

# BIOSTOCK CΦOΦ

[GUMPCHAIN COMPLIANT]

BY:MAEDHROS

WELCOME TO RAPTURE, A METROPOLIS THAT LIES IN ONE OF THE MOST REMOTE LOCATIONS POSSIBLE, THE BOTTOM OF THE ATLANTIC. ITS OBJECTIVIST FOUNDER, ANDREW RYAN, MADE THE CITY WITH THE GREATEST AND THE BRIGHTEST IN MIND, A CITY WHERE THE ARTIST WOULD NOT FEAR THE CENSOR, WHERE THE SCIENTIST WOULD NOT BE BOUND BY PETTY MORALITY, WHERE THE GREAT WOULD NOT BE CONSTRAINED BY THE SMALL. AMONG THE MANY TECHNOLOGICAL WONDERS IN THIS CITY IS A SUBSTANCE KNOWN AS ADAM, FOUND IN SEA SLUGS ON THE BOTTOM OF THE ATLANTIC. IT ACTS A BENIGN CANCER, DESTROYING NATIVE CELLS AND REPLACING THEM WITH UNSTABLE VERSIONS OF THEM, WHICH IN THE END GIVES ITS USER ABILITIES THAT CAN ONLY BE DESCRIBED AS SUPERNATURAL. THE THREE PRIMARY FORMS OF ADAM ARE: PLASMIDS, WHICH ARE COMPARABLE TO "SPELLS" IN THEIR FUNCTION; TONICS, A PASSIVE FORM OF ADAM THAT GRANTS ACTIVE IMPROVEMENTS TO THE HUMAN BODY IN GENERAL; AND EVE, WHICH ACTS A MITOCHONDRIAL BOOST TO THE UNSTABLE CELLS, POWERING PLASMIDS.

HOWEVER, ALL IN NOT PERFECT IN THIS NEW EDEN. THE NATURE OF OBJECTIVISM HAS ITS DOWNSIDE IN THAT IT LEAVES THE POOR TO MISERY, AND THE PSYCHOLOGIST AND COLLECTIVIST SOFIA LAMB IS BEGINNING TO STIR UP THE LOWER CLASSES AGAINST RYAN. ON TOP OF THIS, THE HEAD OF FONTAINE FUTURISTICS, FRANK FONTAINE, IS UP TO SOMETHING BIG, AND HIS COMPANY'S DISCOVERY OF ADAM WILL PROBABLY PLAY A LARGE PART IN IT. YOU KNOWLEDGE, SKILLS, AND POWERS MIGHT BE ENOUGH TO SAVE THE CITY FROM ITS DOWNWARD SPIRAL. HOWEVER, THEY NOT BE AS RELIABLE AS YOU MIGHT THINK, AS THE EVENTS OF THE FUTURE ARE NOT SET IN STONE.

YOUR ADVENTURE BEGINS ON NEW YEAR'S DAY, 1953.  
YOU ALSO HAVE 1000 CΦ TO START YOU OFF.

+ 1000 CΦ

# STARTING LOCATION

RAPTURE THOUGH LARGE, HAS A VERY WELL BUILT MONORAIL SYSTEM AND SEVERAL SMALLER TRAM SYSTEMS THAT ALLOW FOR EASY TRAVEL.

ROLL 108 OR CHOOSE A STARTING LOCATION.

1



**APOLLO SQUARE:** A HUB OF TRANSPORTATION NEXT TO ONE OF THE LARGEST DISRICTS FOR THE LOWER CLASSES. NEARBY IS IS FONTAINE'S HOUSE FOR THE POOR AND ARTEMIS SUITES.

2



**ARCADIA:** A BOTANIC GARDEN OWNED BY ANDREW RYAN, WHICH SUPPLIES MUCH OF THE OXYGEN OF THE CITY. JUST BE SURE YOU AREN'T CAUGHT WITHOUT A TICKET.

3



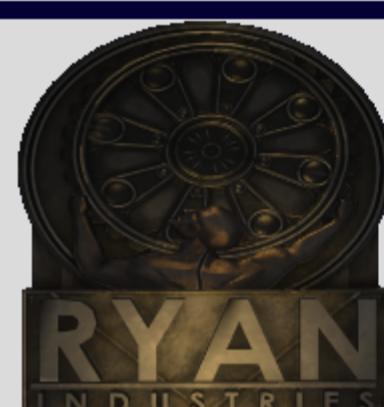
**FONTAINE FUTURISTICS:** THE HEADQUARTERS OF THE SECOND MOST POWERFUL MAN IN RAPTURE. IT IS ALSO THE CENTER OF HIS ADAM DEVELOPMENT.

