.

Items:

Items are discounted/free if noted such for specific Origins. If an Item is lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

KoF Invitation '94 (Free): You'll of course need this to really enjoy your time here. This is a ticket to entry for yourself to enter into the King of Fighters tournament. The regulations for who gets to enter seem a bit odd, though. All you really need is to HAVE the Invitation, hand it over at the start along with your teammates, and bam. Official team of record. This seems like a system primed for abuse, but since these invites are sent to the best fighters in the world, one assumes they're safe in their care. After this Jump, you'll get a replica of this Invitation still sealed to do with as you wish. Might make a handy trophy?

Neo Geo MVS Cabinet (50): This multi-slot stand up arcade cabinet, bedecked in red and black, has four openings at the marquee for rectangular inserts, two sets of controls, and a Select Game button smack in the middle of the controls. A staple of the 90s, these SNK-produced cabinets came with the ability for the owner to plug in different game cartridges into internal slots, switch in the appropriate insert to advertise which games were available, and thus have a customized experience for one's self or customers. This Cabinet comes with the cartridge and insert for King of Fighters '94, and can be pre-installed in either one's Warehouse or a property they own. Should you already own a Neo Geo MVS Cabinet, you can take this Item for free to just receive the cartridge and insert.

Gimmick Item (50 ea, 1 free Team Jumper): Bladed gloves. Ball and chain. War fans. Basketballs? The fighters in this tournament utilize a variety of mundane weapons when engaged in combat, and it would be unfair to deny you that. When you purchase this, you may decide whether your weapon is a permanent or one-shot weapon. Permanent weapons can channel your energy as if it were your body, while one-shot weapons can only do so if you have Training that says you can. As an upshot, though, you have an unlimited number of said one-shot weapon, summonable from essentially hammer-space. Only one one-shot weapon can be summoned at a time, vanishing shortly after its use regardless of whether you hit with it or not.

Uniforms (50 ea, 1 free Korea Team): Deeply valuable when attempting to create a sense of camaraderie- especially when none existed prior -this Item provides a combat-capable uniform that is remarkably resilient to wear and tear, and one specifically tailor-made to resist the after-effects of your own powers. Should you buy multiple copies, or you and your Companions each purchase this, you'll all receive variations of the same uniform but built to match your body type and combat style.

Hidden Sports Arena (100, free USA Team): Tucked away in some forgotten corner in whatever city you desire, this sports arena has a hodgepodge of equipment for whatever mundane sports happen to be popular. While owned by you, locals frequently make use of it, which is ironically the true power of this Item. Those who do so will, instinctively, be more friendly and open towards you, making getting to know the area or getting information a breeze. In future Jumps, you can Import it to get these same effects from the locals there as well.

Military Encampment (100, free Brazil Team): Nestled deep in some native environment of your choosing, this simplified forward-operating base sports accommodations for up to twenty, complete with a barracks and mess, garage, armory, training yard, and full utilities with its own generator. While it lack men and arms, it is otherwise fully furnished and ready for your squad to move in immediately. Post-Jump, you can attach this to your Warehouse, or Import it into future worlds in this state.

Pao Pao Cafe 3 (100, free Mexico Team): Hola, Jumper! The original Pao Pao Cafe was established in Southtown by semi-retired Capoeira fighter Richard Meyer, and the only other known branch exists in Mexico, run by his student Bob Wilson. Now, there's a third one. A bar and night club, Pao Pao Cafes are built with space to host fights in, and perhaps relatedly will be prone to draw fighters to it. Some of the finest warriors in any world Pao Pao Cafe 3 is imported to will find themselves drawn here to drink and mingle. Strangely, regardless of who you have staff it or how alien the world, Richard Meyer will occasionally pull night shift duty behind the bar. He'll happily lend an ear if you've got an issue, and let you know what your tab currently is if you comp yourself too many drinks...

Train Station (200, discount Japan Team): This is one odd Item. Simply put, it is a train station where-ever you wish to place it. Upon doing so, it will if at all possible attach itself to the nearest rail line, even if it is up to 100 miles away. You'll receive two sub-Items with this; a permanent line pass for whatever train line you've attached this to, and a perpetually updating schedule showing you all the places it will take you to. On top of giving you custom railway access for free, you'll also gain a share of profits off everyone who passes through your Train Station at the top of each month. If you've a mind to become the wandering warrior type, no harm in making it a little easier. Post-Jump, you can Import this to any world you Jump to, or install it in your Warehouse with 'stops' at all your other Warehouse attachments.

