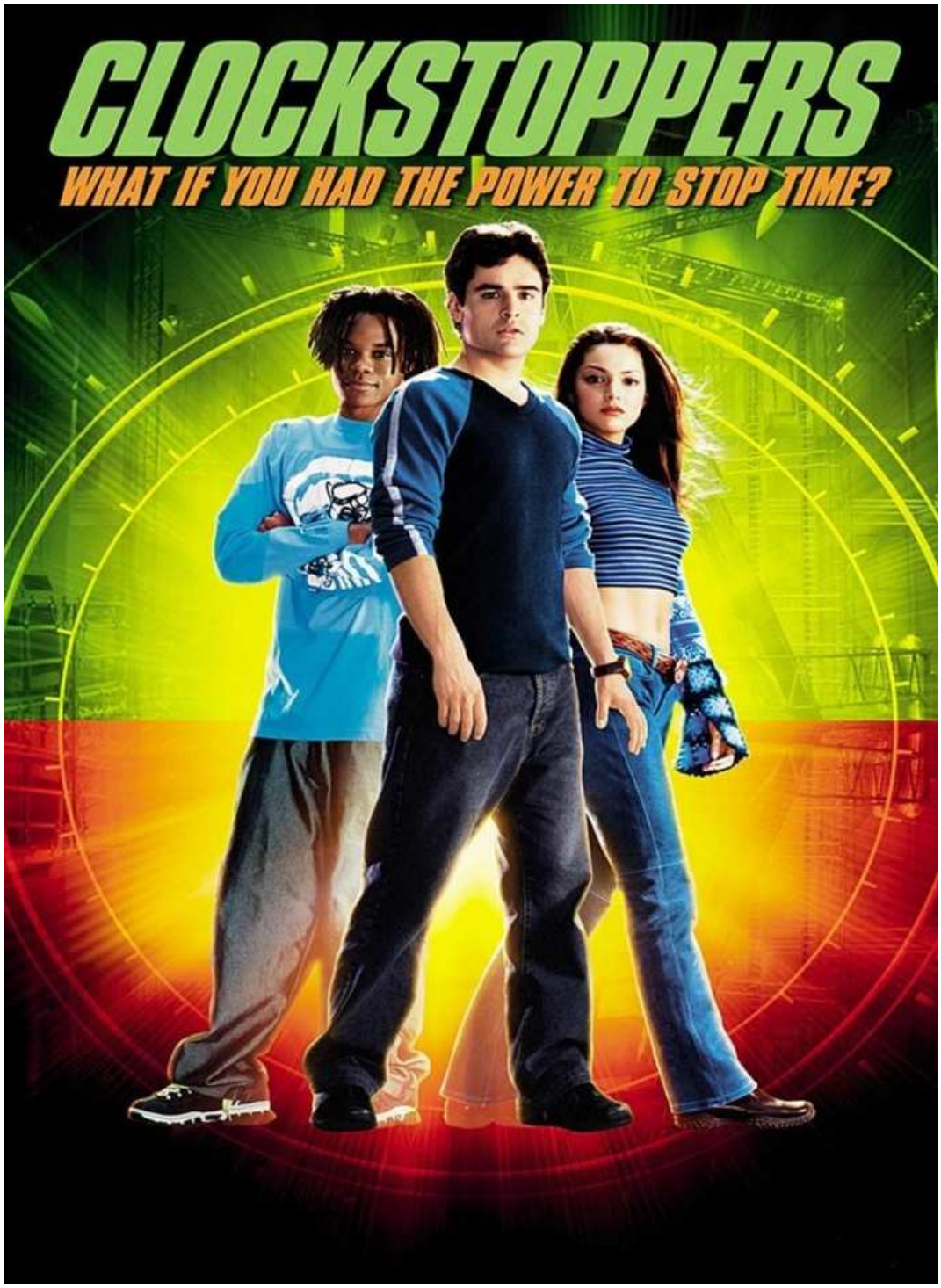


Clockstoppers

A Jumpchain CYOA

By: Armond

Introduction

‘What If You Had The Power To Stop Time?’

That is the question that the NSA has posed to Quantum Tech Corporation and QT Labs has found an answer. That answer is Hypertime, and the technology behind it can all fit discreetly within a watch. Hypertime accelerates the user's molecules to the point that it seems like the world is standing still. There is only one glaring issue; a bug in the programming is causing aging to be accelerated as well. Now the scientist behind this discovery (Earl Doppler) is on the run so that QT’s CEO (Henry Gates) doesn’t kill him trying to fix it. Compounding this issue is that the fearful current administration has found out about the research and wants it shut down, unknowing that it has already produced results. To ease your time in this world take **+1000CP** for the road.

