



the SIMPSONS™

Skateboarding

MATT GROENING

The Simpsons Skateboarding

A Jumpchain CYOA by WoL_Anon

Ver. 1.0

The Annual Skate Tour is coming to Springfield! Practice your kicks and your grabs, because you're going to be competing for some big bucks. We're talking literally dozens of dollars here!

The Annual Skate Tour is open to locals only, so that means only you and your fellow Springfieldians can enter. Everybody in town is going to have their eyes on that \$99 Grand Prize, including, naturally, the Simpsons. Homer, Marge, Lisa, and of course Bart are going to be hitting the half pipe hard to show the town just what they're capable of when money's at stake.

So grab your skateboard, hit the course, and get ready for the Annual Skate Tour championship!

You arrive in this world shortly before the Annual Skate Tour begins. You will be staying here for the next week.

You have 1000 choice points (cp) to spend.

-Age and Gender-

You may choose any age you would like for free, as long as it makes sense and does not provide you with any additional advantages you have not purchased.

Your gender remains the same, but you can pay 50cp to change it if you wish.

-Form-

You will be arriving in this world as a Simpsons-style human. Compared to the humans of other worlds, those have a "cartoonish" look to them, and typically have four fingers on each hand instead of five. Caucasians, instead of possessing a white or light tan skin colour, possess a bright yellow one. If you like, you may choose for your human form granted by this purchase to be one of these yellow Caucasians, even if you typically are of a different skin colour.

Post-jump, this becomes an alt-form, which you can switch to and from at will. Additionally, post-jump, you will become able to "Simpsons-ify" any of your humanoid alt-forms, bringing them in line with The Simpsons' aesthetic (four fingers per hand instead of five, having a distinct "cartoonish" look, Caucasians possessing a yellow skin tone, etc.). This effect can be toggled on or off as you please.

-Background-

You may choose to Drop In to the setting with no memories or history in this world. Alternatively, you may design a background in this world, based on what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made.

Those who Drop-In will still be allowed to participate in the Annual Skate Tour.

-Location-

Roll 1d8, or pay 50cp to choose. Starting at a location other than Springfield Elementary means you can start at that course as part of the Skate Tour instead of having to earn your way up to it – though you'll still have the opportunity to go back to earlier courses if you'd like to.

[1] Springfield Elementary

What better place to start your skating career than an elementary school? Skate through the parking lot, grind on the playground, skate up onto the roof – this course is kid's play.

[2] Downtown Springfield

Generally business owners don't want skateboarders hanging around their shops, but with all the tourism that the Annual Skate Tour is bringing to Springfield, who are they to complain? So go nuts at the Kwik-E-Mart, the Krusty Burger, Stonecutter's Lodge, and many other fine establishments. It's open season on Downtown Springfield.

[3] Burns' Manor

The intimidating estate of C. Montgomery Burns, Springfield's nefarious billionaire, can be a skateboarder's dream park or a complete nightmare. With a huge hedge maze, priceless statues, and a dark, scary dungeon, there are plenty of opportunities for doing tricks, but that might be tough with the hounds on your tail.

[4] Construction Site

Look at East St. Louis – Springfield is a town on the move! New businesses are clamoring to grab a piece of Springfield's discretionary dollar pie, and new businesses means new construction sites, and construction sites are a boarder's paradise. Half pipes, full pipes, planks, ditches, cranes, and more. Reap the fringe benefits of Springfield's economic boom.

[5] Sir Putt-A-Lott's

The scene of the legendary minigolf showdown between Bart Simpson and Todd Flanders plays host to a whole new sport. Skate over a shark, through a castle, around a dinosaur, and of course past a windmill – and you thought playing golf on these courses was fun!

[6] Krustylu Studios

This is where the magic happens. That special Krusty-Brand magic. The fabled studios where the Krusty the Clown show comes to life are the perfect venue for you to put on your act of high-flying, death-defying skateboarding. Try to pull off a couple of tricks in front of the cameras. You could be famous!

