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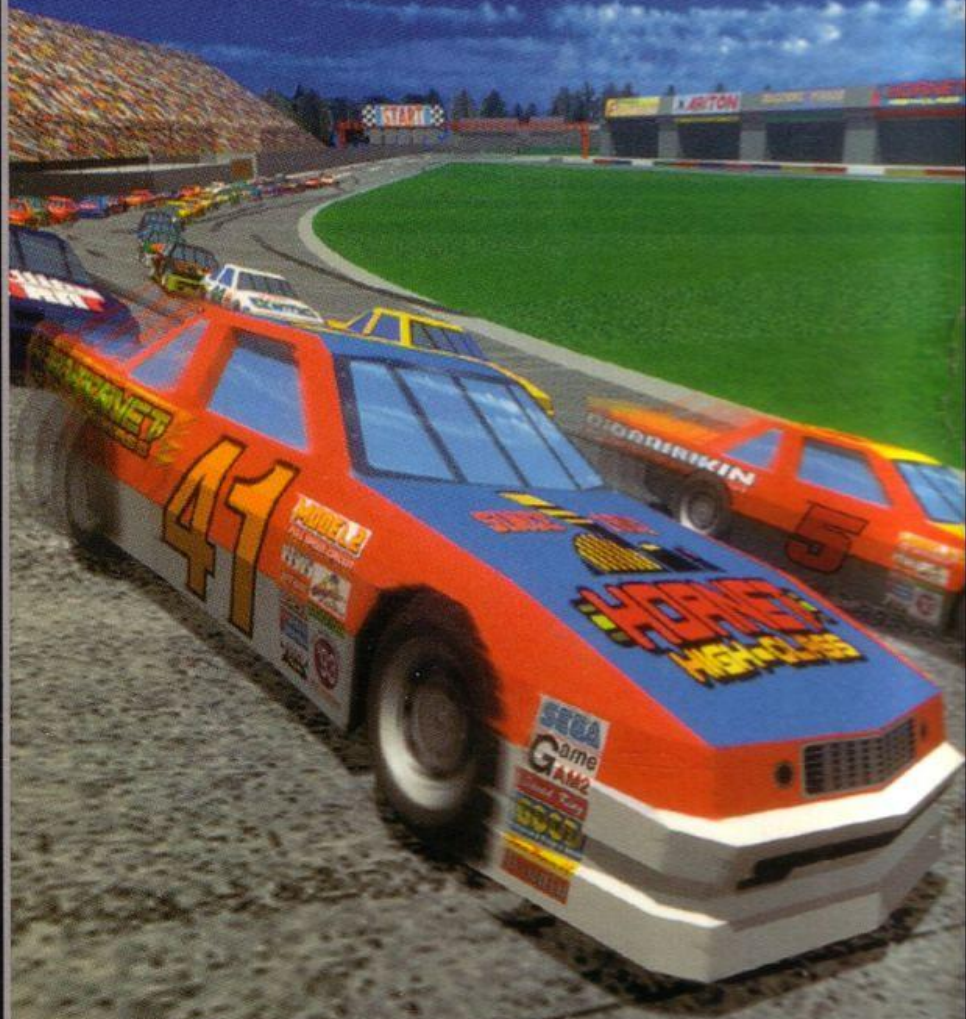
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DAYTONA USA™



COMPACT
disc

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SPORTS

Daytona USA 1.0 By **Burkess**

Welcome to Daytona USA. You arrive here on the date of the most prestigious race in NASCAR. You'll be able to take part in this legendary event. Or not.

You'll need these.

1000 Daytona Points.

Locations:

1. Daytona International Speedway
2. Anywhere else on Earth.

Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Daytona Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be **purchased multiple times**. Doing so provides an additive bonus.

Victory Lap: Whenever you succeed at anything, you can select to view a third person recording of your actions with play by play commentary by disembodied voices who think you're awesome. You can broadcast this to other people.

Clean Pause: At any moment, you're able to stop time. This includes you, as well. It gives you as much time as you'd need to think, but you can't do much else.

Jeffry Dance: You have the ability to bring statues to life and make them dance. You can figure out how to get them to do other things with practice.

Karaoke Mode: You can choose to make subtitles visible for everyone to see. This enables them to sing along to songs, or understand what's being said.

Maniac Mode: In any competition, you can choose to activate Maniac Mode. This causes the other competitors to be able to perform at a top level of skill, many times greater than what they're usually capable of. The ultimate tool to challenge yourself to be better.

Select Your Track: You can pull yourself and others into temporary dimensions, created from your memories and imagination. These places don't strictly need to follow the laws of physics, and will let you relive and create new races to play.

