

SNOOT GAME

Snoot Game Jumpchain CYOA



January sixth.

Year 201M2020 BC.

Volcaldera Bluffs.

Weather conditions; cold as balls.

The fog shrouding gives the school an ominous vibe to it.

Volcano High.

A perfect setting for a horror game. Or maybe a shitty WAD.

You start with **1000 CP** (Cretaceous Points)

Location

Roll 1d8

If you don't like your starting location, live with it or just pick one for free.
It's a small city and you could take a bus to any of the other locations within an hour.



1 – **Volcano High**

Just your average run of the mill high school, but this one is filled with students that could pass for cereal box mascots.

2 – **Skin Row**

The shady, poor part of the city. Get your bearings quickly or you're likely to end up shanked, or mugged, or both in quick succession.

3 – **Hot Dog Stand**

An unassuming hot dog stand in the city with an outspoken vendor. Good way to start your jump off with a snack, in more ways than one.

4 – **Volcaldera Park**

A nice park by the ocean. Couples like to mingle here often.

5 – **Night Market**

A casual market selling all sorts of odds and ends. Somebody's trying to sell you something.

6 – **Dino Moe's**

Ayy it's the hottest pizza place in town!

7 – **St. Hammond's**

High school with a focus on the arts. Only art freaks and rich kids go here.

8 – **Volcano High**

Just your average run of the mill-- wait a minute. This is the OTHER Volcano High, from the OTHER game.

If you rolled this, you get one free reroll. Take it.

Species



Human (+100 CP)

And they said we live in a post-racial society.

Humans in this city are a rarity, and unfortunately for you, most people seem to think that humans have barely evolved past banging rocks together or chucking spears. Good endurance though.

Dinosaur (Free)

Pick a dinosaur, any dinosaur. You are now an anthropomorphic and (optionally) colourful example of your species. You retain any advantages such as tough skin, natural weapons like claws and teeth, and although your dietary preferences match your species you can maintain an omnivore diet with no downsides.

Wings do not grant you flight, as at least one pterosaur you might meet will tell you.

Hybrid (100 CP, requires **Dinosaur)**

You are an exceptional example, being a hybrid of two different dinosaur species. You not only have the advantages of both species, but those advantages are enhanced. If you have wings, for example, now they're strong enough to enable flight.

(If you want, you can also just take this as a booster without being a hybrid.)

Custom (100 CP, requires **Dinosaur)**

In case you want to be something extra special, like a tyranntrum or a dracosaur or whatever Godzilla is. Still needs to be dinosaur-themed though, and unless you also take **Hybrid** your natural advantages will be tame.

Origin

Origins other than drop-in will give you memories and a history in this world.
Your age is 17 or 18. Pick a gender for free.



Drop-In (Free)

It's you. Nothing more and nothing less.

You have no history here. No friends, no enemies, no background. Nobody knows who you are. That's either a problem or an opportunity, depending on who you are.

Delinquent (Free)

You do what you want, and don't care who has a problem with it. Or maybe you do care, and that's why you do any of this to begin with. Either way, what you want is the freedom to be yourself.

Star Pupil (Free)

You know that the rest of the world doesn't need to know who you really are at all times. Just be careful not to lose yourself behind the mask you wear in public.

Adult (Free)

Unlike the children trying to discover themselves or exert their influence on the world, you're someone that actually has their shit together. It's the wisdom that comes with experience.

Optionally, roll an extra 1d20 and add that onto your age.

Perks

The **100 CP** perks from your chosen origin are **free**.
Other perks from your origin are **half-price**.

Undiscounted

She *** Human Men (100 CP)**

No matter what you are, no matter what they are, if it's conceivably possible that the two of you would be compatible, you are. The species barrier, the "wait, can that even work biologically" barrier, it's all gone.
Getting past the cultural and racial barriers is still your problem.

West Coast Kicking (100 CP)

You have a knack for finding interesting places. If you're looking for a venue, you'll casually stumble upon the perfect place with enough searching. If you're not looking for anything in particular, you'll still end up somewhere cool. You're just naturally drawn to where you want to be, even when you don't know where that is yet.

I Have No Clue What I Am Doing (200 CP)

This doesn't actually give you skills or make you competent, but the harder you genuinely try, the better things tend to work out. Happy accidents happen more often.
Your attempts land more often than they should.
Not all accidents are happy ones. Keep that in mind.

Draggin On and On (200 CP)

An intelligence boost. Meaningful, not absurd. You think faster and more clearly, and you're good at making plans and seeing how the pieces fit together. The plans won't always work, but at least they'll be thought through.

Bayside Bumming It (400 CP)

You get a sixth sense, a gut feeling that triggers whenever you're about to make a genuinely important choice. Time slows down and you become acutely aware that what you do next might have long-lasting consequences. You don't know what the right choice is. You just know that it matters.
Yes, this is the "turn your life into a visual novel" perk. Just roll with it.