Pier (200, discount Italy Team): Simple and straight-forward, you can place this anywhere with access to a waterway or open waters. It will populate with docks, facilities, and even a handful of mundane craft available for use. One of these will be a houseboat (or whatever equivalent the waterway can handle), in your name. A handy little mobile home base, a safe harbor you'll always be welcome in, and if you staff this area a decent source of revenue. Post-Jump, you can Import this any world you Jump to, or install it as a Warehouse attachment that will shift and bend to accommodate any watercraft you own, housing them in a large-as-it-has-to-be modified cove.

Tour Bus (200, discount England Team): Want to really travel far for your battles but still do it in style? This Item provides you with a large bus, geared for up to four people to live on it in relative comfort. While it comes with unlimited fuel, water, and electricity- which is helpful for the onboard bathroom and kitchenette -and an instantly disposing sewage and trash system, its greatest advantage is in how it can blend into one's surroundings. It can shift its outward appearance to fit into whatever large bus or similar vehicle would be appropriate (if any) for where you are. So if you happen to be in London, you could park it somewhere and passersby would think it a classic double-decker bus without a second glance.

Master's Temple (300, discount China Team): Strange powers are native to this world, and their history stretches back through the ages. It is only natural places like this one would exist. Nestled in whatever area you wish (though we advise it be somewhere remote, lest the greedy and powerful come calling), this contains housing for a limited number of persons, decorations and art in whatever style fits your journey, and a meditation garden attached to training areas both indoors and outdoors. These latter elements are the most critical, as meditating and training here will vastly amplify any advances you make related to supernatural powers and/or the martial arts. This applies not just to you, but anyone you chose to tutor here, making it an excellent place to take those you find with promise.

Black Noah (400, discount Bernstein Organization): While not the actual Black Noah, this will fit the role in a pinch. A full-sized aircraft carrier, complete with the aircraft, retrofitted to allow for a global monitoring station. The interior and any flags it flies are customized to your tastes and designs

within reason, allowing for anything from cold sterility to decadent opulence with fine art depicting you as you wish to be seen. Perfect for the would-be world dictator, military commander, or international criminal cartel leader in your life.

Self-Destruct Trigger (400, discount if you purchased any item worth 100 CP or more from this section): The saving grace of villains, and the ultimate method to prevent your best assets from falling into enemy hands. Should a time come when a property you own is at risk of being overrun, either by invasion in general or by you yourself being defeated within it, you can summon this large handheld remote trigger to your hands. Upon activation, a short countdown will begin, after which explosions will rip through the property and destroy it utterly regardless of any normal defenses it may possess. This device has a ten-year cool-down, and does not technically exist outside of when you summon it for its use, though a powerless replica will be added to your warehouse for show. As for escaping should you be forced to use this while inside your property, well, that's your problem to figure out...

Companions:

This being a 3-on-3 tournament, it won't do much good for you to show up stag. As such, you'll gain **two free slots** automatically upon entry. You can choose to use these for Importing existing Companions, or for Exporting new ones. If you pick the latter and have the Country Team Origin, they can be your teammates; if both choices are, you gain the third member of that Country Team for free as well.

Import (50/200): You may Import any Companions you already have for 50 CP each, or 200 for eight. They can take any Origin and gain the basic 200 CP Stipend for Training, though the Team Jumper Origin will not give them extra points. They can take any Drawbacks.

Export (100): Met someone here you want to team with for a lot longer? For 100 CP a pop, you'll gain a slot, literally. An invitation will appear, in an envelope with a wax seal bearing the initials JC. If you can convince someone to join you on your Chain, hand them this envelope; once they open it, they're in. Just, uh, be careful if you hand this to anyone on the USA Team. N-no reason, just... careful.

Rodem (50): Rugal's loyal and beloved panther, always willing to turn his wrath upon the foes of his master, may now have found a new purpose in his life. While seemingly mundane, Rodem is notable for his extreme loyalty, willing to face even impossible odds to protect his master and will think nothing of sacrificing himself if that would help your cause. Beyond that, he combines all the love of a very large dog with the violence of a predator big cat. You might need your Training just to keep up with this new furry friend...

Secretaries (100): This pair of loyal personal secretaries go by the unusual names of Vice and Mature. They seem strangely knowledgeable about your nature, and are quite willing to go with you on your Chain if you so wish. Adept at seeing your orders carried out and able to report to you on affairs across any of your holdings or projects, they're also quite beautiful and personable. Their seeming lack of moral constraints, since their prior employer on record was Rugal, might be a plus depending on your typical dealings. Surely they're just a good bargain for a pair of highly skilled assistants, right...?