4



**FORT FROLIC:** THE MAIN ENTERTAINMENT DISTRICT OF RAPTURE; HOME TO CASINOS, THEATERS, AND SOME OF THE BEST LUXURY SHOPS RAPTURE HAS TO OFFER.

5



**HEPHAESTUS:** THE HEADQUARTERS OF RYAN INDUSTRIES AND HOME TO THE FIRST THERMAL ENERGY PLANT MADE IN THE CITY. IT ALSO DOUBLES AS A FACTORY.

6



**MEDICAL PAVILION:** THE FORMER CENTER OF ALL THE RAPTURE'S MEDICAL NEEDS MADE OBSOLETE BY THE REGENERATIVE POWER OF ADAM. IT HAS BEEN CONVERTED INTO A COSMETIC SURGERY CENTER.

7



**NEPTUNE'S BOUNTY:** OWNED BY FONTAINE, IT IS ONE OF RAPTURE'S TOP FISHING FACTORIES. THERE HAS BEEN RUMORS THAT LESS THAN LEGAL BUSINESS IS CONDUCTED THERE.

8



**OLYMPUS HEIGHTS:** THE PLACE OF RESIDENCE FOR RAPTURE'S RICH. CONTAINS BOTH MERCURY SUITES AND ATHENA'S GLORY, WITH MERCURY SUITES BEING OWNED BY FONTAINE.

ROLL 1D8+21 FOR YOUR AGE  
YOU KEEP YOUR CURRENT GENDER.  
OR CHOOSE TO CHANGE BOTH FOR 100 CP.

ALONG WITH THIS, YOU MAY CHOOSE A NEW IDENTITY. THIS NEW IDENTITY IS MORE THAN SOME PAPERWORK OR DISGUISE, AS YOU GAIN ALL THE MEMORIES YOUR PERSONA HAS. THOUGH YOU STILL WILL BE YOURSELF, EXPECT YOUR PERSONA TO CONFLICT WITH YOUR OWN. YOU STILL NEED TO FIND A JOB HOWEVER.

### LABORER FREE

ONE OF THE LARGEST PERCENTAGES OF THE POPULATION, YOU SHOULD FIND IT SOMEWHAT EASY TO FIND A JOB. A HIGH PAYING JOB, HOWEVER, IS MOST LIKELY OUT OF YOUR REACH. THE BENEFIT IS THAT YOUR PERSONA DOESN'T HAVE ANY MEMORIES ATTACHED TO IT.

- +YOU HAVE NO MEMORIES OTHER THAN YOUR OWN.
- POOR LIVING CONDITIONS WITH POOR PAY.
- /+LIVING CONDITIONS CAN IMPROVE IF YOU PROVE YOURSELF WORTHY OF IT.

### SOLDIER 100 CP

EVEN UNDER THE SEA THERE IS STILL A NEED FOR ONE OF THE OLDEST TRADES ON EARTH. YOU MIGHT FIND YOURSELF EMPLOYED BY THE COUNCIL OR AS A SECURITY OFFICER FOR ONE OF THE MAJOR CORPORATIONS.

- +YOU ARE PHYSICALLY WELL-BUILT AND HAVE COMBAT TRAINING.
- +DECENT LIVING CONDITIONS WITH DECENT PAY.
- YOU WILL BE RIGHT THERE WHEN SHIT HITS THE FAN.

### SPECIALIST 100 CP

YOU ARE A SCIENTIST, A DOCTOR, AN INVENTOR, AN ARTIST, OR A MUSICIAN. CHOOSE ONE. THEY ARE ALL VALUABLE FIELDS TO BE IN WITH GOOD PAY, IF YOU HAVE THE SKILL.

- /+ LIFESTYLE AND WEALTH FLUCTUATES BASED ON ABILITY, FROM MIDDLE CLASS TO THE FINEST LIFESTYLE AVAILABLE.

### BUSINESSMAN 100CP

YOUR TYPICAL OFFICE DESK JOB, THOUGH IN RAPTURE IT SOMEWHAT ACTS AS IF IT IS FUSED WITH A POLITICAL POSITION. IT IS A TICKET TO MAKING IT TO THE GOOD LIFE, IF YOU PROVE YOU HAVE THE SKILL.