Drop-In



**** You I Like to Shitpost (100 CP)

You are a god of shitposting, banter, and effortless comebacks. Nothing you say feels like it's trying too hard, because it isn't. The wit is just there. You don't have to perform it. It has to be effortless, or it doesn't count. If you're visibly trying to be funny, you're doing it wrong.

**** You I Like to Ignore Problems (100 CP)

World-class procrastination. Your ability to kick the can down the road, to not deal with things right now, to find literally anything else to do, it's all unrivaled. You can't put it off forever. Eventually the thing catches up. But you already know that.

**** You I Like These Weirdos (200 CP)

You keep groups of people together. When things get hard, you hold the center. People stick together when you're a part of the group. Not by being the leader, you're just somebody that nobody wants to lose.

**** You I Like This Chick (400 CP)

The more you genuinely care about someone, the more naturally everything goes right when you're trying to show it. Perfect dates. Perfect gifts. Showing up at exactly the right moment. Saying the right thing without thinking about it. This isn't mind control. You're still you. They're still them. You just naturally manage to get everything right. The rest is up to both of you.

Amberlight Brilliance (600 CP)

You know exactly how to improve someone's life. Listening to them, supporting them, helping them solve their own problems, making them into their best self. You don't fix them. They do that themselves. You just know how to be exactly the kind of person that helps them do it.

Delinquent



That Monochromatic Weirdo (100 CP)

People look past your quirks. Not ignore them, not pretend they don't exist, but the things about you that would normally make people write you off don't land as hard. You get a little more benefit of the doubt than you might expect.

Prejudice still exists. It's just got less to work with.

Those Other Two Weirdos (100 CP)

You know how to make real friends. Not acquaintances or people who are nice to your face. Real ones, the kind that show up when things are bad. They'll stick with you through thick and thin.

It's not all sunshine and rainbows. Real friendships have friction.

Ballad of the Boot (200 CP)

If you want to hurt someone, you know just how to do it. Not just physically, but emotionally, socially, professionally, whatever the situation calls for. You can find the crack in anyone's armor.

Knowing how to hurt someone isn't the same as knowing how not to. That part you have to figure out yourself.

It's the Piece of S* You Asked For (400 CP)**

The more honest you are with yourself, the more people will see the real you. Even if you aren't entirely sure who or what the real you is, people respond to it.

You can't always tell if they'll like what they see, but at least you can tell which causes are hopeless early enough to not waste your time.

Beach Chill Out (600 CP)

Appreciate the atmosphere. The moment. The scenery. The company. Even when things are bad, you know whether they can get better.

As a bonus, you have perfect 20/20 hindsight. You can look back at how things went and see every branching point clearly, all the ways things could have gone differently. And unlike most people, you have the emotional fortitude to handle it without breaking.

Star Pupil



To Swagger (100 CP)

You are swaggered out. You look good in any outfit. Whatever you're wearing reads as intentional, even if you threw it on in the dark. Doesn't help your personality. People can still think you're an idiot. You'll just look good while they do.

Ramo de Rosas (100 CP)

You're an expert at motivating yourself and others, even when it's something nobody wants to do. As a bonus, you're exceptionally good at listening to people vent and complain, and unlike in real life, it'll actually make them feel better. People are drawn towards your hospitality, even if they know it means you'll put them to work for it.

Dino Destiny Reader (200 CP)

You can tell fortunes. You're actually good at it, too. The readings are accurate; not precise, not guaranteed, but genuinely pointing at something real. The futures you see aren't set in stone. People can always make different choices. You just happen to be able to see where the current path leads.

It's as vague as any other kind of fortune telling though. Good luck making sense of it.

The Top of the Social Ladder (400 CP)

Perfect etiquette. You know how to conduct yourself in any social situation. Formal dinners, funerals, job interviews, first dates, the works. You never say or do something embarrassing, tactless, or offensive without meaning to.

Making friends takes more than just being nice. This gets you through the door. What happens inside is up to you.

Good Faith (600 CP)

You can repair things. Friendships that ended badly. Relationships that collapsed. People who swore they'd never speak to each other again. You can't fix everything, but you know how to find the thread that's still there and pull on it.

Enemies to BFFs. Enemies to lovers. Whatever the situation calls for.

Adult



Tracy Was Fired From Her Real Job (100 CP)

Anything you make tastes like it belongs in a restaurant. Doesn't matter what it is. Doesn't matter what your actual cooking skills are. If you made it, it tastes incredible. You can flip a frozen hot dog or microwave some chicken nuggies and people will ask for the recipe.

