SNES pack

Jumpchain v1.1

=

A Jumper will visit many worlds on their journey. Some are so vast that full exploration might be impossible, your allotted decade passing far too quickly. Some are tiny, and beyond brief novelty might hold little interest even for someone new on their journey.

Then there are those dimensions which could be called 'fragmented.' Small on their own yet bearing tenuous and erratic connections to others, your Benefactor has gathered a few of these dim, scattered lights and welded them together into a greater whole. This new, composite world is now open for you to explore.

Your journey begins on Earth in the dystopian future of 1999. A new television game has enthralled the masses where contestants fight for both their lives and fabulous prizes. As Earth's resources dwindle and the worsening situation can no longer be ignored Earth's nations will polarize into the Federation and the Axis and go to war over what remains. After the conflict ends, humanity turns its attention to reversing the damage done to Earth's ecosystem. A new compound promises to eliminate the overwhelming amount of pollution in the atmosphere, but one man tampered with it to raise an army of mutants and parasites and conquer humanity.

And long after that brief period of peace, as internal conflicts begin to divide humanity once again a new threat emerges. An invasion by an alien threat, the Bydo Empire. This 'first contact' is actually the consequence of time travel, as the Bydo seek revenge upon humanity for actions centuries in the future…

=

Take **+1000cp** to prepare yourself. You may select your age and sex for free.

You will explore these four conjoined worlds for ten years in total, and must spend at least one year of your allotted time in each. Chronologically, you will begin in 1999 in the era of Smash TV as a newly-appointed contestant. Then Cybernator, Run Saber, and finally R-type. After your first year is over you may move ahead to the next setting immediately or stay longer.

=

Backgrounds

You may choose to arrive as a drop-in or with a history in each individual setting, and the time in the established timeline that you begin. You may also choose, but are not required, to replace the protagonist of each game.

Smash TV

Broadcast live around the world, the newest and most popular show on Earth blends two of history's favorite things: Game shows and Gladiators. Two contestants are sent into a closed arena filled with traps, killer robots, deranged mutant life forms, and of course, fabulous prizes. You have won a coveted ticket to the next airing of Smash TV. Don't die too quickly.

Cybernator

Earth's resources are at a critically low point and baser instincts have won out. Instead of turning to the hope of space travel and new technologies, the world has become divided and war is being waged to control the moon and Earth's last deposits of fossil fuels. You have been drafted into the Federation and just completed your training as an Assault Suit pilot before receiving your first assignment. Stationed aboard the carrier Versus, your first mission will be to destroy a powerful enemy battleship in the few minutes just before it is ready to launch.

Run Saber

The scars of past conflicts run deep and Earth's resources are effectively gone, its biosphere all but ruined. Newly developed technology promises hope, but the lethal amount of radiation generated in the process requires the remainder of mankind to first evacuate to space colonies before the world can begin healing. As the exodus begins, the chemicals are released early and mutate the remaining humans and animals into an army under the control of the same scientist that was trusted to save the world. A few cybernetically-enhanced soldiers are the only ones able to resist parasitic control and fight to reclaim the Earth for humanity.

R-Type

A time of peace is shattered as Humanity is suddenly attacked by a species dubbed the 'Bydo.' Initially believed to be aliens, it is soon discovered that they are genetically related to humanity, created in the distant future as biomechanical weapons during a war against an alien species. Banished to another dimension after going out of control, the Bydo evolved in their isolation and eventually found a way back, emerging into our universe centuries in the past.

=

Perks
The 100cp perk of your selected background for free, and you gain a 50% discount on the rest.

Free/200cp - Extra lives
This may not be the NES era but you're still heading into some pretty dangerous places. It wouldn't be very entertaining if you died to something random or a single misstep in a chaotic situation. You'll enter this jump with **three** extra lives. For 200cp, you'll keep a single 1-up going forwards. If used it will replenish at the start of the next jump.

Smash TV

100cp - Smile for the camera
You came ready for a fight to the death…on TV. You're decently fit and good-looking, and you're good enough with guns, even the heavy shoulder-mounted types, that you can hit a target reliably. It'll take more than pearly whites to save you from dying, but at least the audience will love you for however long you survive.

