

Version: Jet Jaguar? Jet Jaguar! He mother never really loved him.

*In the not too distant future, next Sunday A.D.*

*There was a jumper named Anon, not too different from you or me.*

*They worked for an omnipotent deity, just jumpin' from worlds as free as could be.*

*They did a good job entertaining the place,*

*But the boss got bored and shot them into space.*

*"We'll send them cheesy movies, the worst we can find" (la la la)*

*"They'll have to sit and watch them all, and we'll monitor their mind" (la la la)*

*Now keep in mind that Anon cannot control where the movies begin or end,*

*They'll try to keep their sanity with the help of their companion friends!*

Uh... that's about as far as the theme song goes for now. But from what you may of gathered by that beautiful musical number, I've decided to place you in the care of two "friends", Dr. Forrester and Dr. Erhardt TV's Frank. They need new subjects for their experiments and are calling in a favor (stupid interdimensional poker game). So, for the next ten years you will be stuck on the Satellite of Love watching some bad, bad movies. Oh, and you'll be broadcasted on a pay-per-view channel across the multiverse, so please try to be funny.

The rules of this jump fairly simple, but non-negotiable. Obey these or I'll drop kick your ass back to Earth. You can keep the toys up until now, but no more adventures

1. Sorry to say, but you are in this for the duration. 10 years, from 1989 until 1999, hombre. And not just with the 200-ish episodes that ran on TV, oh no. We're talking roughly 1,200 movies over the course of 3650 days. Intervals between the experiments will be from 1-4 days, but be ready; you will have a movie at least twice a week
2. You must stay on the Satellite for the entire jump. Occasionally, you may be sent somewhere else due to the shenanigans of the mads, but it will only be for the 'episode'. So be thankful if you get beamed to the Earth, right next to your Nana Mama's house so you can get some of her homemade Sugar Bacon.
3. You need to watch the entire movie. Failure to watch the movie (sneaking out, falling asleep) will be met with a variety of punishments, from electric shocks to violent decompression. You get 4 breaks of 8 minutes each for commercial, allowing you to take care of business. However, you must use at least 3 minutes to make a small sketch related some how to the current experiment or plot arch
4. Only three people in the Theater at a time (including you), and they must stay for the whole movie. Experiments require control groups and the equipment can only handle so many inputs. A fourth may guest star on occasion, but it will be very rare.
5. Invention exchanges are mandatory for at least six years. Failure to comply will be reprimanded and accepted occasionally, but constant flunking will be punished.
6. You cannot access your warehouse for the duration of the jump, that would be too easy. When the 10 years are up you'll have a week to clean house and dump stuff in the warehouse, then you need to stay or get off the pot (or something like that). Your powers are still active but at 1/8th normal.

Thankfully, you are not going in alone. You've got the Robot Pals to help you out! Cambot, Tom Servo, Gypsy and Crow. Oh, what fun you will all have together. But, in case if you want more options, he's some credits to help you out.

- 1000 CP.

Enjoy and remember, it's not just a show; my rep is on the line. Don't make me look bad.

Age: Roll 18+1d8

Gender: Previous incarnation.

Pay 100 CP to set both.

Locations: Ha, fooled you. You get nothing, NOTHING. Only one place to start, on the Satellite of Love.

Background:

- Drop In: The usual option for you squares. No memories, no connections. However, you do start with a nasty headache where the Mads would have knocked you on the head before getting shot into space.
- Worker (100 CP): You've you may not have a super fancy college-boy doctorate, but you do have a knack for inventing. That landed you a place at the prestigious Gizmonic Institute as a full-time handyman, part-time inventor. Unfortunately, a couple of rogue scientists decided you were the perfect subject for an experiment and decided to conk you on the noggin and shoot you into space.
- Mad Scientist (100 CP): Technically, you are just kind of a neurotic and not really mad, but that's just The Man's way of keeping you down. You are a bona fide scientific madman who has a tendency to laugh evilly, create strange devices and try to take over the world. Unfortunately, you are not great at any of those things. This has led to your employer/partner, Dr. Forrester, to use the Timberland-Derived Temporary Neuron Communication Disruptor to temporarily disrupt your neurons (i.e. he hit you on the head with a hammer) while he launched you up to the Satellite of Love.

