

GALZOO ISLAND JUMPCHAIN

This island, called Squid Paradise, was created by the dreaded Baron Squid, who has captured and trapped many Gal Monsters on his island to select one to be his wife. Despite their best efforts, the Gal Monsters are well aware they cannot defeat the Baron Squid on their own.

Leopold Mara, a novice Monster Tamer under the tutelage of Vastel Batch, is summoned to a mysterious island by two Gal Monsters (although they originally intended to summon his master, who is far more experienced.)
Trapped in an unfamiliar world with very little experience in Monster Taming, Leopold must navigate this strange island and recruit all of the captured Gal Monsters to his cause, and liberate it from Baron Squid's clutches.

Long story short, you've also been whisked away to Squid Paradise in order to sort of fight against Baron Squid, possibly at the request of Captain Vanilla and Medica.
Bad idea if you ask me.

You have **1000 CP** to spend.

LOCATION

You may choose your starting location for **free**.



Battleship Yamato – Baron Squid is a battleship enthusiast and included this massive battleship on the island largely because he thought it was cool. It serves as the headquarters and living quarters of Leopold Mara and his team.

Local Woods – Weak monsters prowl around the woods by the Yamato. Even for Leo, this is a cinch.

Giant Statue – The giant statue of the "Freedom Queen". Some say there's an underground dungeon here.

Cliff – A popular spot for committing suicide. There's a limestone cave in the cliff face below.

Beach – A fun beach. There's several islands nearby. You can get around via hanny boat.

Squid Palace – Palace with dubious design ethos. You can face Baron Squid here... but you might want to wait until you're stronger.

ORIGINS

You can choose to enter with memories appropriate to your origin, or take any background as a **Drop-In** with no existing memories or history.

Drop-In (Free)

You arrive on Squid Paradise as you are. You have no ties to its factions and no unwanted memories. If you're already a capable warrior or mage, you might not need to rely on monster taming at all.

Monster Tamer (Free)

You're one of the island's rare monster tamers, able to capture and command gal monsters, assemble a party, and make your way through Squid Paradise like Leo did. If you want, your talents can extend to guy monsters as well, though handling them may be another matter entirely.

Gal Monster (Free)

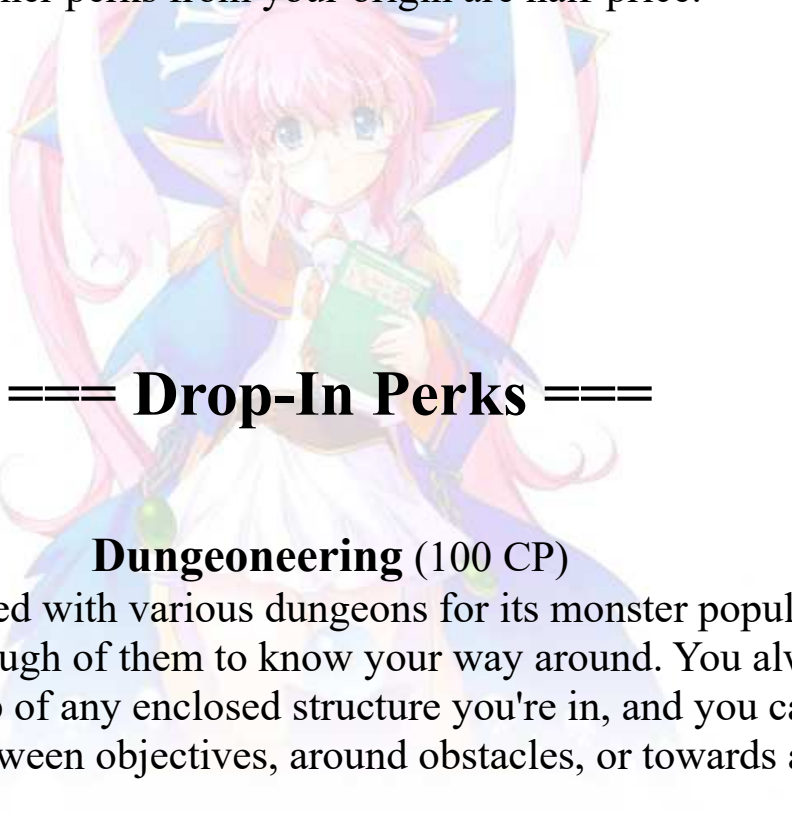
You are a gal monster yourself. Not only are they cute and attractive, many of them have powers far beyond ordinary beings. Additionally, you are affected the curse placed on gal monsters by Baron Squid: You cannot get pregnant except by Baron Squid, you cannot die, and you cannot leave the island. Because Squid Paradise only has one of each type of gal monster, if there is a canon member of your species on the island, you may choose whether or not you replace her in the setting or exist alongside her.