200cp - Lucky contestant
Smash TV is at its heart a rigged game that none are expected to win, but to work it needs to give at least the appearance of fairness. A stage must be built, prizes put up, marketing paid for. From now on, at least one of these things is always true. Death traps and twisted games of all kinds will always be baited with something valuable. Usually money, or something else appropriate to the setting and situation. Whatever you manage to grab when you win, even if 'winning' is just escaping with your life no one will challenge your possession of these prizes. You certainly went through enough to get it.

400cp - Let's call it Smash TV!
Did you know that Smash TV was conceived as a way to dispose of failed military projects? All those prototypes and mutated super-soldiers tossed into an arena to be decommissioned in front of the whole world with no-one the wiser. It was the worst result of those programs who convinced the government to fund his idea, no matter that all the contestants were expected to die. You have a similar talent for convincing people to look past the horrible parts of your proposals and 'think of the potential!' Like a half-truth being more believable than a lie, even a few small fringe benefits can make all but your most deranged ideas sound very reasonable.

600cp - Playing the most dangerous game
If Smash TV is a game, that means there's a chance to win. All games are like that now, no matter how badly they're rigged against you. Whoever and however someone tries to cheat at a game or ensnare you with unfair rules, something always interferes. It might be simple luck balancing things out. Mystical rules develop loopholes, something outside the game works in your favor, or maybe the whole death-arena was just shoddily made. It won't be easy and your opponent will be a very sore loser, but there's always a way to win or at least a way out.

Cybernator

100cp - Elite marine training
Ninety percent of all applicants for Cybernator training either drop out or die from the sheer stress. Beyond knowing how to operate a giant walking war machine, you have an inhuman level of tolerance for pain and stress. You can handle high-tempo operations where combat may last the entire day, sleep in your cockpit while the technicians repair your Suit and do it all again tomorrow. You'll watch teammates die, kill enemies by the hundreds, and keep going. It won't be pleasant by any means, but you can endure until the very end and deal with it all then.

200cp - Hardshell
Assault Suits are pretty tough, but the pilot remains very squishy. Shields, armor, whatever's between you and the world soaks up more incoming fire before you can get hurt. It's more ablative than absolute, but a beam that should've turned your Suit to vapor might only wreck it and leave you alive in the steaming cockpit if you got your shield up in time. Of course this assumes you have something suitably durable to put between yourself and incoming fire.

400cp - One piece at a time
The five-story tall machine you pilot can still look positively tiny compared to some of the Axis superweapons you'll be up against, things you can shoot until your guns run dry and never make a dent...unless you shoot them in the right places. By focusing your fire on a specific part of an enemy those components will become weaker as you continue to hammer on them. Anything will break with enough effort, and you have a good eye for the soft spots on a big target. It's still entirely up to you to do enough damage to bring the giant down.

600cp - Superweapon engineer
If one thing could be said of the Axis, it's that they know how to build big. Bases big enough for mecha to waltz through, tanks that might have crews of hundreds, and the mechs that tower over assault suits like the suits tower over humans. It's hard to build things at this size, but you now know all the tricks and equations needed to make these absurdly sized constructions possible. You'll need to come up with a design first, and time, tools, and resources are still required, but anything you can build, now you can build it BIG.

Run Saber

100cp - Running
With the Earth in ruins and vehicles at risk of being controlled, your first concern is just getting around. You've been extensively trained in freerunning and many of your enhancements are dedicated entirely to mobility. You can easily jump, flip, slide, stick to sheer walls and ceilings and dodge lumbering mutants with grace. Clinging to a jet fighter in flight as you fight the parasites infesting it is something you could pull off, if you're very careful.

200cp - Saber-ing

Bringing a sword to war isn't a stylistic choice. You're alone and without resupply. Every archaic sword form has been programmed into you along with modern training designed to take advantage of your augmentations and prepare you for unusual situations. Fight in mid-air or while climbing an upside-down giant mutant to stab its heart. Deflecting projectiles with a sword is possible, as long as they're the sliceable type and not moving faster than you can react to.

400cp - Augmented

What truly makes you a Run Saber, your body is a marvel of cybernetic enhancement. Your strength, speed, agility and durability is at a level that you can take and return hits that would leave a human a pile of blood and pulp. Self-repair systems await the infusions of energy and raw materials to allow for healing in the field. You also have an internal reactor to power your systems using a choice of heat, cold, or electricity, and capacitors that will charge with excess energy over time. Discharging these will release a massive blast of either but without external power sources you can't generate enough spare energy to do this more than once a day.