Updating Minimap: This minimap shows you your own position, the positions of other people, as well as the shape of the geography you're near. It lets you always know where you're at in a race. If you're in a race, you'll know how many laps you're on. You always know exactly how fast you're going and can estimate the speed of anything else at a glance.

Daytona Driver: You're in the top 1% for drivers in this competition and have incredible skill at driving.

Speeeeee: Your vehicles handle speed easier and maintain good handling as you go faster and faster. You also accelerate faster than usual.

In The Zone: You can toggle on a state of complete focus. All you think about is the task in front of you. Worries and doubts don't creep into your mind. Your only concern is of what's relevant to you, at that moment and in the short term.

Durable Cars: Minor crashes and scrapes don't cause any damage to your vehicle. Your vehicle needs to be rendered unable to function in a single collision before it'll quit on you. Moderate damage just noticeably slows it down, but it'll still work.

Daytoooooonaaaaa: You have a powerful singing voice that can bring people to tears. The passion in your voice moves and inspires those who hear it.

Blessed Driver: Minor mistakes you make while driving are forgiven and will have no negative impact on your results. Taking a turn too sharply at high speeds won't roll your car, and a moment of distraction won't cost you the race.

Track Memory: Your memory is perfect now, and you quickly pick up new details. Relevant details you've remembered will be supplied to you, especially when they're needed.

Forewarned Shortcuts: If there are any secrets or shortcuts in the area, you'll be warned of them in advance and will know their locations.

Additional Cars: Enabling this ability retroactively causes there to be twice as many racers participating in the games than there were previously. The rules are adjusted for this. This works for any sort of competition involving more than two competitors.

Pit Stop Engineer: You've got a complete education as a mechanic and the ability to fix things, really, really fast. You can change all the tires on a vehicle in 9 seconds by yourself, among other talents.

Stock Car Producer: You have all of the skills needed to create and design your own vehicles, with a specialty in making stock cars. Your special talent allows you to turn any electronic or mechanical component into a stock car. With time, you can even learn to make your creations sentient and teach them how to fight.

Power Sliding: This technique enables you to maintain control and keep your speed-up while sliding. This initiates a controlled four wheel drift. You can take corners very easily using it, instead of needing to slow down or break to avoid crashing. You've fully mastered this technique and can do it at a supernatural level.

Sponsor Me!: You attract sponsorship opportunities and will quickly have the biggest brands competing to have you promote their products. In exchange for lucrative deals for you.

In Demand Racer: You'll always receive invites to any racing events when you want, even if people don't know you exist.

Quick Reflexes: Your reflexes have been upgraded to the top level possible for humans, letting you react with precision at incredible speeds.

Rubber-Banding: If you get too far behind in a race, you'll speed up proportionately so that you can catch up. With careful driving, you'll never be completely out of a race. You can apply this to anything involving distance, such as car chases.

Items:

Racing Soundtrack: Free! This is an auto updating soundtrack. Every place you visit in the future will have a unique soundtrack for you to listen to and collect.

The Hornet: Free! You've got a nice stock car to drive. Your choice of color. If your friends want one, your car will duplicate itself.

Remote Pilot Device: This is a cockpit that connects to real cars and allows you to drive them. You can see through cameras placed on the car, linked to the screen in the cockpit.

AI Drivers: You have a group of 40 stock cars with robot drivers who will do your bidding. They're great for when you want to race or test out a new track.

NASCAR Tracks: This is a box that allows you to pack and unpack the tracks used in NASCAR events over the years. You can transform an area into your own custom racetrack using this.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Daytona tokens, same as you got.

Super Horse: This horse can outrun super cars, reach 200 miles per hour within 5 seconds, and shrug off collisions at these speeds. The horse is legal for all races you'll enter.

Hornet: This Hornet is different from the others. It's a sentient car that stands on two wheels. Its wheels can extend from its "body" to allow it to "punch" and "kick" people. Hornet has a devastating special move, allowing it to spin one of its front wheels in its target's face, before hitting them with the other one. It also functions just fine as a car, and will let you drive it.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free! You can leave when the Daytona competition ends. Unless another drawback competes with this in. In which case, go with the other drawback first.

Adaptive Difficulty: During a race, your first lap will measure your skill level. Your opponents will then be upscaled depending on where you're at, to provide a challenge to you.

Longer Stay: You'll spend 10 more years here.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many Daytona points as you spent. They don't like you and want to defeat you. In a race. They'll compete against you in every race you enter, seeking the #1 spot.

Professionals Only: Every one of your opponents in the races you'll have in this world are the best of the best. Experts in their field. The competition is quite challenging, and you'll need to be a good driver to have a chance of winning.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?