Guy Monster (Free)

You are a guy monster. They vary massively in terms of size, shape and general structure, ranging from formless and bizarre creatures to humanoid beings. Perhaps you serve Baron Squid as a loyal underling defending his island, or perhaps you're simply a ferocious beast hunting in its dungeons.

PERKS

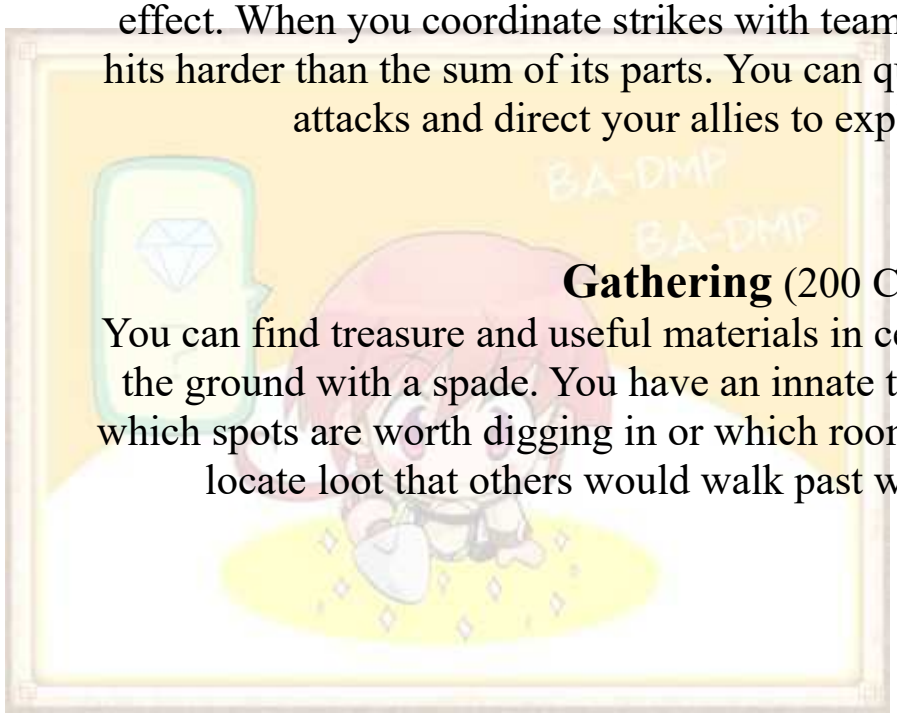
The **100 CP** perk from your chosen origin is free.
Other perks from your origin are half-price.



=== Drop-In Perks ===

Dungeoneering (100 CP)
The island is dotted with various dungeons for its monster population, and you've crawled enough of them to know your way around. You always have a rough mental map of any enclosed structure you're in, and you can quickly chart paths between objectives, around obstacles, or towards an exit.

Combination Attack (200 CP)
You know how to combine your allies' attacks with yours for maximum effect. When you coordinate strikes with teammates, the combined assault hits harder than the sum of its parts. You can quickly spot openings for joint attacks and direct your allies to exploit them together.



Gathering (200 CP)
You can find treasure and useful materials in certain areas just by digging in the ground with a spade. You have an innate treasure sense that points out which spots are worth digging in or which rooms have valuables, letting you locate loot that others would walk past without a second glance.