[7] Springfield Gorge

This is it: The ultimate test of your skateboarding abilities. Many people have tried to skateboard Springfield Gorge. Few have lived to tell the tale. The terrain is unforgiving, and you'll need to use every trick you've learned so far to pull off a successful run. With rocky trails, boulders, raging rivers, and more, you're a long way from Springfield Elementary.

[8] Free Choice

Lucky you! In addition to any of the above seven locations, you may also choose to begin at Springfield Mall, Itchy + Scratchy Land, or the Power Plant.

-Perks-

You may choose 2 100cp perks, 2 200cp perks, 2 400cp perks, and 1 600cp perk to be discounted. Discounted 100cp perks are free, and all other discounts are 50% off. For perks you may purchase multiple times, any discount applied only counts for the first purchase.

[Free] Boarding Basics

Let's make sure you can actually participate in the Annual Tour, shall we?

You now have a solid grasp of the basics of skateboarding. Simply moving around on your board won't cause you to lose balance. You can pull off ollies, grabs, flips, and grinding on rails – but cannot do these at a particularly high level. Still, it is a good base to build off of.

[100cp] Scoreboard

You have the uncanny ability to mentally track the approximate point value of tricks you perform on your skateboard. This is done automatically without breaking your concentration, and you can

choose for the point count to be displayed in the bottom left corner of your vision, as a visual indicator.

Note that the point values of your tricks are derived from their judged value in the Annual Skate Fest, so they may not always be perfectly accurate in other worlds.

You can toggle the effects of this perk on and off as you like.

[100cp] Time to Skate

You have an excellent sense for timing. In fact, you have the ability to set a mental timer, which counts down the seconds for you. You can easily sync this timer with countdowns you are aware of, such as a time limit you are under as part of the Annual Skate Tour. If you like, you can have your mental timer appear at the top of your vision as a visual indicator.

[100cp] Skateboarding Soundtrack

You gain a mental library of all music present in The Simpsons Skateboarding. You are able to play these songs at will. You can choose whether those around you hear the songs, or just yourself. You can adjust the volume (but not raise it to a level where it would harm an ordinary human), create playlists, and shuffle songs. You may set music to play under certain conditions, allowing you to have a battle theme, or create an internal alarm clock.

Should you possess, or gain in the future, a similar ability for other music, you may acquire remixes for some of those tracks, just as how The Simpsons theme is remixed here.

[100cp] Board Broadcaster

Not everyone participating in the Annual Skate Tour does so on a board. For those looking to take on a commentary role, consider this perk.

Thanks to this perk, you are able to speak in a clear voice, like a news anchor. Your voice doesn't wear out easily either.

Additionally, you have gained a fairly comprehensive knowledge of skateboard trick names. This will ensure you can identify the tricks you are commentating over – just try to make sure you are offering more than just trick names again and again!

[200cp] Back to the Grind

Within the realm of skateboarding, you are particularly proficient with grinds.

This talent will help you identify edges which you could grind along, maintain your balance while grinding, and successfully string together grinds on nearby edges with ollies.

[200cp] Half-Pipe Hero

Within the realm of skateboarding, you are particularly proficient in the use of half-pipes and similar slopes.

This talent will help you either leave a half-pipe or pop-up into the air, based on your aim. It almost seems like you have more hang time to perform your tricks coming off half-pipes, though in reality you just tend to react faster and move more efficiently.

[200cp] Charting A Course

Many events during the SkateFest portion of the Annual Skate Tour require a skateboarder to quickly move around the course and interact with certain objects or people before time runs out.

It is these events in which you now excel, as you are quite skilled at devising optimal routes between locations based on your knowledge of the environment. This skill will help you move efficiently between your targets, shaving time off that others might waste.

[200cp] Belly On Board

It's no secret that Springfield has a bit of an obesity problem. Despite this, the residents of this town are no less capable skateboarders – a trait you now share.