Location & Time

You may begin the Jump anywhere in the local area as a disguised Earl Doppler is entering the airport in a doomed attempt to escape to Costa Rica.

Age & Gender

Teenager, Adult, or Geriactric. Male or Female. It is for you to decide. I have no interest in doing so.

Origin

This is for you to decide as well. The only caveat is that you can grant yourself no greater advantage than what you have paid for.

Perks

You gain Two 100CP Tier perks free and Two Discounts on every other Tier.

Soundtrack (Free)

You are able to have music from bands such as Blink-182, Nickelback, and Smash Mouth play at will in the background and can choose if others are able to hear it. This would be especially helpful to cut the echoing silence of Hypertime. You even have the ability to add all of the other music you have listened to so that you will not be bored from listening to the same old playlist.

‘You Made All This Selling Junk On Your Computer!’ (100CP)

With the birth of the internet era you will be shocked at what people will purchase online; or maybe not so much anymore. You gain a great eye for what value to place on a product, as well as how to describe it to make sure that it sells. That isn’t a ‘Manual Typewriter’, it is a ‘Crash Proof Word Processor’.

‘I Really Need A Vacation’ (100CP)

Whether it is the plane tickets from a family in desperate need of a vacation, or a room number from a frustrated concierge; everyone has a price. And you have a talent for discovering it.

‘Look At Me Man’ (100CP)

And look at you we shall, because even if you spent years locked away in a clean room you would stay clean yourself. Your body produces zero waste, perfectly processing anything you consume, and even any filth that comes into contact with you can be easily wiped away.

‘With Awesome Power Comes Awesome Responsibility’ (100CP)

At least that’s what Zak’s dad would say. The good news is that you won’t need to worry about this, because your sense of morals will never unintentionally degrade. You may be inclined to play a few pranks, but it would never seriously cross your mind to use Hypertime to do actual harm to innocents unless you were already predisposed to doing so. If desired, you can begin instilled with the morals of your idealized self.

‘I Think It’s Time You Came Back To Work’ (200CP)

They can run, but not for long. As long as you are in pursuit before your target goes to ground they won’t be able to get away no matter how well they disguise themselves.

‘That’s Gotta Be Good For Attendance’ (200CP)

That would be in reference to your appearance. You are not only an easy 10/10, but you’re also in perfect health with peak physical fitness and a base level of athleticism that would allow you to trick ride a bike through a crowded laboratory.

‘I Don’t Mean To Sound Like Your Father’ (200CP)

But some of your students may come to consider you the second coming of one. Anyone you teach will quickly come to consider you a worthwhile mentor that they will remember fondly for the rest of their lives. Especially because you are actually an amazing teacher that can quickly imbue your pupils with your knowledge and values.

‘You Raked My Leaves, I Can’t Let You Go Alone.’ (200CP)

You are able to quickly build a bond with others with a display of trust. The greater the display the deeper the initial bond. These bonds are highly resistant to the tests of time.

‘It’s About Time’ (400CP)

Being left in Hypertime can be entertaining for a short bit, but to be trapped within it is no fun at all. Attempts to affect you through the manipulation of time only works when you allow it to; and as soon as you rescind permission, it stops.

‘How Are Things In Hypertime?’ (400CP)

Being in Hypertime is pretty amazing, but it will not take long to realize that being the only person still moving makes for a pretty lonely experience. Good thing that you are mentally capable of taking in long stretches of time on your own. You could even go through twenty years of being restricted to your lab by yourself without your skills or abilities dulling from the isolation.

‘All That Technology, Incognito.’ (400CP)

You have learned how to miniaturize your tech so as to disguise it as regular everyday items.

‘N2O To Go’ (400CP)

You are more skilled at discovering your enemies weaknesses, as well as how to build the tools to take full advantage of those vulnerabilities.

‘Greatest Minds In The World’ (600CP)

Those are some of what has passed through Dr. Gibbs’ Science Department; and now you can consider yourself to easily be a peer to even the grandest of those, if not one of them. Your knowledge of Science and Engineering is advanced enough that you could create your own Hypertime device, and with a bit more concerted effort fix the ‘bug’ that accelerates aging.

‘Change Of Plans People’ (600CP)

And every last one of Henry’s employees stayed loyal to the end. Any employee or subordinate of yours is extremely loyal as long as you are not overtly abusive of their services. You could freely distribute paradigm shifting technology such as Hypertime Watches confident in the knowledge that not a single one of them will be absconded with.