Get On My Level (400 CP)
You can perform the level up ritual, converting accumulated EXP into levels that bring out the full potential of yourself and others. Any being you encounter can gain EXP regardless of what world you are in, making growth through experience a universal constant wherever you go.

Item Drops (400 CP)
Enemies you defeat can drop items of any quality, regardless of their strength. You can find S-rank items and accessories, even on weak monsters that normally yield nothing. Just don't expect this to always happen, because the drop rates are still low.

Brutal Warrior (600 CP)
Tamers rely on a team of monsters that fight as one. You are one body that fights as many. You can hold the line, break through the line, cover your own flank, and support yourself without support. In battle, you act with the force and timing of a full adventuring party, blending steel, spells, movement, and tactics well enough to clear dungeons alone. Of course, nothing's stopping you from bringing allies with you. You just don't need to rely on them.



=== Monster Tamer Perks ===





Gentle Strike (100 CP)
You know the fundamentals of monster taming: how to approach gal monsters, how to weaken them without killing them, and the basics of the bonding process. You know how to use a gentle approach in combat, restrained attacks that, when used to defeat a gal monster, make her easier to capture. If you intend to leave your target alive but vulnerable, you will.

Your Affection (200 CP)
You build strong bonds with companions and familiars, much faster than normal. Through training, talking, or even just physical closeness, your relationships deepen quickly and your familiars become attached to you. Additionally, any physical intimacy you have is always safe, with any biological hazards neutralized on contact.

Good With Rope (200 CP)
You're skilled with rope in all the ways that matter. Tying knots, throwing lines, and binding targets comes naturally to you. This is most useful when capturing or restraining monsters, but a good rope in clever hands has plenty of uses beyond that. You can even tie up incorporeal beings, like ghosts. Also useful in the bedroom, if you're into that.

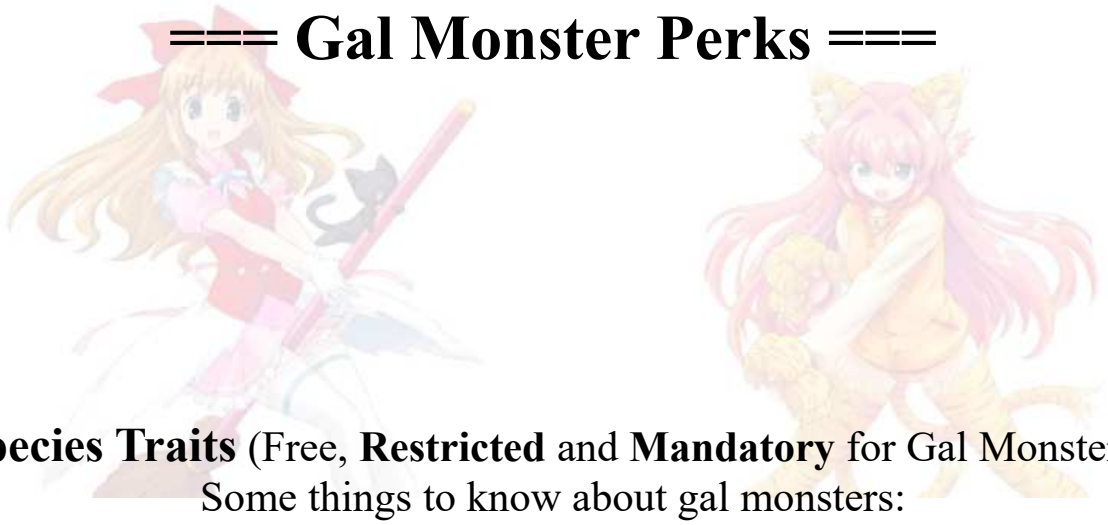


Monster Veterinarian (400 CP)
You know what's wrong when your familiars get sick and you know the exact steps needed to cure them. You notice the warning signs early, so you can act to prevent it from starting. Even beyond prevention and cure, your care keeps your monsters in top condition so they're fighting at full power at all times. You also get crazy acupuncture skills that can cure any non-human disease.