Drawbacks:

You may take as many Drawbacks as you wish, gaining CP for each. Be warned, though... you don't want to overburden yourself here too much. Worse fates await than just losing a tournament if you don't watch your step in this world...

Veteran Of Southtown (+0) If you have ever participated in another Jump whose characters are featured here (see Appendix), you can carry over the effects and results of those Jumps to this one, including any relationships friend or foe.

Chain Combo (+0) If so chosen, this Jump can be chained immediately into the King of Fighters: Orochi Saga Jump. If this is taken with Enjoy The Ride, it will apply to those years as well.

Enjoy The Ride (+100) Normally, you would only have the duration of the tournament plus a month before and a month after to experience this world. Now, you'll have all of 1994, from January 1st to December 31st at midnight, to survive and thrive in a world of fighters. Can combined with Chain Combo.

The Fight's The Thing (+100) Even if there wasn't a tournament, you'd be in here cracking knuckles and busting heads. Fighting is in your blood, and nothing short of a gun to your head or a threat to your loved ones is going to get you to pause when a chance to throw down arises.

Preening Peacock (+100) Hey, this is a combat tournament, not a fashion show! To you, it's both. You'll constantly be concerned with how you look to the fans watching on, adjusting hair and attire if it gets mussed. Admittedly, if you still win repeatedly while doing this, you'll probably win over a good number of fans. Fighters might get annoyed, though.

Under Investigation (+100) Who are you, Jumper? Where did you come from, and why? There are powers in this world- and this tournament -who are keen to find out. From governments to special interests, expect to have eyes and ears on you for the entire duration of this Jump. And if you start to behave too wildly, there's a good chance those groups will seek to intervene...

Translation Error (+100/200) Even for an international tournament, it feels like you're getting a lot of things wrong. Expect to get across and hear the general gist of what everyone is saying, but for it to come across like it was slapdashedly translated. This won't apply in your home region, so at least there's that. For an additional +100 points, this will also apply to things you say that others hear, so expect some raised eyebrows and lowered opinions from your fellow fighters. In either case, other fighters won't have this issue with each other, and if you bring it up will probably assume the problem lies with you.

Fight Fair (+200) Unlike tournaments of the future, the stakes and level of powers on display is actually pretty low. This drawback will prevent the use of your Perks and Skills from prior Jumps, but only in relation to your respective tournament matches and your opponents there-in. So while outside the bout you'd be as powerful as ever, inside even the members of the USA Team might stand a chance. The more knowledgeable fighters might even respect you more for taking such a drawback, earning you points in their eyes.

Combat Pacifism (+200) You don't kill. Oh, you can beat someone unconscious, you can break bones, you can make them *wish* they were dead, but even if you just saw them kill your own father

before your eyes, you will never be able to deliver a killing blow by your own hands.

Morale Issues (+200) Normally, you could pick which order your team fought in. You still can, but you yourself will always be third in the order. Worse, each person in the team who is defeated will reduce your own personal power and skills by a third, meaning if it comes down to you you'll be operating at around 33% of your normal power level.

Evil Is Unforgivable! (+200) Your sense of right and wrong can be more accurately described now as a sense of righteous and in need of a violent face smashing. Should you learn of evil deeds and their doers, or even suspect as much, you'll be quick to challenge the vile ones to battle... and not overwhelmingly subtle about it, either.

Cruel For Cruelty's Sake (+200) You're a being of great power, Jumper. Why not abuse it? This Drawback will effectively turn off your moral compass for the duration of the Jump, and enhance your joy at seeing those who slight you suffer for it.

Guilt By Association (+200) You've got a history. Or at least people think you do. Ties to the Howard Connection, or to the Bernstein Organization, or perhaps to graver threats still concealed from the masses in the future. Expect those who would care about such things to care VERY deeply about you being here now, and for word to spread rapidly of your diabolical past. Changing the hearts and minds of folks may not be possible, at least without first fending off their barrages of questions and (as one expects of this world) attacks.

Desire Of Rugal (+300) You're good, Jumper. Very good. Good enough that even if you're not in the champion team for the tournament, Rugal wants to add you to his trophy collection. You'll get a version of this automatically if you beat all other teams and make it to him on the Black Noah, but in this instance, he gains a version of The Coat Is Off with one major addition; his moves have 'priority' over yours. Conceptual attack that erases someone from existence versus Genocide Cutter? Concept countered, and you just took a superkick to the jaw for your trouble. Needless to say, ending up as a statue is a Chain-ender, even if you could somehow survive it.