Skills/Perks:

- Control Group (100 CP): Once a year, you will be permitted to choose a film to play. Must still abide by the rules, including breaks.
- Comedic Precognition (100 CP) (Free for Drop In): You get a feeling for parts of films where comedy gold can be mined, along with a good line or two.
- Schnell, Schnell, Schnell!!! (100) (Free for Worker): Maybe it's from watching so many preparation montages, or maybe it's just good reflexes. Either way, you are better than most at clobbering together equipment and inventions from scraps in a timely manner. May not be good, but it's quick.
- Evil Laugh (100 CP) (Free for Mad Scientist): MWHHAHAHAHA. Even though you are no longer employed by Gizmonic Institute or Dr. Forrester, you still retain an excellent diabolical cackle. Spine-tingling, hair-raising, bowel-clenching, you can spook anyone with your vocalizations.
- I Hate Tom Servo's New Voice (200 CP): For some inexplicable reason, you don't like the Tom post-Season 1. So now you get the other guy, making Kevin Murphy cry. You jerk.
- I Also Hate Crow's New Voice (200 CP): You really prefer the old Crow, who sounded suspiciously like Dr. Forrester. So sorry, Bill Corbett, you're out.
- Musique non-stop (300 CP): Let us reminisce about the bards of yester-year. Sinatra, Bob Dylan, Jimi Hendrix, Freddie Mercury, Jerry Garcia, Kanye West, and many more. Now you can add your name to the list! Well, while you may not be the same level as those artists, you have the

ability to make good songs about the current movie you are watching. Now that may not seem like it's that useful, but I can guarantee the Internet will LOVE you (once it gets invented).

- Comedy Gold (300 CP): You've got the wit of Groucho, the sting of George Carlin, and the repertoire of cultural material from an entire library. It's almost as if you've got a team of little writers in your brain working overtime (which you may actually have), thus giving you the perfect joke for any opportunity.
- Master of Inventing (400 CP) (Discount for Worker): You've got that je-ne-sais-quoi, that knack for making cool inventions that leave all the other inventors jealous. Practicality and effects may vary, but it'll work and be sufficient for any invention exchange. Requires a little prep time, but worth it.
- Mad Genius (400 CP) (Discount for Mad Scientist): You would be a piss-poor addition to the long list of criminally insane inventors if you did not have an active imagination. You can come up with all sorts of ingenious designs to fulfill mundane tasks. Sure, there may still be a few kinks to work out, but it's a prototype. Don't judge me.
- Weekly Guest Star (400) (Discount for Drop In): Lets you have a fourth person in the theater once a week, from the Satellite only. For an extra 200, will allow anyone of your choosing. Mads are permitted, but will not like it.
- Interdimensional (Planetary) Royalties (600): Your show is a cult classic in this dimension and all over. Every three months (90 days) you will receive the equivalent to \$10,000 in local currency either in your warehouse or on your person. Depending on your actions in this jump, could go as high as \$25,000. Can be either in a non-traceable check or cold hard cash. I highly recommend cash in non-modernized worlds.