Timer Scam (400 CP)
The tighter your deadline, the more efficient you become. You find shortcuts, skip unnecessary steps, and get things right on the first try. If there is any way to finish in time, you will find it. Time saved on one task carries over as bonus time for the next.

Monster Tamer Lv3 (600 CP)
Monsters often possess intelligence comparable to humans and cannot be easily convinced to follow the orders of another. As such, gaining one's servitude requires a combination of extensive training, natural talent, and a willingness to compromise that few are able to attain. This perk, regardless of your species or origin, grants you a skill level, the necessary talent, as well as the experience to potentially become the greatest monster tamer in history.

=== Gal Monster Perks ===



Species Traits (Free, **Restricted** and **Mandatory** for Gal Monsters)
Some things to know about gal monsters:
On the island, gal monsters are affected by a curse created by Baron Squid:
1. Gal monsters cannot be impregnated by monsters other than Baron Squid.
2. Gal monsters cannot die, nor can they commit suicide.
3. Portals to the outside exist, but gal monsters are unable to leave the island.
Additionally, human semen is toxic to gal monsters and will make them deathly ill. Thankfully they will be unable to die due to the island's curse, but it's still recommended to use some kind of protection or at least cum outside.

Cuisine (100 CP)
You've got a top-shelf coochie. Guys who know about it would line up out the door just for a chance to taste it, touch it, or get a look-see. Everything down there feels really good for you and any partners you have.
Can also apply to male genitalia if you want.



Combat Ability (200 CP)
You support your team just by participating in battle, and you can adjust the specific effects. You might passively boost stats, increase experience and gold earned, cause enemies to drop more items, or you could reveal enemy weaknesses. You can have a bit of everything, or do one thing really well.

Field Ability (200 CP)
You ignore environmental hazards like poison puddles and sleep shrooms. Structural traps such as spike pits and trap doors fail to trigger on you. Ambushes never catch you off guard. You can also choose to either lower encounter rates or encounter enemies instantly when you need them.

Alchemy (400 CP)
Even with only basic and seemingly unrelated ingredients like mushrooms, water, and coal, you can create an assortment of items like potions, poisons, food, capture ropes, or explosives. Your monster biology fills in the blanks somehow. Adding rarer materials lets you shape the result more precisely and push quality higher, producing stronger effects with fewer failed results.

Black Tuna (400 CP)
Take a perk, skill, or ability you use often in combat. This perk becomes a copy of that, with its power dramatically magnified at the cost of only being able to use it a few times before you need to rest. A regular uppercut becomes a whopper of a tuna uppercut. A tuna uppercut becomes a devastating Black Tuna Uppercut. You can choose something non-tuna-related too, I guess.

Transmigration (600 CP)
You can vanish, leaving behind an egg that within a day will hatch into a much weaker child form of yourself. Within a week, your child form will grow up into the form you had before you chose to reincarnate. Each time you reincarnate you can acquire a new skill, power up your abilities, adjust your elemental affinities, or increase the stamina you use for your skills. You can reincarnate yourself up to 7 times per jump, but the benefits gained from reincarnation persist forever. Also, it regenerates your hymen.

Normally, the ability for a gal monster to reincarnate is caused by a quirk of the curse placed on all gal monsters within Squid Paradise, interacting with human semen and guy monster extract in a way that wasn't accounted for... Thankfully, you can activate this perk at will without needing to do that stuff.



=== Guy Monster Perks ===



Asshole (100 CP)

You give almost no EXP, your drop rates are terrible, fighting you is a pain in the ass, and somehow people know it. Adventurers, bandits, and other people who would want to kill you for your stuff or for sport will now actively avoid you. Good for avoiding low level nuisances and plucky would-be monster hunters, but it won't stop someone who has beef with you personally.