Venetian Values (100 CP)

You give good advice. Not vague fortune cookie stuff. Real, specific, useful advice tailored to the exact problem someone is dealing with. Whether they take it is entirely up to them.

Skinrow Soul (200 CP)

You can talk people into things. Not through tricks, just through sheer conviction and the ability to say the right thing in a way that actually connects. You could sell someone something they don't need and have them thank you for it afterward.

Prized Bowling Ball (400 CP)

You're not someone people take lightly. If you care about something or someone, other people who care about that same thing will want your approval. Not out of fear. They'll just feel like your opinion matters, and they'll be right.

You Can't Sage Here (600 CP)

Some things aren't your problem. Some things can't be fixed. Some things are just over. You don't have to feel guilty about that or carry it around. If you can't change something and it's not your responsibility, you can let it go. Actually let it go, and not just tell yourself you have.

Items



Snoot Game (Free)

Some kind of furry 4chan VN.

It's freeware, so you might as well grab a copy.

I Wani Hug That Gator! (100 CP or \$8 on sale, requires **Snoot Game)**

Game made by transphobes who dox and harass trans folk. Unlike Snoot Game it isn't free, but personally I think it's still worth the price.

Additionally, if you purchase this item, you'll get a zip file containing a curated collection of the best Snoot Jam fangames that were made across the multiverse in between each jump. Inside you'll shitposts (made with love!), but at least a few of them might be as good as Snoot Game itself.

Requires **Snoot Game** because you really should play Snoot Game first.

Lifetime Supply of Dino Nuggies (100 CP)

They never run out. The barbecue sauce is the good kind and it also never runs out.

Carfe Thermos (100 CP)

A thermos that refills every day with carfentanyl. It will get you very pleasantly high and it will not kill you even if you're human. However, it can absolutely kill other people if you share it with them. Keep that in mind.

Phone Roomba (100 CP)

A little robot vacuum for your phone. Weirdly cute.

Metal Gear RAYmba (100 CP, requires **Phone Roomba)**

Your **Phone Roomba** has been upgraded. It now has a fully functional railgun. It operates on its own. It knows who you care about and it will protect them aggressively.

Amber Pendant (200 CP)

A pendant with a gemstone in it. You pick the stone. When you give it to someone, they just know how much you care about them. Not in a vague way. Completely, clearly, without any room for doubt. A lot of warm feelings come with that.

Rock Ring: The Master Grug Collection (200 CP)

You get the full collector's edition of the Rock Ring series. The games are fun, but what makes them actually valuable is that they make for great party games. People you play Rock Ring with can grow closer to you if you play co-op with them, or they can work out their shortcomings via deathmatch.

Wholesale Wardrobe (200 CP)

Portraits take time and resources. It's easier when a character wears the same thing in every scene. You've got a cardboard box of one specific outfit. If your clothes get dirty or damaged, you can change into an identical copy. Any clothes placed back in the box are self-cleaning and self-mending.

The JumpCable (400 CP)

Look, the NasCar name was taken and you needed a jumper themed one. This car is basic, on par with a 2015-2020 Dodge Challenger. It's pretty impressive for a young professional or a high school student though. It refuels itself slowly when no one's looking, and repairs damage over time.

Man Cave (400 CP)

Possibly Dino Cave, depending on your species. This is your own personal apartment flat. If you're a student, it's not much more than a student dorm room. If you're a young professional, it might be closer to a 1-bedroom apartment. It cleans itself when you aren't around, as if you had hired help, and it's impossible for people to enter unlawfully.

Jumper High (600 CP)

Your very own high school. You decide who gets in, you decide who gets hired, you decide what subjects are taught. Graduates can optionally choose to become your followers, permanently joining you on your chain as young professionals in a wide multiverse, likely supporting your needs in some way. If you purchase this item, you can choose to attend it instead of Volcano High if you're a student, or you can choose to be the principal if you're an adult.

Companions



Companion Import (Free/50 CP)

Bring two companions for **free**. Each additional companion costs **50 CP**.
Each companion taken this way receives **600 CP** to spend.

Canon Character (100 CP)

Convince a character from the setting to join you on your chain, and you can take them with you as a companion. Any companion taken this way keeps their natural species and whatever origin best applies to them, as well as any natural or inherent skills and abilities. They also receive **600 CP** to spend.

Noah Bodee (100 CP)

A transfer student from the Land Bridge, he nearly washed out after ditching classes for arcade tournaments and online games. Now stuck in Volcaldera until he graduates, he's become more focused, stubborn, and cynical. He used to be a devoted anime fan, but put the hobby aside to catch up academically. Thanks to his Neanderthal father he has unusually high endurance, even by human standards.

Gets freebies and discounts from both the **Drop-In** and **Star Pupil** origins, and receives **600 CP** to spend.

You can import a companion into this role.