- /+ LIFESTYLE AND WEALTH FLUCTUATES BASED ON ABILITY, FROM MIDDLE CLASS TO THE FINEST LIFESTYLE AVAILABLE.

# abilitiEs, and skills

YOU START WITH WHAT SKILLS YOU ALREADY HAVE, BUT YOU CAN ALWAYS ADD ONTO IT...

**ANNOUNCEMENT:** DUE TO POPULAR DEMAND AND LACK OF PRODUCTION CAPABILITY, FONTAINE FUTURISTICS IS REDUCING THE PURCHASE OF ADAM PACKS TO ONE PER PERSON. WE ARE EXTREMELY SORRY FOR THIS INCONVENIENCE.

**Endurance**  
100 CP  
(FREE: LABORER)  
YOU CAN  
WITHSTAND MORE  
PHYSICAL ACTIVITY  
THAN MOST AND  
NOT TIRE.

**Fontaine Pack 1**  
150 CP  
(FREE: SOLDIER)  
YOU MAY CHOOSE  
2 PLASMIDS AND 2  
TONICS FOR FREE.

**Specialist Training**  
100 CP  
(FREE: SPECIALIST)  
GAIN TRAINING IN  
A CRAFT OF  
YOUR CHOICE  
[SEE SPECIALIST  
IDENTITY].

**Accounting**  
Training  
100 CP  
(FREE: BUSINESSMAN)  
GAIN THE BASIC  
KNOWLEDGE OF  
HOW TO HANDLE  
MONEY AND RUN  
A BUSINESS.

**Advanced Processing**  
300 CP  
(50%: LABORER)  
WHILE NOT DIRECTLY  
AN INTELLIGENCE  
BOOST, IT GRANTS  
YOU THE ABILITY  
TO PROCESS THINGS  
ON THE FLY.

**Fontaine Pack 2**  
300 CP  
(50%: SOLDIER)  
YOU MAY CHOOSE  
3 PLASMIDS AND 3  
TONICS FOR FREE.  
PICK 1 PLASMID AND  
1 TONIC TO BE  
UPGRADED WHEN  
A NEW VERSION  
COMES OUT FOR  
FREE.

**Intuition**  
300 CP  
(50%: SPECIALIST)  
IDEAS COME TO  
YOU MORE EASILY  
AND MORE OFTEN.

**Charisma**  
300 CP  
(50%: BUSINESS)  
YOU HAVE A  
KNACK FOR  
EASILY  
PERSUADING  
PEOPLE TO YOUR  
OPINION OR  
DESIRE.

**Willpower**  
600 CP  
(50%: LABORER)  
YOU CAN EASILY  
SHRUG OFF  
ALMOST ALL  
PAIN AND URGES,  
WHATEVER THEY  
MAY BE.

**Fontaine Pack 3**  
600 CP  
(50%: SOLDIER)  
YOU MAY CHOOSE 5  
PLASMIDS AND 5  
TONICS FROM  
BELOW FOR FREE.  
PICK 3 PLASMIDS  
AND 3 TONICS TO  
BE UPGRADED WHEN  
A NEW VERSION  
COMES OUT FOR  
FREE.

**Savant Genius**  
600 CP  
(50%: SPECIALIST)  
YOU ARE A  
MASTERMIND,  
ONE OF THE MOST  
BRILLIANT MEN IN  
ALL OF RAPTURE  
IN YOUR FIELD OF  
CHOICE [SEE  
SPECIALIST  
IDENTITY].

**Midas Touch**  
600 CP  
(50%: BUSINESS)  
MONEY FLOWS  
THROUGH YOUR  
FINGERS. EXPECT  
TO BE ONE OF  
THE RICHEST MEN  
IN RAPTURE IF  
YOU PLAY YOUR  
CARDS RIGHT.

# PLASMIDS

HARNESS THE AMAZING POWER OF PLASMIDS! PAY DOUBLE THE AMOUNT OF CP TO RECEIVE UPGRADES FOR THEM FOR FREE AS THEY COME OUT.



AERO DASH (25 CP): LATE FOR WORK OR THAT SPECIAL DATE OF YOURS? FEAR NOT! BEAT THE CLOCK WITH THIS NEW PLASMID THAT ENHANCES YOUR SPEED.