From now on, issues of weight or fitness will not negatively impact your skateboarding ability, as well as very similar sports. Your skateboard will not break under your heavy weight, and you'll be able to use it for extended periods without exhaustion, even if you are extremely unfit.

[400cp] In The Zone

As you perform tricks while riding a vehicle (including of course skateboards), you will build a special meter known as the In The Zone meter. You'll always be aware of just how full this meter is at any time, and if you like can have it appear in the top right corner of your vision as a visual indicator.

While the meter is full, you experience a significant boost in your ability to operate your vehicle. Additionally, for skateboards and other vehicles it makes sense for, you gain the ability to perform a couple of special In The Zone tricks, which are performed in slow motion, and which are highly rated in instances where your tricks have point values.

Should you crash, or cease to operate your current vehicle, your In The Zone meter will immediately empty, and will have to be refilled.

[400cp] Objective Compass

At the top of your vision is an arrow, which will point to your current objective.

A valid objective must be a discrete person, place, or item. It cannot, for example, be something like "happiness", or "a way to do X". So long as it meets this criteria, you have free control over what your current objective is.

The arrow can only point to objectives in the same part of town, but does not require you to know where the objective is. If for some reason it cannot point to the target, such as if it is too far away, the arrow will temporarily disappear. Note that the arrow merely points in a straight line to your goal, and will not account for walls or preferred paths.

You can freely toggle the arrow on and off as you like.

[400cp] Set Start Point

You've discovered a curious ability, one that will allow you to navigate the various courses here much faster than usual.

Throughout the world, you will notice points indicated to you by small glowing circles visible to you only. By standing on one, you can choose to mark it as your "start point". So long as you remain in the same general part of town as this point, you can freely teleport back to it at any time.

Only one point can be marked as a start point at any one time, but you can always return to a previous point the hard way if you want to mark it again.

[400cp] Skateboardour

Skateboards aren't just an implement for pulling off cool tricks. They are a vehicle, one that you are particularly proficient at getting around on.

Now, you'll quickly recognise opportunities that you can take advantage of with a skateboard (or similar item) to reach harder to access areas, be it ramps you can jump, long rails you can grind along, and so on. Moreover, you are able to actually take advantage of these opportunities, able to make impressive jumps on your skateboard and quickly move around the environment.

You'll find such talents particularly helpful when taking on the SkateFest portion of the Annual Skate Tour.

[600cp] Surviving Springfield Gorge

Skateboarding can be fun, but it can also present serious dangers, especially when done in treacherous terrain like Springfield Gorge. This perk will help you survive such activities.

From now on, you are immune to permanent harm as a result of accidents arising from skateboarding and similar activities. That isn't to say that things won't hurt, but you'll be able to slip at the top of a ramp and land on your head, and walk off the pain. Note that this applies only to accidents; if someone intentionally hits you with their car you won't be protected simply because you happened to be on your skateboard at the time.

Likewise, you are now immune to dangerous falls. Should you ever fall from a great height, or would fall into a hazard of some kind, you will immediately be teleported to a safe location nearby.

[600cp] Jumper's Skate Tour

It's curious how this obsession with skateboarding sprung up out of nowhere, and yet was apparently part of Springfield history all along. With this perk, you can apply a similar phenomenon in future worlds.

Once per jump, you can activate this perk. Almost overnight, the local area will be altered to accommodate an impressive skateboard tournament, and major players from the setting will be provided skateboards if they do not possess them. The area this applies to is generally equivalent to the local town or city, though may be larger in settings that operate on larger scales.

Over the next couple of weeks, a skateboard tournament will be held in this area for a cash prize. The setting's major characters will eagerly participate. During this time, whilst small scale crime or altercations may still occur occasionally, any major conflicts, wars, or world-shaking events will be put on hold. Major characters who would want each other dead will leave each other be until the tournament comes to an end and they return whence they came.

While you are free to choose whether you participate or not, using this extra time to prepare for upcoming conflict, or instigating such conflict yourself will cause the tournament to be cancelled and the peace brought on to end with it.

