

LifeSlide

v1, by dhasenan

You find yourself in a starfield. It feels like home, mostly. Comfortable. Warm. But you feel a call to roam. In the middle distance lies a colorful ring. You're drawn toward it, and as you pass through, you emerge into a long, broad cavern. The light reveals your body: you are a paper airplane, and you have just been born to soar.

Eight chapters broken into 28 total levels lie before you, each representing a separate life stage. You must traverse them in order, though you have unlimited attempts at each level.

Take **+0 CP**. Your items and other supernatural abilities are locked away for the duration of this gauntlet.

Perks

Proprioception (free): You always know your speed, altitude, physical orientation, and direction of motion.

Reflexes (free): You have the reflexes to handle your speed, no matter how fast you go.

Air Cushion (100cp): When you fly near the ground, you will get a bit of extra lift and an acceleration boost from your weight squeezing air between your wings and the ground. This was already the case here, but by purchasing this, you significantly improve the effect and bring it with you into other jumps and forms.

Durable (100cp): Every purchase increases your durability by the next square number: 4x, then 9x, 16x, etc. Your repair / healing effects are similarly boosted unless they already scale.

Fast (100cp): Every purchase increases your speed by the next square number: 4x, 9x, 16x, 25x, etc.

Thermals (100cp): How do you get extra lift if you can't flap your wings? By using your environment. The levels already had some thermals available, but with this, they're much more frequent. Additionally, you gain a sense for where these thermals will appear.

Handling (200cp): Normally, turning costs a decent amount of speed. This is an issue when you have a ton of obstacles to dodge. With this, though, you can turn a lot sharper for a given amount of speed loss.

Pathing (200cp): When you are traveling and approach a fork in your potential path, you get a brief awareness of the potential hazards and rewards of each option. You can use this in situations where your path is minimally restricted as well, but the impression is more vague.

Powerups (300cp): You have three charges. You can spend a charge on a quick burst of speed, an upward leap, or unlocking all doors in a radius around you. Charges replenish fully every checkpoint in this jump, every minute afterwards.

Zen (300cp): When you are engaging in an activity that has no permanent failure mode, you can enter a mental state of calm and focus. This prevents errors related to boredom and stress, and it provides significant resistance to distractions.

Checkpoint (300cp): You normally have one checkpoint per level. This gives you a floating checkpoint that you can deploy once per chapter. In future jumps, you may deploy it once per jump, and it acts as a 1up, only usable once.

Rebirth (600cp): The game is a story of a cycle of life, from birth to death. You can send people through this experience to give them a rebirth. They will become cleansed of anything harmful from their life to date.

Items

Skins and Designs (free): You can switch between any of the paper airplane designs and appearances in the game — at will normally, but in this jump, you can only change design at a checkpoint.

Soundtrack (free): You gain the soundtrack for LifeSlide. You also gain a tiny mechanical version of Alexander Kostov who will compose more music for you in the same style.

Slide (free): This warehouse attachment allows people to temporarily become paper airplanes and glide through fantastic landscapes.

Drawbacks

Long-Lived (+50cp / chapter): Every time you take this, add another chapter. You can gain at most +300cp from this.

Vigorous Fauna (+200cp): LifeSlide contains animals and aggressive plants only in a few levels. With this, though, you'll be encountering them much more frequently. Almost every level will have them, and altitude won't save you from them.

No Checkpoints (+200cp): Normally, once you reached the checkpoint at the start of a particular level, you'd be able to restart there. With this, you must restart at the beginning. You do, however, get the other benefits of checkpoints.

Twisty Passages (+200cp): Most of the levels are relatively open, which gives you a lot of freedom to move around. With this, only a few levels will be open. You'll be going through tunnels and caverns and other cluttered areas most of the time.

Ashed (+400cp): Good news, you don't have to worry about durability anymore! ...because you don't have any. Any impact will destroy you. Your paper airplane has turned the color of charcoal and goes significantly faster. However, the lift is utter garbage and you can barely steer. You'll have a few seconds each time you start at or pass through a checkpoint with your paper airplane returned to normal; best orient yourself carefully.

Escort Mission (+400cp): Not only do you have to get through life; you need to bring another paper airplane along with you. This fellow traveler is a little slower than you, a little less nimble, and has about half your wingspan and mass. You've got a tether that you can use to tug it along.

End

If you think you can have any level of meaningful existence here, feel free to stay, but it is a metaphor for life rather than a living world of its own. You may find your existence solipsistic.

You may return home. The wind has left your wings; it is time to settle where you may fall.

But there's another chapter ahead, if you wish to move on.