DECOY (25 CP): PLANT DECOYS TO DISTRACT FOES! WATCH AS THEY ATTACK THE WRONG MAN!



ELECTRO BOLT (75 CP): LIGHT HIM UP WITH 1000 VOLTS! ALSO WORKS WELL WITH MALFUNCTIONING APPLIANCES.



GEYSER TRAP (50 CP): THE NEW AMAZING PLASMID THAT TURNS PLAYTIME INTO BATHTIME! NOTE: DO NOT USE ON SMALL CHILDREN.



GRAVITY WELL (75 CP): CLEAR A ROOM OF CLUTTER, OR YOUR ENEMIES! WATCH THEM TRY TO RESIST THE PULL OF GRAVITY WELL!



HOUDINI (75 CP): ALMOST CAUGHT WITH ANOTHER MAN'S GIRL? TURN INVISIBLE AND MAKE AN ESCAPE THAT WOULD AMAZE EVEN THE GREAT MAN HIMSELF!



HYPNOTIZE (75 CP): HYPNOTIZE YOUR FOES! LAUGH AS THEY FIGHT EACH OTHER!



INCINERATE! (75 CP): LIGHT UP ENEMIES TO A 1000 DEGREES! WARNING: FIRE SPREADS.



INSECT SWARM (50 CP): SUMMON A SWARM OF INSECTS! LAUGH AS THEY SEEK OUT ENEMIES!



SCOUT (50 CP): WORRIED ABOUT YOUR FUTURE? SCOUT THE SITUATION BEFORE GOING AHEAD! ALSO, GET THE JUMP ON YOUR ENEMIES WITH A PLASMID SURPRISE!



TELEKINESIS (50 CP): THROW OBJECTS AT FOES! YOU CAN EVEN CATCH GRENADES AND THROW THEM BACK!



TELEPORTATION (75 CP): USING NEWLY DISCOVERED GENETIC PROXIMITY AND DUPLICATION CHARACTERISTICS, YOU CAN CROSS DISTANCES IN THE BLINK OF AN EYE! TELEPORTATION: BE THERE!



WINTER BLAST (75 CP): FREEZE YOUR ENEMIES! SHOWER THEM INTO A THOUSAND PIECES!

IMPROVE YOURSELF WITH THE POWER OF TONICS! PAY DOUBLE THE AMOUNT OF CP TO RECEIVE UPGRADES FOR THEM FOR FREE AS THEY COME OUT.



ARMORED SHELL (50 CP): USEFUL IN ANY HAZARDOUS SITUATION, ARMORED SHELL OFFERS FANTASTIC PROTECTION AGAINST LIFE'S BUMPS AND BRUISES!



BLOODLUST (50 CP): BLOODLUST HEALS YOUR BODY AND GIVES YOU EVE AS YOU HIT! BE RED IN TOOTH AND CLAW, WITH BLOODLUST!



BOOZE HOUND (50 CP): HAVE A NASTY HANGOVER? WITH BOOZE HOUND, AT LEAST YOU ARE FULL TO THE BRIM WITH EVE!



CURE ALL (25 CP): USE RAPTURE'S PLENTIFUL MEDICAL SERVICES TO FULL ADVANTAGE. WITH CURE ALL, YOUR EVE WILL BE OVERFLOWING WHENEVER YOU VISIT A HEALTH STATION.



ELECTRICAL STORM (50 CP): ELECTRICAL STORM MAKES YOU A WALKING TESLA COIL, ZAPPING ANYTHING AND EVERYTHING FOOLISH ENOUGH TO STRIKE YOU.



ELEMENTAL SPONGE (25 CP): ACCIDENTLY ELECTROCUTE YOURSELF? BURN YOURSELF? GET A FREEZE BURN? YOU CAN'T TAKE AWAY THE PAIN, BUT AT LEAST MAKE YOURSELF FEEL BETTER WITH AN EXTRA BIT OF EVE.



EVE LINK (25 CP): THIS NEW GENE TONIC CAUSES YOUR BODY TO PRODUCE EVE WHENEVER YOU USE FIRST AID KITS!



EVE SAVER (25 CP): TIRED OF WASTING AWAY YOUR EVE? USE EVEN LESS WITH THIS NEW TONIC!



EXTRA NUTRITION (25 CP): EXTRA NUTRITION BOOSTS YOUR BODY'S NATURAL ABILITY TO TURN FOOD INTO RENEWED VITALITY. BE HEALTHIER AND FILLED WITH EVE!