At the tournament's end, any changes to the environment will be undone overnight. Strangely, no one but you (and those you designate) will recognise this sudden departure into skateboarding as unusual. In fact, goodwill earned and friendships forged may well persist past the end of the tournament, however it comes to a close.

In settings where there is a very similar sport to skateboarding, you may use this perk to establish a tournament for that sport instead.

Post-chain, you will be able to use this effect once a year.

-Items-

You may choose 1 50cp or 100cp item, 1 200cp item, 1 400cp item, and 1 600cp item to be discounted. Discounted 50cp or 100cp items are free, and all other discounts are 50% off. You may purchase items multiple times, but any discount only applies to the first purchase. Free items are the exception to this; you may only get 1 of each. Discounts do not stack.

Should you already possess any similar items to the ones you purchase here, you may import these items, giving them any advantages the purchases they are imported into offer, unless the item in question states otherwise.

[Free] Starter Skateboard

A standard skateboard. While you have some level of input over its design, it remains fairly bland and ordinary.

Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] The Simpsons Skateboarding Game Bundle

More of a gamer than a skateboarder? This bundle contains:

- A 2002-era television.
- A PlayStation 2 with one memory card and two controllers.
- A copy of The Simpsons Skateboarding.

Should any of these be lost or destroyed, a replacement will appear in your Warehouse 24 hours later.

[50cp] Grand Prize

Why put all that effort in to win a skateboarding competition when you could just claim the prize here?

This provides you a whopping \$99 USD. It won't be replaced, so spend it wisely.

At the start of each new jump, you will receive an equivalent amount of the local currency. Post-chain, you will instead receive it every ten years.

[50cp] Itchy + Scratchy Land Lifetime Pass

While Itchy + Scratchy Land is open for the Annual Skate Tour, those that want to make use of it in a more traditional way will have to pay to enter.

Fortunately, this pass will allow you free entry into Itchy + Scratchy Land. In other settings, it will also apply to other prominent theme parks. Note that this strictly applies to entry, not other charges.

Should your pass be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Floating Letters

A set of large floating letters, which spell a word of your choice – chosen by you on purchase of this item.

The letters can easily be moved, and also stored in a special subspace when not in use. You could use them as part of a timed course where a participant must collect all of them within a target time to win. Or, you could just use them to spell something dirty. I won't judge.

Should any of the letters be lost or destroyed, a replacement will appear in their special subspace after 24 hours.

[100cp] Skateboard Set

Requires Starter Skateboard.

A collection of variations of your Starter Skateboard. These carry a variety of designs, but are no better than your typical skateboard in terms of function.

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Outfits

A pair of outfits. The first is fairly typical, whilst the second is potentially a great deal wackier, as if it was some kind of special unlockable costume. You can decide the details for yourself on purchase of this item.

In any case, these outfits are self-cleaning and self-repairing, but afford no special properties beyond this. Should either be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Complete Skateboard Collection

This collection includes a copy of every usable skateboard present in The Simpsons Skateboarding. While none of these are beyond ordinary, there is a range of sizes present to accommodate the various participants of the Annual Skate Tour. Perhaps they'll serve as a memento of your time here?

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Collectible Objects

Each of the participants in this competition collects items important to them. This purchase will provide you some of your own.

Each purchase of this item provides you with a small supply of three different types of objects, each no more useful than a cherry bomb. See the Notes section for the kind of objects you could choose.

These objects can be stored in a special subspace when not in use, and are preserved in this space, meaning food and drink will not go bad.

Objects that are lost, destroyed, or used up will be replaced after 24 hours.

[400cp] Shop

They say money can't buy talent. In this case, they'd be wrong.

This "shop" is a screen that you, and those you allow, can pull up whenever they like. It will display a person's skateboarding talent, broken up into five categories: Speed, Turns, Jumps, Grabs, and Grinds. Each stat is measured from 1 (completely untalented) to 100 (world class professional skateboarder).