#### Companions:

- Torgo (100 CP): A satyr dressed in a Confederate uniform, Torgo was the guardian of the Master. However, he was fired due to his ineptitude and the attempts to sleep with the Master's wives. Torgo is a mediocre henchman at best, often taking a long time to complete his tasks due to his unique feet. His speech impediment is annoying, and he has the most godawful repeating music that plays whenever he approaches. Torgo also will try to hit on most females, companions or otherwise, making him very bad for negotiations. The only upside is that he can get you a free pizza and bottle of soda every movie, though he must travel far away to get them.
- Mike Nelson (200 CP): Another human being with whom you can do human stuff with. Invention is not his forte, but his comedy is good. Has a tendency to go off the deep end after watching a particularly bad movie, so be wary.
- Joel Robinson (400 CP) (Discount for Worker): The original inhabitant of the Satellite of Love, Joel's the king of invention exchanges, relatively level headed, and quite humorous to boot. He does have a thing where he looks perpetually sleepy/stoned, but that's about it.
- With A Little Help From My Friends (400 CP) (Discount for Drop In): You replace all three of the Robot Pals with three companions of your choosing. At least one should be proficient in managing systems, as someone needs to take over for Gypsy. Cambot stays since he is necessary for recording.
- I Really Like Those Little Guys (200 CP, Requires "With A Little Help From My Friends"): Allows you to keep your Robot Pals as well.

- Mole Person (400 CP, Discount Mad Scientist): Saved from eternal slavery to a race of underground Sumerians descendents, these Mole People are the most loyal followers. They may not be able to speak, but they sure understand you and are excellent diggers. Decent at most tasks, you can train them in more specialized skills later on. May assault any Sumerians they see. Can be taken multiple times.

Gear:

- Concession Stand (200 CP) (Discount for Drop In): All the amenities you need to survive a movie. Random soda, popcorn, random candy, etc. For an extra 200 (no discount), you will upgrade to an excellent quality stand. Real butter, best soda, best candy, good selection of food, and a modest selection of wine and fine cocktails. Will require someone to make the popcorn if Gypsy is not there. Keep your bladder in mind, kids.
- Gizmonic Jumpsuit (50 CP) (Free for Worker): A nifty red jumpsuit. Easy to clean, comfortable, and automatically repaired if damaged.
- The Joe Don Baker Special (300) (Discount for Worker): An ample supply of fermented liquid beverages. Enough to get you drunk for each movie, but not dead to the world. Could result in alcoholic related shenanigans, liver safety and comedic value not guaranteed.
- Jar of "Cowboy Mike's Old Original Red Hot Ricochet Barbeque Sauce" (200 CP) (Discount with Mike Nelson): 16 ounces of the boldest BBQ sauce known to man. Good on everything, makes it bold yet just the right amount even for those who dislike heat. Those of evil inclination do not think it's that bold. Replenishes every week.
- Timberland-Derived Temporary Neuron Communication Disruptor (TDTNCD) (400 CP) (Discount Mad Scientist): A large wooden mallet, guaranteed to knock out any average human with proper force, and leave them with a giant welt. Somewhat unwieldy and hard to store normally. No, you cannot take out Superman with the Mallet.
- Weaponized Coily (400 CP): A giant red-and-yellow toy raygun that when fired causes Coily the Spring Sprite Daemon to appear, remove all coils not on your person in a 25 ft radius, and yell "NO SPRINGS, YEE HEE.". Annoying, but useful. Recharges daily. Do not use while in a car or plane.
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Complications: May take 4 up to 600 CPs.

- My, my, my, MY GOD (+0): Congrats, you get a free companion. Only problem is that it's (Joe Don Baker as) Mitchell, the famous "doesn't-play-by-the-rules" maverick cop of LA. He's not very funny, an asshole, and will drink all your booze and eat all your food. The plus side is that Mitchell is a surprisingly good investigator and a crack shot.
- Holiday in SPAAAAACE (+0): Good news: you get awesome meals for each major holiday. Thanksgiving, Halloween, Christmas, and Easter. Bad news, you've got to watch EIGHT back to

back movies during that time, along with doing skits for each. It will be worth it to have some of the best stuffing in the universe.