FOUNTAIN OF YOUTH (25 CP): WANT TO TAKE A SMOKE BUT OUT OF EVE AND NO LIGHTER? ACCIDENTLY CUT YOURSELF WITH A KNIFE? WITH OUR NEW TONIC, POUR SOME WATER ONTO YOUR HANDS AND WASH AWAY ALL YOUR PROBLEMS!



VENDING EXPERT (75 CP): WITH THE VENDING EXPERT TONIC ALTERING YOUR EM SIGNATURE, YOU CAN FOOL THE PRICING CIRCUITS AT ANY VENDING MACHINE!



WALKING INFERO (25 CP): BURN YOURSELF ON A STOVE OR WHILE LIGHTING A CIGAR? NEVER AGAIN WITH WALKING INFERO! ALSO MAKES INCINERATE! MORE EFFECTIVE.

# ITEMS AND SUPPLIES

WELCOME TO THE CIRCUS OF VALUE! CHOOSE YOUR PURCHASE AND THEN INSERT YOUR CREDITS TO RECEIVE.

<p><b>WALLET:</b> A LEATHER, CUSTOM-MADE WALLET FULL WITH THE EQUIVALENT OF 300 DOLLARS.</p> <p>50 CP</p>	<p><b>BRIEFCASE:</b> HIGH END, AND FILLED WITH THE EQUIVALENT OF 1000 DOLLARS.</p> <p>150 CP</p>	<p><b>SUPPLIES:</b> A MONTH'S SUPPLY OF FOOD, FRESH WATER, VITAMINS, AND BANDAGES.</p> <p>75 CP</p>	<p><b>FORMAL ATTIRE:</b> (FREE: BUSINESS/SPECIALIST) 3 SETS OF GENDER SPECIFIC, HIGH QUALITY CLOTHING.</p> <p>50 CP</p>
<p><b>FRENCH COAT:</b> COMES IN COLOR OF CHOICE. GOOD AT STOPPING PISTOL ROUNDS AND MELEE.</p> <p>100 CP</p>	<p><b>DIVING SUIT:</b> IS ABLE TO WITHSTAND THE PRESSURE OF THE BOTTOM OF THE ATLANTIC, AND ACTS AS A REBREATHER.</p> <p>150 CP</p>	<p><b>APARTMENT:</b> IS 100% LEGALLY YOURS. EITHER LOCATED IN ATHENA'S GLORY OR ARTEMIS SUITES.</p> <p>400 CP</p>	<p><b>RECOMMENDATION, RYAN INDUSTRIES:</b> A NOTE OF RECOMMENDATION FROM SOMEONE OF INFLUENCE WITHIN THE COMPANY FOR EMPLOYMENT.</p> <p>125 CP</p>
<p><b>RECOMMENDATION, FONTAINE FUTURISTICS:</b> A NOTE OF RECOMMENDATION FROM SOMEONE OF INFLUENCE WITHIN THE COMPANY FOR EMPLOYMENT.</p> <p>125 CP</p>	<p><b>FIRST AID KITS:</b> A STASH OF 20 FIRST AID KITS, ABLE TO ALMOST INSTANTLY HEAL WOUNDS.</p> <p>100 CP</p>	<p><b>EVE HYPOS:</b> A STASH OF 20 EVE HYPOS, ABLE TO FILL YOUR BODY UP WITH EVE.</p> <p>100 CP</p>	<p><b>PLASMID:</b> A SHOT OF 150 ADAM. CAN BE USED AT A GATHERER'S GARDEN TO PURCHASE MORE PLASMIDS AND TONICS.</p> <p>200 CP</p>
<p><b>WELDING TORCH:</b> (FREE: LABORER) IS ABLE TO WELD AND CUT METAL.</p> <p>50 CP</p>	<p><b>WRENCH:</b> (FREE: LABORER) THE FINEST AVAILABLE.</p> <p>25 CP</p>	<p><b>BATON:</b> (FREE: SOLDIER) DESIGNED SPECIFICALLY FOR SUBDING CIVILIANS.</p> <p>50 CP</p>	<p><b>PISTOL:</b> A SIX-CHAMBERED REVOLVER. COMES WITH 200 ROUNDS.</p> <p>75 CP</p>
<p><b>SHOTGUN:</b> COMES IN PUMP-ACTION AND DOUBLE-BARRELED FORMS WITH 150 ROUNDS.</p> <p>150 CP</p>	<p><b>THOMPSON MACHINE GUN:</b> COMES WITH 500 ROUNDS.</p> <p>250 CP</p>	<p><b>CHEMICAL THROWER:</b> COMES WITH TWO TANKS OF NAPALM AND ONE TANK OF LIQUID NITROGEN.</p> <p>300 CP</p>	<p><b>ION LASER:</b> FIRES A CONTINUOUS STREAM OF SUPER-HEATED IONS AT ITS TARGET. COMES WITH 200 CELLS.</p> <p>400 CP</p>
<p><b>MUSICAL INSTRUMENT:</b> (FREE: SPECIALIST [MUSICIAN]) OF YOUR CHOICE. COMES WITH SHEET MUSIC.</p> <p>100 CP</p>	<p><b>SHORTWAVE RADIO:</b> GOOD FOR COMMUNICATING OVER LONG DISTANCES. COMES WITH MANUAL.</p> <p>75 CP</p>	<p><b>MINI SUBMARINE:</b> ONE OF THE ONLY WAYS OUT OF RAPTURE. IT ISN'T IN YOUR STARING LOCATION, BUT YOU WILL KNOW WHERE IT IS ONCE YOU ARRIVE. ALSO COMES WITH A SIGNAL JAMMER.</p> <p>800 CP</p>	<p><b>BURGLAR'S KIT:</b> YOU GET TEN REUSABLE LOCKPICKS, A REMOTE HACKER WITH FIVE DARTS, AND A BOOK ON VARIOUS HACKING TECHNIQUES.</p> <p>200 CP</p>