A person can spend money in order to increase their stats. Typically, this is up to a maximum of 100, at a rate of 5 cents per point. Should someone have a maximum potential that would exceed 100, they will be able to continue to buy points to realize this potential, but from 101 and beyond points become exponentially more expensive.

The shop accepts all forms of currency you might encounter in your travels.

[400cp] Road Rage

You have a brand-new car, of a model common to Springfield. It never seems to run out of fuel, and general upkeep is not necessary, allowing you to drive it around just about anywhere.

This will make moving around town much more convenient to you, just make sure not to run over any skateboarders along the way!

Should it be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[600cp] Skate Arena

A large skate arena. It boasts a large variety of ramps, pits, and rails, to give you all sorts of options to skate on.

In addition to using it as a place to play, practice, or compete with your friend for fun, the arena regularly hosts special events with cash prizes. Skillz School rewards those that can perform specific tricks. Other events reward those who can rack up the most points by performing tricks in a limited period of time. Initially, these prizes are quite pitiful, but post-jump they will be far more respectable.

To manage the arena, this item comes with a small army of generic Springfieldians. They count as followers; should any perish, replacements arrive at the start of the next jump (post-chain, after ten years).

In future worlds, you may choose for it to be attached to your Warehouse via a special gateway, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like.

Should the arena be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse via a special gateway.

[600cp] Slice of Springfield

A large area which has been converted to accommodate various skateboarding activities. It is equivalent to one of the levels present in The Simpsons Skateboarding.

On purchase, you can decide the specifics of this item. It can be a copy of an existing level present in The Simpsons Skateboarding. It can be the original thing (though if the same level is purchased multiple times, then obviously this can only be true once). It can even be an original level, so long as it remains within the scope of existing levels, and references Springfield in some way (the specific layout is still up to you).

While this item does not come with named characters, it does come with a large number of generic Springfieldians, both to maintain the skateboarding elements, and also to populate your slice of Springfield in a sensible manner. They count as followers; should any perish, replacements arrive at the start of the next jump (post-chain, after ten years).

In future worlds, you may choose for it to be attached to your Warehouse via a special gateway, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like.

Should your slice of Springfield be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse via a special gateway.

-Companions-

[50cp per.] Import

You may pay 50cp to import a companion you already have. They get 600cp each, to spend on a perks and items, and are entitled to the same freebies and discounts as you. They may not purchase companions. Like you, they may Drop In, or have a background which matches their purchases. Just as you do, they gain a Simpsons-style human form, and its post-jump benefits as described in the Form section.

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive 600cp to spend on perks and items, and are entitled to the same freebies and discounts as you, including the Simpsons-style human form, and its post-jump benefits as described in the Form section. They may not purchase companions. Their appearance, personality, and history are up to you, provided you do not grant them anything not reflected in their purchases. By default, they are absolutely loyal to you, but you may forgo this if you wish.

[50cp per.] Recruit

For 50cp each, you may take any named character appearing in The Simpsons Skateboarding along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a 'slot', so you can ask around and find another character to journey with if you would like.

Recruited companions gain the ability to "Simpsons-ify" their humanoid alt-forms, as described in the form section.

-Drawbacks-

You may gain up to **600cp** in drawbacks, but may take as many drawbacks as you like.

[0cp] Jumper History

Have you been to the Simpsons world before? Well with this toggle, you can import the events of any previous jumps involving The Simpsons that you would like to, smoothing out any inconsistencies between them in a manner of your preference. Attempts to use this toggle to interact with prior versions of either yourself or companions will fail however.

[0cp] Full Stay

Can't get enough of Springfield? Taking this toggle will extend your stay in this world up to a full ten years. Skateboarding will remain a major focus of the setting.

Be warned, Springfield can be a crazy place – who knows what will happen next?

[+100cp] Long Load Times

Whenever you move between areas, everything will pause. A bar will then appear at the bottom of your vision, and will very slowly fill. Once it does, things will resume. This "loading time" does not count towards your time spent in this jump.