600cp - Bio-intrusion countermeasures

The biggest obstacle to reclaiming the Earth are the hyper-aggressive parasites that are capable of taking over the organic, the mechanical, and even hybrid organisms like yourself. The sheer difficulty in creating an effective counter is why only three people were augmented, and one of them was still taken over after their systems were heavily damaged. You're now the fourth person to be enhanced, adaptive systems making it difficult to take control of your body, and most parasites will be destroyed by your internal energies if they attempt to invade your body. These systems aren't perfect, but it's fair to say that it's easier to kill than to control you.

R-type

100cp - Which force to use?

Knowing is half the battle. The other half is guns, and you know your guns. Not just in the technical sense, although you do have a good head for grasping the technical aspects of things that go boom (or zap, bang, woosh, and pew-pew.) Mainly you know the right weapon for the right job, taking into account things like rate-of-fire, penetrating power, blast radius, and everything else to deal with your opponent in the most efficient way possible.

200cp - Ace-Type

Beyond tech and big guns, what you need to fight the Bydo in space is to be an excellent pilot. You're trained, experienced, and in top shape. You know all the maneuvers, adapt to new ships quickly, and you have the kinds of reflexes needed to fly safely through an enclosed, shifting environment with giant biomechanical monsters from the future trying to eat your face.

400cp - Bottomless vigor
The Force Units that power the Wave Cannon needed to fight the most powerful Bydo cannot be built without incorporating Bydo tissue. As a consequence it must draw on the pilot's life force to fire, taking a heavy toll on them even when used sparingly. A cut above most humans, you're full of vitality and can bounce back from such exertion in a day or two instead of being hospitalized for weeks. Post-jump your capacity for storing any kind of energy gets a big boost.

600cp - Bio-mechanical engineering
Bydo technology is beyond current understanding, and the weapons needed to defend humanity require Bydo tissue to function. You're ahead of the curve, a detailed analysis letting you create purely mechanical versions of biological systems. Likewise, studying the Bydo has taught you how to create organic versions of mechanical devices. You still need enough scientific know-how to grasp the principles involved, along with the right tools and materials. Whichever you make use of is a question of preference, but please be careful. Such knowledge eventually allowed for the creation of the Bydo, and you know how that turned out.

=

Items
The 100cp item of your selected background for free, and you gain a 50% discount on the rest.

Smash TV

100cp - A GUN
Can't play without a gun. Before you step into the arena you're given this hand cannon of a gun, a semiautomatic monster that wouldn't look out of place in an 80's action movie. Able to send a lot of lead downrange quickly if you don't care about accuracy and it never needs reloading. It's not a bad gun by any stretch, it was designed to kill mutants after all. Too bad there's hundreds of mutants and cybernetic monsters here that even the military didn't want.

200cp - A year's supply of…
Everything! No one expected you to survive (you did survive, didn't you?) so you get one of every home appliance you can think of, and a BRAND NEW CAR! These are replaced if they get damaged and you've got a few spares to give away. You'll also get a cool million dollars every year, tax-free, and to stay fit and healthy you get enough GOOD MEAT to last you a year. The blonde twins would also really, really like a new job after you killed their boss. They're nice girls, only signing on with Smash TV to pay off student loans. They both graduated from business school with skills you'd find very useful now, and count as followers.

400cp - A BIGGER GUN

Powerful weapons with limited ammunition will be dropped into the arena at random, but now you will be forevermore blessed with an abundance of BIG GUNS. Maybe there's an RPG just laying around, or a few grenades, or the corpses of your enemies spray acid from the holes you put in them when you squeeze them like bagpipes. Or the classic explosive red barrels are sitting around? Whatever's appropriate to your location. Wherever you go, you'll stumble across a way to make at least one big bloody mess on a comically regular basis.

600cp - Wanna smash?

Attached to your warehouse is a copy of the Smash TV arena. You can choose to run through it whenever you want, and dying only kicks you out with no harm done. The difficulty of winning will always remain high, but victory will let you walk out with even more fabulous prizes. But if you'd like to bring the madness of Smash TV to the world you can drop a copy of the arena into a setting and invite others to compete. You'll have to design the challenges and provide the prizes, but as long as the contestants are willing and you pay the winners what you promised then this bloodsport will be perfectly legal. You can tune down the lethality of these games if you want to be boring, or if you want broadcast sponsors in the nicer settings.