# DRAWBACKS: YOU CAN TAKE ONLY TWO. NOTE THEY OVERRIDE POWERS.

BEFORE YOU CHOOSE HOWEVER, THERE IS SOMETHING YOU MUST KNOW ABOUT ADAM. ADAM, DUE TO THE SAME PROPERTIES THAT GIVE IT ITS POWER, ALSO CAUSES A VARIOUS AMOUNT OF MUTATIONS TO THE GROWTH RATE OF CELLS. THIS LEADS TO ALL SORTS OF PROBLEMS, FROM A SMALL DEFORMITY ON THE NOSE TO AN ENTIRE ARM BEING MADE UNUSABLE, AND CAN EVEN CAUSE CANCER. ALSO, ADAM CAUSES SCHIZOPHRENIA AND STORES THE MEMORIES OF THOSE WHO HAVE IT IN THEM, LEAVING BEHIND A GENETIC TRAIL THAT CAN BE RECEIVED BY ANOTHER WHO HAS ADAM.

ADAM IS ALSO AN ADDICTIVE SUBSTANCE, AND IF YOU DON'T SPLIC (A TERM USED FOR THE INJECTING ADAM INTO THE BODY) REGULARLY OR IN SMALL AMOUNTS, YOUR BODY BEGINS TO SHUT DOWN. THE MORE YOU SPLIC HOWEVER, THE MORE ADAM YOU NEED TO PUT INTO YOUR BODY TO KEEP IT GOING.

**CLAUSTROPHOBIA:** RAPTURE, DESPITE BEING RELATIVELY LARGE, IS COMPACT. I HOPE YOU DON'T MIND NOT HAVING A LOT OF BREATHING ROOM... OH WAIT. 100 CP

**ADDICTION:** YOU ARE ADDICTED TO SOME SUBSTANCE, RANGING FROM ALCOHOL TO OPIUM. 100 CP

**REJECTION:** YOUR IMMUNE SYSTEM, FOR SOME REASON, ACTIVELY FIGHTS ADAM IN YOUR BODY. YOU CANNOT TAKE ANY PLASMID OR TONIC RELATED OPTIONS. 100 CP

**AQUAPHOBIA:** FOR SOME REASON, YOU CAME TO THIS CITY WHEN YOU HAVE AN IRRATIONAL FEAR OF WATER. WELL, NOW IT MIGHT BE MORE RATIONAL. 200 CP

**ADAPTATION:** MUTATIONS ARE OF SIGNIFICANTLY INCREASED SEVERITY AND FREQUENCY. ON THE UP SIDE, ALL YOUR PLASMIDS AND TONICS ARE MORE POWERFUL. 200 CP

**SCHIZOPHRENIA:** THOUGH MINOR AT FIRST, IT WILL GROW WORSE IF YOU SPLIC TOO MUCH. ALSO, GOING INTO ART MIGHT NOT BE THE BEST IDEA. 200 CP