‘That Could Kill You!?’ (600CP)

Trying to enter Hypertime while already in it is an insane plan, but it worked. You are excellent at quickly forming plans that can turn a disastrous situation around, and luck seems to be in your favor to make these plans actually work. Your luck will even prevent you from being ambushed unexpectedly by enemies with the ability to stop time.

‘The Kid Is Doing Something Freaky’ (600CP)

You have internalized the ability to activate Hypertime as an innate ability. Even further, you don’t need a second device to enter double Hypertime so that you can do speedster tricks like selectively phasing through solid objects.

Items

You may take One discount on each tier, with the 50CP and 100CP discounts being free.

Bicycle (50CP)

You have a tricked out BMX Bike that seems to always be on hand when needed.

TV Dinner (50CP)

An endless supply of TV Dinners fresh from the microwave and served in bowls.

Panel Van (100CP)

You have an anonymous white van that seems to dodge unwanted attention. Never needs fuel and repairs itself 24 hours after it is damaged.

Dream Car (100CP)

Your dream car was for sale and you were able to buy it. Never needs fuel and repairs itself 24 hours after it is damaged.

Home (200CP)

You gain the title of a standard middle-class home close to your starting area within every jump from now on. Prepaid Taxes and Utilities included.

Anti-Hypertime Gun (200CP)

You have a paintball gun that you will never need to reload and that with a simple push of a button switches over to firing rounds filled with liquid nitrogen. These LN2 rounds are particularly special because they will strip any speedster of their enhanced speed until they can warm back up.

Research Lab (400CP)

You have a fully equipped laboratory in which to perform your research and small scale manufacturing. As a bonus your focus is improved and all of your bodily needs are taken care of while you are within. It attaches to the Warehouse after the jump, or can start off being attached.

Hypertime Warehouse (400CP)

A button has been added to your Warehouse where all you need to do is push it to have your entire Warehouse and associated attachments enter and leave Hypertime. You can even section off particular areas to be included or excluded from the effects of Hypertime.

Box Of Hypertime Devices (600CP)

You have a box of watches with which at the push of a button you can enter Hypertime. Since you are paying a premium you won't have to deal with the aging bug. The default is a diving watch with an iconic yellow frame. There seems to be more each time you reach into the box. Can import any time telling device for this button to be added to.

Molecular Stabilizer (600CP)

Dr. George Gibbs would have finished this device, but you do not have to wait on him to do so. You have your own already completed Molecular Stabilizer that will counter the accelerated aging effects of Hypertime, and more. Yours seem to be perfected, because you can choose the age that you want the user to be reduced to.

Companions

Recruitment (Free/50CP)

If you can convince someone to come along on your chain with you then you are free to, but if you pay a small charge then Jump-Chan will ensure that you have a few meetings on good terms.

Import (50CP Each/200CP for 8)

Each companion imported gains 600 and the same discounts as the Jumper. Companions cannot Import Companions.

Drawbacks

10 Days (+0)

The events of Clockstoppers take place over the course of 10 days, not 10 years, so why would you want to stay for the full course of a regular jump? If you want events to follow along their canon path you will. If you want to stay for only the time of the movie then you are going to have to become directly involved, because otherwise events are going to take a turn for the absolute worst path possible from your perspective.

Your Gonna Get Faced (+100CP)

You will always make an absolutely terrible first impression whenever you meet a potential love interest. This is not unrecoverable, but you will need to remember that you are not the only one who reads Cosmo.

'It's More Like Homemade' (+100CP)

Your idea of cooking is reduced to heating up TV Dinners in the microwave, but worse than that is that every meal that you try to eat while in this world will have turned out to have been scooped out of a hot plastic tray onto your plate. You will never escape the undeniable taste of plastic that is baked into your food.

Hypertime Accident (+200CP)

That is what must have happened because you have been turned irreversibly into a crotchety old geezer. Much more so than Earl Doppler after he was aged twenty years for being locked in Hypertime for a single week. You are a verified geriatric, and any strenuous physical activity is virtually impossible.

'Hey Dude! Whatever you do, don't get it wet!' (+200CP)

But you didn't listen. Now any powers or technology that you use is much less reliable. Bike chains break, car engines stall, watches randomly activated, and liquid nitrogen seems to seek you out when you are in Hypertime.

'What If One Of The Saddams Of The World Gets His Hands On This Stuff' (+300CP)

We can't have that, so all access to your Warehouse and outside Items has been locked away for the duration of your time in this world.