Elementalism (200 CP)

Fire, Ice, Lightning, Light, and Darkness

Most monsters use elements to gain an advantage over their prey of choice. You can tag any attack with an element of your choice, such as causing your claws to carry electricity, or a fireball to carry ice. You can additionally gain a resistance to any type of your choice and can change it on the fly with a thought. You can be a monster made of paper and oil and still resist fire.

Gate Guardian (200 CP)

When you enter a space and act like you belong there, people take notice. You give off an aura of intimidation that tells people not to fuck with you, and you gain the stats and abilities to back that up. So long as you are actively defending a point against intruders, you go from mook to miniboss. You can guard the girls' changing room so only you get to peep, for instance.

Baby Face (400 CP)
Those of the opposite sex struggle to fight back against you. You project an aura that disarms hostility by triggering protective or nurturing instincts in others. Enemies affected by it face a a powerful emotional compulsion that makes it psychologically difficult to harm you. Works best on those with strong protective instincts, and is less effective against the truly ruthless.

Back to Basics (400 CP)
Suck the strength buffs, magic enhancements, even intelligence boosts from your foes. An army working under a general becomes disorganized rabble. A warrior's enchanted sword becomes nothing more than the iron it's molded out of. Pull the all-nighter out of a schoolgirl right before their big test. Any unnatural or temporary enhancement is something you can dissolve at will.

Red Destiny (600 CP)
You have consumed a fragment of divine power not unlike the red orb that fell from the sky and transformed a lowly squidman into a being with the powers of a god. Your body and abilities have undergone a dramatic, abnormal evolution: your raw strength, durability, and magical power now vastly exceed what should be possible for one of your kind.

Most impressively, you can create and sustain a pocket dimension of your own. A personal realm shaped by your will, complete with environmental barriers and rules you define for those within it.

GAL MONSTERS

This section represents your allies or familiars.
Gal monsters purchased here have their **Combat Ability** and **Field Ability**. They also have the ability to use **Transmigration**, but it will require human semen and guy monster extract.
Details for what each gal monster actually does is in the **Notes** section at the end of the jump.
All origins get a **300 CP** stipend for this section only.
Gal Monsters may choose from any of their purchases here to be their form.
Guy Monsters... I dunno, you guys can do whatever you want.



Local Woods Set (Free)

Can Can – Likes carrots, people who play. Hates people who won't play.
A lively, innocent gal monster. So naive that she won't attack anyone. Cries when neglected.
Gecky – Likes getting stronger. Hates facing her own weaknesses.
Child of a Master Gecky and a Kite Clone. Frustrated by her innate limits.
Maid Lady – Likes household chores. Hates not being allowed to work.
Nothing pleases her more than serving her master. Last master was a hanny named Kuranosuke.



Giant Statue Set (100 CP)

Sketch – Likes art, explosions. Hates slimy things.
An artist who can make doodle monsters. Came here after picking up a mysterious radio signal.
Sexy Knight – Likes fighting for justice. Hates evil.
Her crazy outfit resulted from mimicry of human warriors. Shy about it, but you can help her be confident.
Sour – Likes sweet desserts ☆. Hates those who stand in her way.
A mega strong mutant. Her principal sealed her power and expelled her.
Dreams of being an overlord.





Cliff Set (100 CP)

Mountain Cuisine – Likes tasty things. Hates untasty things.
Cheerful, playful, and with lots of energy. Relies more on basic instincts than complex strategies. Top-shelf coochie.

Turtle Girl – Likes relaxing. Hates being rushed.
A clumsy turtle as slow in brain as she is in body. Can hide in her shell for one or two years in a pinch.

Conte – Likes body heat. Hates phasmophobes.
Was born a spirit, but can manifest a body with her powers. Envious of those with bodies.

Pyramid Set (200 CP)

Lantyrn – Likes sweet and fluffy things. Hates... squid.
Even more of a space cadet than most Lantyrns. Caught and brought to Squid Paradise while chasing a butterfly.

Frozen – Likes ice cream, cool evenings. Hates pushy people.
Transported here while walking her dog, Shiro. She's worried for its brother who's still in the other world.