Cybernator

100cp - Assault suits for dummies

Not that most people bother, but here's the user manual for the giant robot you're stomping around in. Using the controls, interpreting the readouts, diagnosing error messages, and a long list of how to deal with any problems that can be solved from the cockpit. Post-jump, you'll get another equally comprehensive manual for any other vehicles you pick up.

200cp - THE BIGGEST GUN

There are a limited number of mech-sized weapons to choose from. You may pick one of the weapons from the game to receive the fully-upgraded version, but this choice comes with a special bonus. Instead of being limited to being wielded by your suit the weapon can shrink down to human size for your personal use with an appropriate reduction in firepower.

400cp - Carrier

Equal to the *Versis* that carries the protagonist into battle, this carrier is designed to get Assault Suits where they need to go, even if that means ramming its way through the walls of an enemy base. It's not the largest ship in this fight by far, carrying standard ship-to-ship weapons and only three suits, but includes facilities for field repair. It's spaceworthy and can make orbit and land from the same on its own, but has no FTL.

600cp - Power chips
In the course of your time here you'll find capsules of Cytron in stashes left by advance scouts or integrated into enemy commander units. Opening the containers and ripping apart enemy units will allow you to apply the Cytron to your weapons and equipment to instantly upgrade them. There's a limit to what it can do and how much Cytron this takes to reach will vary. The simplest tools and weapons will need only a single application to reach their final form, while something like your Assault Suit might need half a campaign's worth of Cytron to transform into a next-generation war machine that puts current technology to shame. Post-jump, you'll continue to find Cytron in the field and in the guts of enemy leaders that can be used to upgrade almost anything you have, if you take the time to search for it.

Run Saber

100cp - Energy saber
Legally distinct and highly lethal, this short handle draws on the energies of your internal reactor to create a long blade of focused elemental energy. It's more than enough to kill weaker mutants with one good hit, but tougher creatures and hardened materials may be beyond its capacity to deal with. If you lack any unusual energies to power the saber with, it provides a retractable blade that is 'only' exceptionally sharp. Post-jump, the saber can form a blade with any kind of energy your body can provide, not just fire, ice, or lightning.

200cp - Cyber medkit
Isolated and in constant conflict, it's inevitable that you're going to get hurt and standard medical care isn't enough for you. Made for cyborgs, this kit carries a mix of batteries and stimulants, coagulants and nanotech applicators. It'll take several applications to replace a lost limb, but they can repair both meat and metal very quickly, fixing you up good as new. Unlike the kits you collect here, this one will be restocked 24 hours after use.

400cp - Happy little parasite
A cocoon small enough to fit in your hand, shove it into a machine to infest it with a parasite that's loyal to you with the brains and behavior of a devoted puppy when it isn't tearing into your foes. The creature's presence improves the object's performance in many ways and allows it a degree of shapeshifting, using the material and mechanisms available to move, fight, and operate independently as needed. This parasitized machine is naturally parasite-proof, and the changes that occur manifest in any way you prefer, from biomechanical horror to inexplicably sexy. When it matters, the parasitized item can count as a follower.

600cp - Instant mutant army, just add radiation
This is the chemical that was designed to save the world, and it works! Spread enough of it over a polluted area and targeted chemicals will be leached out and congealed for easy collection. Lethal amounts of radiation are normally a byproduct of the process, exposure to which can turn the living into twisted and powerful mutants. You know how to create a perfected version of the formula, able to bring a world back from the brink of ecological collapse without the radiation bath. You have the original, mutant-creating version as well, of course.

R-Type

100cp - Hanger
When not flying, your fighter needs somewhere to park. This is a vast space able to hold one hundred R-series ships in case you're a collector, and there are enough lifts, cranes, and scaffolding that you can easily get into all the nooks and crannies of your ship for maintenance.

200cp - Forward sensor data
A bit of advance warning of the dangers you'll face on a mission. It's very rough, but there's some partial maps marked with the suspected locations of enemy forces, access points, exfiltration routes, and objectives. The data also includes notes on environmental hazards, defenses and the enemy types that you're most likely to encounter. Post-jump, you can request a similar amount of data for an upcoming mission location once per month.