- Laugh A Half-Minute (+100): A decent joke must be made at least every 30 seconds, otherwise you and companions will receive a painful shock. Nonlethal, but pierces any magical or mental fortitude.
- Intro, Movie, Rinse, Repeat (+100): Every “episode” you and companions need to reenact the intro. This includes getting hit on the head.
- Bad News Bears (+100): You really piss off the Mads, you know that right? The quality of movies is going to be the worst of the worst, the kind you wouldn’t want to wish on your hated nemesises (nemesi?).
- The Definition of Insanity (+100): Something in you is off. Bad movies may make you groan normally, but you’ll get REALLY weird when watching bad movies. May lead to temporary insanity, including but not limited to impersonating celebrities and characters from movies. Mostly harmless to others and really funny, but will start to tax your mind.
- Wait, is that Camera On? (+100): The effects of this drawback go beyond this jump. The pay-per-view subscription I was talking about? Yeah, some nemsisi and others on your subsequent jumps may have binge-watched your antics. Hopefully you were funny, but expect people to not take you seriously (at first).
- These Are (Not) the Breaks (+100/200): You only get two breaks between the movies to take care of business. 7 minutes each. May be taken twice if you are so inclined (and suicidal).
- A Case of Spring Fever (+200): Whenever you try to use an object with a spring in it, Coily the Spring Sprite Daemon will pop out, magic away the spring, and yell “NO SPRINGS, YEE HEE” when you least expect it. This will get really fucking annoying. especially when you try to sleep on a mattress or sit on a couch. The daemon may show some mercy if you grovel enough, but only for few days (2 at most).
- Danger, Danger, Joel Robinson (+200): Any random events outside of the theater related to the movie/plot arch are more deadly. So be polite if you are accosted by Gamera.
- Serious Business (+400): No longer a comedy extravaganza, the experiment has taken on a more clinical note. This means more professional (if amoral) doctors, but also no more real fun. Robots have less colorful personalities, and more dangerous experiments may be done for “science”. Seriously, don’t choose this option, it makes things depressing for me.
- Hey, How Does He/She/Coily Eat or Breathe? (+400): You need to be able to survive normally on the Satellite, including food and air. All physical laws are (relatively) normal. Satellite will be manageable from start with only minor inconveniences, but could develop serious problems. Hope you are a good engineer/scientist/WIIIIZZZAAAARD.

I’ll be damned, you survived the ten years? My hat’s off to you. As a reward, you get

- The entire HD collection of your shows on DVD, Blu-ray, and USB. Good for reminiscing and selling to other universe Comedy Centrals. Not SyFy though, they ruin everything.

- Your robot pals are now loyal companions, who can be stored in the warehouse normally! Their usefulness in combat and at other tasks is negligible, but they will be some of the best comedy relief/distractions available on the market.
- Gypsy can also serve as the manager of your warehouse, replacing/supplementing the Terminal perk. She will be a little more moody and personalized though, so don't be mean.

And so brave jumper, you will answer me one of these options three:

1. Bring the Boys (and Girls) Back Home: 10 years of bad movies will make you appreciate the small things in life. Home may be where the heart is, but you've had enough universe hopping on my dime.
2. Stay, Stay, Just a Little Lot Bit Longer: An entire universe built filled with gaps in reality where movie characters interact with people stranded in space? Hot diggity, that sounds like fun!
3. I'm Jumpin' Back Fast: It's a gas, gas, gas. Just keep truckin' on down that (metaphorical) interdimensional highway!

Notes:

- Companions are not immortal. If they get killed outside of this jump, you're SOL (and that does not stand for "Satellite of Love")
- Mitchell is only free for this jump with the drawback, not for subsequent jumps. The Bots are storable in warehouse without pod.
- If Mike is taken as a companion, he has a hidden ability. By giving him a cowboy hat, he will become "Cowboy" Mike, allowing him to make more of his BBQ sauce. He will have to take the personality of a "cowboy" without any other skills, so be prepared.
- Should you last 10 years with Torgo, he will achieve status as Torgo the White. Once per jump, when faced with an unbeatable battle, Torgo will appear to lead you to victory/escape even if you did not choose him as a companion for that jump. He's still kind of a lech, but not nearly as bad. d
- Important for everyone who want to abuse the Inventor and Mad Science skills; the effects will vary from world to world. Worlds with less stringent laws of physics/rule of funny will allow for more "loose interpretation" than worlds running on normality. If all else fails, you can at least market the stuff on the backs of comic books.