Who Designed These Teams?! (+300) USA? Brazil? Japan? Mexico? Wait, hold up, why does England have two Japanese women from America and a French woman on it?! These teams make no sense! And now, neither does yours. You can only take this if you imported Companions, and they're now randomly swapped for members of another team, with your team taking the swapped parties. You still only have as much time as before to prepare for the tournament, so here's hoping your new team can get on the same page before the first round.

And Then Black Noah Exploded (+300) Going to be frank here, Jumper. At some point in this Jump, there's going to be a problem you cannot solve by punching. One you can't solve with raw power, and one that if left unresolved no measure of defenses will save you from. You'll know it when you see it. When it happens, you'll have to rely on other skills to survive. And if all else fails, when you feel this kick in, you'll have one last ditch option; flee as hard as your physical form possibly can. You'll be able to run away... but just barely, and only if you act fast. Best of luck.

Ire Of Rugal (+400) Before, if you did well, Rugal might desire you as a trophy. Now? Now you've made him *mad*. Maybe his son and daughter were endangered and he thinks you were behind it, maybe he suspects you were behind ruining one of his arms deals, but whatever the case, one of the most powerful known fighters in the world with international political ties wants you *dead*. This

encompasses everything listed under Desire Of Rugal and then some. And don't suspect your level of power will save you here; he's more than willing to tap into a heightened form of Orochi power early to match you long enough to make it an even fight, even if it'll kill him after.

Ripples On The Pond (+400) Not compatible with Chain Combo or Enjoy The Ride. Your journey starts on January 1st 1994 and ends December 31st 2004; while many tournaments will happen during that time, you only gain by fiat the things you purchased in this Jump. Think you can make it all the way to the middle of the Tales of Ash on this alone? Don't assume things will play out how they did in the past... a powerful person like you could cause considerable ripples and get the attentions of many powerful beings.

This Is My Fight! (+400) Stupid team rules, getting in the way of what you WANT to do. How can you really cut loose when saddled with such dead weight? Now, that won't be an issue, as for KoF '94 only you've been granted special permission to compete solo. This option bars you from all forms of Companions, both the free ones and the ability to take any additional ones by any means for the duration of this Jump. And if your stay lasts longer than this single tournament, you'll find the drawback holds true, keeping you from joining any other teams. Cannot be taken with Who Designed These Teams?!

Luck of Heavy-D! (+400) This will not be the only year that the American Sports Team will be invited. As professional athletes and solid competitors, invitations will be sent to them often over the years. However, in every case, their invites will be stolen and the team brutalized by those who wish to enter for their own reasons. You now have the Luck of Heavy-D!, and will have to fight almost daily in the lead up to the Tournament's start day to keep control of your Invitation. And this Drawback will nullify the normal protections Items gain in regards to the KoF Invitation '94. If you don't have it to turn in on the day the tournament begins, this will be treated as a Gauntlet failure; you'll continue your Chain, but forfeit everything purchased herein. Can you overcome the curse?

Difficulty 8 (+500) You shouldn't take this. You really shouldn't. What are you trying to prove here, Jumper? Okay, fine. This Drawback does two things; it makes it so every fighter here knows your abilities in full, and it makes it so they gain an instinctive knowledge when you're about to use one of them. If this were a fighting game, it'd be the equivalent of the AI always reading your button inputs and acting accordingly, faster and more perfectly than any human ever could. Even if you're unreasonably powerful, in this world, this is a deadly combination, and there's undoubtedly some folks around who can cancel whatever I Win buttons you think you have. Really, seriously, do not tempt fate with this Drawback. You WILL regret it. Repeatedly.

Scenario:

Up for an extra challenge? Want to prove you really are the King of Fighters? Feel free to take this. If you fail, it will not count as a Chain Failure unless you die... or end up a trophy.

Scenario: Arcade Mode.

You must take Fight Fair, Desire Of Rugal, and Combat Pacifism for no additional points to begin this Scenario, though you will gain **200 addition CP** to spend as you wish. Your team now must complete the entire arcade mode of the original game; i.e., you must enter the KoF '94 tournament, win every match, be invited onto the Black Noah, defeat Rugal Bernstein in combat, then escape as he attempts to take you down with him by destroying the Black Noah.

Reward: The True King Of Fighters '94. As the original winner of the first non-Southtown KoF tournament, you've gained a place in history and legend on par with the one Kyo Kusanagi had. Fighters in this world will know of you, and show you respect, as befitting a champion. This will also grant you two boons; the cash prize of \$50,000 as a reoccurring Item at the start of each Jump- a briefcase with the prize money in a local denomination will be by your side at the start each time -and the **KOF Rugal Saga Power Boost Perk**, granting all abilities obtained in this Jump and any future King of Fighters (or related series; see Appendix) Jump a moderate boost (roughly a 20% increase in power/effect). All KOF Power Boost Perks stack so long as they are unique. The KOF Rugal Saga Power Boost Perk will also be granted to your Companions.