400cp - R-9A Arrowhead
The first ship used to combat the Bydo. Every other ship in the R-series can trace its lineage back to this model. It is fully upgraded, with a pair of orbiting bits that attempt to intercept incoming projectiles and a first-generation force device containing Bydo tissue that will never break containment. The ship retains any changes you make to it, and if you acquire a different model in the R-series in your time here you may take that one with you instead.

600cp - R-series schematics
Since the war against the Bydo began, humanity has been rushing to close the technological gap. This database contains everything that has gone into the construction of the R-9A Arrowhead and every fighter craft variant in the series developed afterwards. How to build every part, every material, and every tool needed is in here. It doesn't have anything on the Bydo, except what is needed to capture and corral Bydo tissue needed for early Force Devices.

=

Companions

Free - Player 2
Not all games were meant to be played with two players, but it's an ancient and honored tradition we shall uphold. You may import or create a companion for free. They gain a background, its discounts, and 600cp to spend.

200cp - Massively multiplayer
Sure, most games only allow two players on screen at once, maybe four, but there's clearly an entire world out there with lots of things happening. Take this option to import as many companions as you like. They gain a background with its discounts and 400cp to spend.

=

Drawbacks

+000cp - Timelines and spin-offs
Some of the games here have sequels or spinoffs, and being made for the SNES may mean prequels or at least earlier versions. Some might even have fanfics, so here you go. Take this option if you want to go off the beaten path. Hunt Bydo-infested 'mad cars' in Cosmic Cop, meet retired war heroes in sequels or influence the timeline by going to the very first game of the series. Fanfiction? Sure, feel free to visit what bizarre versions someone's cooked up if you can find one.

+100cp - SNESmulator
This jump is running on an emulator, which means you don't get the benefit of jumpchain hardware when running console universe ROMs. It's nothing major, but expect graphical and audio glitches, and slowdown when a lot of things are happening around you for that realistic console experience.

+100cp - Main screen turn on!
Localization issues can be horrible or meme-worthy, but this jump has far more of the former than the latter. Expect lots of engrish, nonsense names, and everything you hear to sound like it came out of a synthesizer.

+200cp - Where are all the pickups?!
There's supposed to be powerups, healing items, ammunition boxes for you to grab. There still are, just fewer of them. A lot fewer. Be very frugal with your expenditures and maybe get used to using your starter weapon for everything?

+200cp - Just like old times
Have some more nostalgia with your jump. You get a room, a SNES, a giant TV, and enough comfy chairs for you and all your companions. You only have to beat each game once to clear this jump, but losing all your lives when playing counts as failing. You still have your perks and they'll mostly work as intended, like 'being a good pilot' working just as well to control the ship on the TV. Others may not work or be of limited use in the game's 2-D environment.

+400cp - SNES harder
People always talk about how difficult these games were, but aren't the enemies a little underwhelming? Let's change that. Everything here is now smarter, faster, and much more aggressive. You'll face new variations of enemy mooks, extended stages, and extra bosses. And the number of bullets being fired your way may veer in Danmaku territory at times.

+400cp - You should buy a new controller
Like playing with an old controller, you have a little difficulty controlling your body. Delayed reactions, muscle spasms, and bouts of paralysis will plague you during your time here. These episodes strike entirely at random and only last a split-second, but that's enough to make all the difference if they happen at the wrong moment.

+600cp - Classic difficulty
You are now required to replace the protagonist of each game and complete whatever tasks are assigned to them. Failing to do so, such as not putting an end to Smash TV by killing the master of ceremonies or letting the Bydo destroy Earth counts as a loss. Think you're good enough to do that without any extra help? All out-of-jump perks and items are locked out, except for any extra lives you may have. Those you can keep, and they're added to the extra lives you gain here. You're certainly going to need them.

=

A WINNER IS YOU

CONGRATULATIONS

THE EARTH IS SAVED

(Da, da-da-da da da-na, daaa da-na na-na na NAAA)

For surviving this jump, you receive a little something extra. A SNES console with all the peripherals and all the games ever created for it to remember your horrible time here. Fun!

Then the usual choice must be made.

Do you wish to **stay here, move on**, or is it time to turn off the TV and **go home**?

= = = = =

V1.1
'Bit' item changed to 'arrowhead'