**CANCER:** PRETTY MUCH INCURABLE AT THIS TIME, THOUGH THAT COULD CHANGE IN THE GREATEST CITY IN THE WORLD. WON'T KILL YOU, BUT ENJOY BEING IN AGONIZING PAIN. JUST BE SURE TO LIMIT YOUR SPLICING SIGNIFICANTLY. 300 CP

**CONTROL SWITCH:** YOU DON'T KNOW WHO, BUT SOMEONE, SOMEWHERE, HAS CONTROL OVER YOU, WHICH THEY ACTIVATE BY UTTERING A SIMPLE PHRASE. IT CAN BE REMOVED, BUT GOOD LUCK FINDING SOMEONE WHO WON'T USE THE OPPORTUNITY FOR THEMSELF. 300 CP

**BURIAL AT SEA:** YOU HAVE SIX YEARS TAKEN OFF YOUR TIME. YOU NOW BEGIN ON NEW YEAR'S DAY 1959. 300 CP

AFTER YOU REACH NEW YEAR'S DAY 1963, ALL OF ADAM'S SIDE EFFECTS AND ANY DRAWBACKS YOU HAVE TAKEN ARE REVOKED. YOU ARE ALSO GIVEN THREE OPTIONS.

RETURN HOME: GO BACK TO YOUR HOME UNIVERSE WITH EVERYTHING YOU HAVE GAINED. YOU SHOULD PROBABLY DO YOUR BEST TO HIDE ANYTHING ADAM RELATED YOU HAVE, OR AT LEAST AT FIRST.

STAY HERE: IF YOUR LIFE HERE IS BETTER THAN YOURS BACK HOME, OR YOU HAVE OTHER ARRANGEMENTS, THIS IS THE CHOICE FOR YOU. HOWEVER, YOU STILL EXPERIENCE ALL OF ADAM'S SIDE EFFECTS.

CONTINUE: YOU MOVE ONWARDS TO THE NEXT WORLD, KEEPING EVERYTHING YOU HAVE GAINED.

## NOTES:

1. THE REASON CP COSTS ARE DIVIDED INTO 1/4THS RATHER THAN 1/2THS IS BECAUSE IT WOULD BE CLUNKY IMPLEMENTING PLASMIDS AND TONICS INTO THE CYOA. THIS ISN'T SOMETHING I WILL CHANGE.
2. PLASMID AND TONIC UPGRADES WORK IN THIS MANNER. WHEN THE NEW UPGRADE IS MADE YOU WILL BE ONE OF THE FIRST TO RECEIVE IT. UPGRADED VERSIONS ARE MORE POWERFUL AND SOMETIMES HAVE SPECIAL ABILITIES.
3. SOMETHING IMPORTANT TO NOTE. YOU REMEMBER THAT CRYPTIC SENTENCE AT THE END OF THE SECOND PARAGRAPH? YOU ACTUALLY HAVE A CHOICE IN WHAT HAPPENS EVENT-WISE IN YOUR STAY.
  - A. ATLAS SHRUGGED MODE: THE EVENTS OF THE CITY WILL TAKE PLACE AS THEY DID IN THE GAME, WITH THE EXCEPTION OF YOU OF COURSE. ANYTHING YOU DO, AND YOU DO ALONE, WILL AFFECT THE CITY. THIS ALSO INCLUDES REACTION TO YOUR ACTIONS.
  - B. FRANK GORLAND MODE: THE EVENTS OF THE CITY ARE COMPLETELY RANDOMIZED, THOUGH WITH CAUSE OF COURSE. YOU WILL STILL HAVE DIRECT INFLUENCE ON THE CITY.
  - C. SOFIA'S LAMB MODE: CONSTANTS. CONSTANTS EVERYWHERE. THIS IS THE EQUIVALENT TO RAILROADING, WITH YOU AS THE OPPRESSED PLAYER, AND LEVIN I MEAN THE DEMIURGE AS THE GM. YOU CAN STILL SUCCEED, BUT DON'T EXPECT IT TO MATTER!
4. THE EVENTS OF BURIAL AT SEA WILL ONLY OCCUR IF YOU WANT THEM TO, EXCLUDING FRANK GORLAND MODE.
5. THIS WAS MADE IN LOVING MEMORY OF ELIZABETH DEWITT.