FBI's Most Wanted (+300CP)

Henry Gates knows about you now and your status as a Jumper. He also knows that if he is able to imprison you in his clean room that your chain will end and his will begin. Good luck, because he will be bringing every resource he can to bear to hunt you down.

Ending Choices

Go Home

Stay

Continue?

Notes

Earl Doppler was locked in his lab in Hypertime for a week and aged twenty years. This sets Hypertime's time dilation ratio at roughly 1042:1.

Hypertime's interaction with the world around it is not always displayed consistently.

While acting on the world in Hypertime objects react as if you are moving at normal speed instead of a thousand times faster. Throwing a ball in Hypertime won't break the sound barrier and set off a shockwave.

Activating Hypertime while operating a vehicle pulls it and its passengers into Hypertime as well.

Please direct any suggestions, comments, or criticism to Armond either in the Doc or via SB or QQ.

Plot Synopsis

Straight from Nickelodeon Fandom

The NSA-funded QT (Quantum Tech) Corporation has slated a project to develop Hypertime, a technology which allows the user's molecules to speed up to the point where the world appears to be standing still. After realizing that such technology, contained within a wristwatch frame, could also be used against the USA, the NSA orders the project stopped. However, the research is farther along than the NSA expected and QT's leader Henry Gates plans on using the technology to usurp the leader of the NSA and dominate the world. He uses the prototype to stretch the weekend in order to give the brilliant lead scientist Earl Dopler time to fix the remaining glitch in the technology after his henchmen Richard and Jay prevent Earl's incognito departure at the airport. However, the disadvantage of Earl being in Hypertime for too long was him aging rapidly in real time, as his molecular age continued at the same rate despite time slowing down.

However, initially unknown to Gates, Dopler had sent a prototype to a former colleague of his named Dr. George Gibbs. His son Zak discovers the watch accidentally and initially uses it for fun, much to the amusement of Francesca. Once Gates finds out about the leaked prototype, he attempts to retrieve it. He sends his henchmen after Zak who break into his house and search for evidence. Upon learning about the ulterior motive of QT Corporation, Zak sets out to warn his father of the danger he could be in.

A chase sequence ensues, with Zak crashing the car into the river and thus damaging the watch. He awakes in hospital with a broken watch and only by a stroke of luck manages to avoid Jay and Richard again. He then goes in search of somewhere safe to hide in the meantime, after having been accused of stealing a van by the police. In a bid to retrieve the watch, QT Corporation enlists the help of national security agencies and portray Zak and his father as fugitives wanted by the law. Zak goes on the run with his girlfriend, locating the hotel that Dr. Gibbs was staying at in a bid to warn him. Dopler is also looking for Dr. Gibbs to ask for help and also to warn him. However, Gates, Jay, and Richard reach Zak's father before him and kidnap Dr. Gibbs from his hotel room.

Unable to reach his father in time, Zak and Francesca wander the streets aimlessly before being forcibly picked up by Earl Dopler, who wants the watch back. The teens take Dopler hostage and force him to do as they request. As Dopler feels that Dr. Gibbs has been kind to him, he reluctantly agrees to help save Dr. Gibbs. Dopler helps mend the broken watch as well as creating guns which can take someone out of Hypertime and back into normal time. The guns are loaded with paintballs filled with frozen nitrogen, and the low temperature 'freezes' a hit person back into normal time.

Dopler helps the kids break in but decides not to go as well. They get caught by Henry Gates, Richard, and Jay. Zak and Francesca are thrown in a cell with Zak's dad. Zak accelerates while in Hypertime and becomes "light" (Einstein's theory is seemingly correct, anything faster than "light", becomes "light"). They then manage to break out as the NSA Agents arrive and defeat Gates' goons. Gates is not defeated and knocks Francesca out of hypertime and prepares to do the same to Zak and his dad. Suddenly he's shot with a

paintball by Dopler who returned to help and Dopler shoots Gates until he reverts to normal time, defeating him. Gates and his henchmen are arrested, and the watches are confiscated.

Following the arrest of Gates, Jay, and Richard, Dopler uses the machine he was building to reverse the aging effects of hypertime that happened to him, but it inadvertently changes him back into a teenager (Miko Hughes), meaning he will have to live with the Gibbs for a few years. The movie ends with Zak and his family happily together, and with Zak finally getting the car he wanted. As Zak speeds off in his car with Francesca, now his girlfriend, sister and teenage Dopler, it is revealed that he has not returned the watch after all, as he goes into Hypertime to have some fun.