In addition, you will receive one more Item... the **Black Noah Trophy**. This 1:144 scale replica of the Black Noah, situated on a wooden stand, will appear in your Warehouse or equivalent. It thrums with a mysterious power, but seems incomplete. Perhaps finding the other Trophies will unlock whatever this possesses... in the meantime, it will at least look good on a shelf or mantle.

End:

Fight's over, Jumper. Whatever happened, whether you had your hand raised in victory or you tasted defeat, your time in this place is over. Now, you have a choice to make:

Go Home: The road ends for every fighter eventually. You'll be returned to the home world you left so long ago, bringing with you all the things you purchased along the way and a lot of memories. Your Chain is over.

Stay Here: For all the threats and dangers this world experiences, it's also a beautiful world with endless lessons to teach at the end of the other fighter's fists. Whether you plan to guide this world or simply revel in traveling and testing your might, this is your home now. Your Chain is over.

Continue: The best of this world never stop their wanderings, so odds are most folks you met here would understand this choice the most. Continue your Jumpchain, and bring the lessons of this world to the foes and rivals you've yet to challenge.

Notes:

King of Fighters 1994, the King of Fighters franchise, and all related properties are owned by SNK Corporation. All rights reserved to their respective holders. Please support the official releases.

Consider this Jump a prologue to future King of Fighters Jumps, of which I have at least five planned; Rugal, Orochi, NESTS, Ash, and Dream Match. You shouldn't have to take all five, but certain Perks and other things shared between them do stack and grow stronger the more you complete.

Challenge Mode does not allow the Jumper to elevate themselves *up* to 10% above an opponent if they were weaker than them, only to *lower* themselves to that level if stronger.

To clarify, for all intents and purposes, Trainings are Perks but under a different name and with specific Perks and Scenario Rewards that reference and interact with them. If you have something that boosts Perks or shuts off Perks, treat the appropriate Trainings as Perks for that purpose.

Rugal's Mimicry Training is intended both to represent the moves he emulates in the games and also what was originally intended; Rugal was meant to be able to copy any move the player used against him after using it. The issue being, for a 1994 arcade game, this was vastly too ambitious, so he instead received a handful of moves from both this and prior SNK titles, plus a few of his own. This provides the originally intended (and vastly more powerful if used properly) ability.

Secretaries, for those who recognize the characters, is intended to represent the two women as they first appeared in 94/95 before much was known about their powers or intentions. This was intended to contrast with the Orochi Saga Jump, where their full potential will be accessible for Jumpers. What allegiances they have if taken this way, and what agenda they might be working towards, is an exercise I leave up to the author. Fanwank responsibly.

Selecting Chain Combo does not negate the CP gained from taking that Jump, but instead lets you continue on without Jumping away, and thus all your future KoF fun will take place on the same world however many times you take that toggle.

If you select Challenge Mode and Fight Fair, both are compatible with each other. Every fight you enter will trigger Challenge Mode automatically, capping you at 10% above the most powerful fighter present against you, but automatically granting you all Challenge Mode bonuses in the process. As a result, should you undertake the Scenario that require Fight Fair and provides a cash bonus Item, you'll receive twice as many (i.e., two briefcases with cash between them totaling \$100K should a single briefcase with \$50K be the normal rewarded Item).

King of Fighters is my favorite fighting game franchise by leaps and bounds, but coming back to this one after getting used to the modern games... oof. Sometimes it's okay to not replay through games you're making a Jump for.

Feel free to repost this Jump anywhere you wish, but please do not edit without permission.

Version 1.0: Created Jump

Created by Astrangeplaytomake

Appendix: The Worlds Of SNK

For the purposes of the Drawback **Veteran Of Southtown** and the Scenario Perk **KOF Rugal Saga Power Boost**, the following is a general list of viable properties. Should the Jumper have gone to Jumps based on them in the past/future, these would apply. Note; this is not intended to be an exhaustive list, merely an informative one.

- Fatal Fury/Garou: Mark of the Wolves
- Art of Fighting/Buriki One
- Ikari Warriors
- Athena/Psycho Soldiers
- King of Fighters
- Metal Slug
- Samurai Showdown
- World Heroes
- Capcom Vs SNK
- SNK Vs Capcom
- Neo Geo Battle Colosseum
- The Last Blade
- King of the Monsters
- Savage Reign
- SNK Heroines: Tag Team Frenzy