Tesla O'Flage (100 CP)

High school senior and notorious local troublemaker. Born into a strict military family, she started rebelling hard and escaped into the punk underground. Loud music, smoking, and reckless defiance became her identity. She masks insecurity and a fear of abandonment with a hot-temper, sarcasm, and a disdain for others.

She's spiraling toward dropping out, convinced she doesn't have a future.

Gets freebies and discounts from both the **Delinquent** and **Adult** origins, and receives **600 CP** to spend.

You can import a companion into this role.

Drawbacks



Starting from Scratch (+100 CP)

Your age is now 12 or 13, and you start the jump in the first year of middle school instead of the last year of high school. You'll get there eventually, but you've got a lot more hallways to walk first.

Cue Ball (+100 CP)

He's bald! He's broke!

That's you. You've got about as much hair as you've got cash in your bank account. Which is to say, none.

Never Touches Grass (+100 CP)

You shitpost for at least one hour every day, or you watch at least seven hours of video essays and reviews every week. This isn't optional. You can suppress the desire temporarily, but you will experience piercing migraines, apathy, and extreme depression until you indulge.

Open Thoughts (+100 CP)

You can't always keep your thoughts in your head. Sometimes they just come out. You'll be sitting across from someone and quietly say something you meant to keep to yourself. Occasionally this is about something else entirely. Some people find it endearing when you mumble about how cute they are.

Special Interest (+100 CP)

Pick something. Gardening. Astrology. Photography. Drugs. Rock Ring 3 lore. Whatever it is, you are obsessed with it. You will bring it up. You will not always realize you are bringing it up. The people who share your interest love you for it. Not everyone else will be as patient with you.

Herbie Lives (Don't) Matter (+200 CP)

You can't fucking stand meteor dodgers, especially those goddamn fucking triggers. You can't help yourself from quoting crime statistics, IQ levels, or various "per capita" facts. Alternatively, it's the fucking spear chucking skinnies that need to go fuck off back to their caves and build a fire.

Puppet Pals (+200 CP)

You are in the puppet club now. This will eat up a significant portion of free time you could have spent hanging out, going on dates, or having sex. You will participate in the end-of-year puppet show. On the bright side, if the show is good, you get **an additional 100 CP** to spend.

Doxed (+200 CP)

Something embarrassing about you is going to come out publicly. You don't know what yet. You can't stop it. People will know. People might forget about it, eventually. Or you can just pack your life up and move somewhere else where no one knows who you are.

The Plan (+400 CP)

You make plans and you follow them. If you make a plan, you execute it. If something goes wrong mid-plan, you don't adapt, you (Free)ze. Improvisation is not in your vocabulary. This is fine when the plan is good. It's a problem when it isn't.

Good Advice, Wrong Lesson (+400 CP)

Someone gives you genuinely useful advice and you take it completely wrong. Someone says "you're good enough, stop being so hard on yourself" and you become insufferably competitive. Someone says "just be honest" and you start telling people things they never needed to know. The advice is always good. The interpretation is almost always off by exactly enough to cause problems.

Sadist (+600 CP)

Someone out there is trying to get you together with someone. They have a plan. They are very invested in it. The target is someone you'll genuinely like once you get to know them, the plan is genuinely not cruel, and it will probably work.

Why does this give you so many points?

Scenarios



Depending on your choices, you only have 1-6 years of school, but you're stuck here for the full 10 years regardless. Might as well make something of your life.

Bowling for Volcano High

One day, you'll go to school as normal. Without warning, a school shooting will occur, and all of your perks (both from this jump and from others) will be disabled until the shooter is dealt with one way or another. The bonus is that, after the shooting, you get **an additional 300 CP** to spend however you want. The companions section might be a little smaller, though.

Anon and the Infinite Sadness

Nothing special happens to you. You go to school. You meet people. You figure things out. You don't have to DO anything. You don't even have to go to prom. Just live here for ten years and see what happens. No bonuses. No pressure.

Volcano Highschool Musical

You had the choice between college or military, and you chose military. You have to do a five year contract in the military, after which you can return to Volcaldera Bay and live in peace until your jump is over. As a bonus, all perks received in this jump gain some effectiveness in combat. How, and to what extent, is up to your interpretation. Have fun.

Fast Times at Volcano High

The goal is simple: Get married. Have kids. Meet someone in this world and build a life together with them. As a bonus, any children you have with your partner may join you as companions, and receive **an additional 600 CP** to spend.

Ending



Go Home

Maybe a place like this reminds you of home.

Stay Here

Maybe you've made a home here.

Keep Going

Of course. Just remember, you are not the only person in the world.
Everyone's fighting their own battles.

Notes



NAOMI

DID

NOTHING

WRONG

And no you don't actually need to pay CP for Wani.