While this doesn't practically hinder you, you'll likely grow quite frustrated with it during your time here.

[+100cp] Grating Graphics

Whether it is the consequence of translating a cartoon world into a 3D space, or some other cause, things here look just a bit off to you. While it won't prevent you from recognising your surroundings, it is likely to lower your enjoyment here somewhat.

[+100cp] Cons of Commentary

The Annual Skate Tour is a commentated event. Whatever you may think of Kent Brockman's usual performance, this drawback makes it significantly worse; he will mindlessly repeat the same trick names over and over and just generally does a bad job.

Worse, you'll somehow always manage to hear this commentary. There's no escaping it, so try not to let it bother you too much.

[+200cp] Skateboard-bound

For the duration of the jump, you are unable to move about the world other than via skateboard. You cannot walk or run, or be carried by other vehicles. Should you crash, a small leeway will be granted to walk over and collect your board, so long as it remains fairly close to you.

This won't impede you performing various skateboarding tricks.

[+200cp] Poor Controls

You have become hopelessly uncoordinated. What was once simple movement for you is now quite complicated, as if you were controlled by a player in a game with bad controls.

This is most prevalent when it comes to skateboarding; fortunately in all cases you may learn to overcome this challenge with serious effort.

[+200cp] Injury Prone

You are particularly vulnerable to injury, especially from those derived from skateboarding related accidents. A fall down Springfield Gorge is liable to kill or cripple you.

This drawback overrides any durability or protection you would typically possess.

[+300cp] Less Money, More Problems

You lose access to any form of money you are bringing in with you from outside this jump, as well as any money you gain via item purchases here.

Additionally, you can only earn money at the kind of scale present in the Annual Skate Tour, which is better measured in cents than in dollars. Even scraping by will be a significant challenge for you.

[+300cp] Power Loss

This is a simple skateboarding setting. So, why not give those fancy out of jump powers a break?

If you agree, you can take this drawback. For the duration of the jump, you and your companions will lose access to all out of jump perks and powers, outside of your Body Mod.

[+300cp] New Grand Prize

\$99 is a horrible grand prize. So, it has been decided that the Annual Skate Tour has a new prize – your chain!

Now, you must win the Annual Skate Tour, or you will fail your chain and surrender it to the winner. If you are extending your time here, then you must defend your title each year – fail once, and it is over for you.

-Ending-

You have reached the end of your stay here. All of your drawbacks are hereby revoked. Any background memories you have acquired no longer have any influence over your behaviour.

Choose one of the following three options:

Resume: You choose to remain in this world. Your chain ends here.

Mode/Level Select: You choose to continue your chain. Proceed to the next jump.

Quit: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

On Collectible Objects:

Here are the collectible objects for each character:

- Homer: Doughnuts, pizzas, Duff beers.
- Bart: Radioactive Man comics, cherry bombs, Krusty dolls.
- Marge: Hair dye bottles, hand vacs, grocery bags.
- Lisa: Saxophones, Malibu Stacy dolls, copies of the US Constitution.
- Nelson: Cherry bombs, lighters, brass knuckles.
- Otto: Eviction notices, electric guitars, rock t-shirts.
- Professor Frink: Calculators, pocket protectors, ray guns (Because this is both wildly out of scope with the other collectibles, and is also vague on what they can do, this isn't a valid choice. A toy ray gun would be fine.)
- Krusty the Clown: Boxes of cigars, Krusty Burgers, cream pies.
- Chief Wiggum: Walkie talkies, police badges, speeding tickets.

So, what exactly happens here, anyway?

There is no grand story here besides the Annual Skate Tour. Among the participants are the Simpsons (Homer, Bart, Marge, and Lisa), Nelson, Otto, Professor Frink, Krusty the Clown, and Chief Wiggum.

-Changelog-

0.1

Created the jump.

1.0

(i) Minor typo fixes.