Nekomatamata – Likes warm, balmy places. Hates citrus juice.
Solitary, avoids groups, and won't open up to others easily. But when it's mating season...

Beach Set (200 CP)

Splish-Splash – Likes... *you wanna know?* Hates... *you sure you wanna know?*
There are some things you're better off not knowing... You still wanna know?
Fine. The bodies are

Z'Kappa – Likes booze, parties, boys, gambling. Hates hangovers.
An amphibious monster. Weakens if dehydrated. Loves booze and often breaks into human breweries.

Sea Cuisine – Likes fishies. Hates bullies, conflict.
Extremely timid and faint-hearted gal monster that prefers to live in solitude without interacting with others. Top-shelf coochie.

Foggy Forest Set (300 CP)

Snake Lady – Likes fun-to-abuse people. Hates *[it's a secret]*.
A gal monster who can turn vicious snakes into slaves. Her hobby is obedience training. Haughty.

Kotodama – Likes singing. Hates interruptions while singing.
Born to sing and has been active all her life. Natural lyricist but is worried about her recitals.

Majician – Likes forming committees. Hates having her opinion ignored.
A fairly ancient gal monster species. Serious personality, always diligently studying magic.

Great Wall Set (300 CP)

Tokko – Likes righteousness. Hates sexual things.
A species that spawned in Nippon. A chaste yamato nadeshiko who will kill herself if forced to have sex.

Harimau – Likes *oh, behave!* Hates *hmm, maybe that one thing?*
Can heal as well as hurt. Swings both ways, but picky about looks. Old, young, anything goes.

Sulphur – Likes massive boobs. Hates men. Also, flat chests.
A silent killer who preys in the dark. Would honestly be okay with Squid Paradise if Baron Squid were a girl.

Volcano Set (400 CP)

Valkyrie – Likes friendly competition. Hates laziness.
A race of perfect warriors with divine blood. She has a mansion and servants in her home world.

Battle Booklet – Likes well-presented garments. Hates sloppiness.
A poor fighter, but a brilliant general and secretary. Has a bad habit of poking fun at friends.

Thunder Taiko – Likes loud fights and festivals. Hates being nagged.
Top-tier monster with lightning powers. Has a short temper and hates wishy-washiness.

Special Set (400 CP)

Kaminagahime – Likes cute things. Hates being forced.
Can make use of her hair for countless things in her life, even for fighting.
Will refuse sex because she's saving herself for marriage.
DEATH Girl – Likes *will you kill me?* Hates *won't you kill me?*
Widely feared as one of the world's strongest gal monsters. Interested in sex because gal monsters die if they have relationships with humans.
Kamikaze – Likes straight things. Hates crooked things.
Usually serious and uses an archaic style of speaking. While she might not look like it, she enjoys bullying and looking down those weaker than her.

Battleship Yamato Set (400 CP)

Captain Vanilla – Likes treasure, adventure. Hates villains.
Small, even for a Captain Vanilla, but her power and speed are outstanding. Violent tendencies.
Medica – Likes walks, reading. Hates those who tyrannize others.
A gal monster who travels around selling handcrafted medicines. Was born with pharmaceutical skill.
Tenten – Likes greasy food. Hates milk.
Chain-wielding gal monster who seeks a dependable tamer to rely on. Often ends her sentences with "-aru".

Custom (Variable)

This allows you to recruit gal monsters not featured in GalZoo Island, like a Magisco or a False Angel Knight. Each purchase gets you up to three gal monsters of different species, all at a roughly equal power level regardless of the typical strength of their species. The cost for this option is pay-what-you-want up to **400 CP**, scaling with the gal monsters' strength and abilities.
This option can also allow you to create a custom gal monster not native to this universe, like a gal monster based on a gryphon or a Pokemon.
One-of-a-kind rare gal monsters like Lil Avenger or Unicorn **can** be purchased, but the four holy gal monsters **can not** be purchased this way.

ITEMS

You receive a **300 CP** stipend to use in this section only.

Freebies (Free)

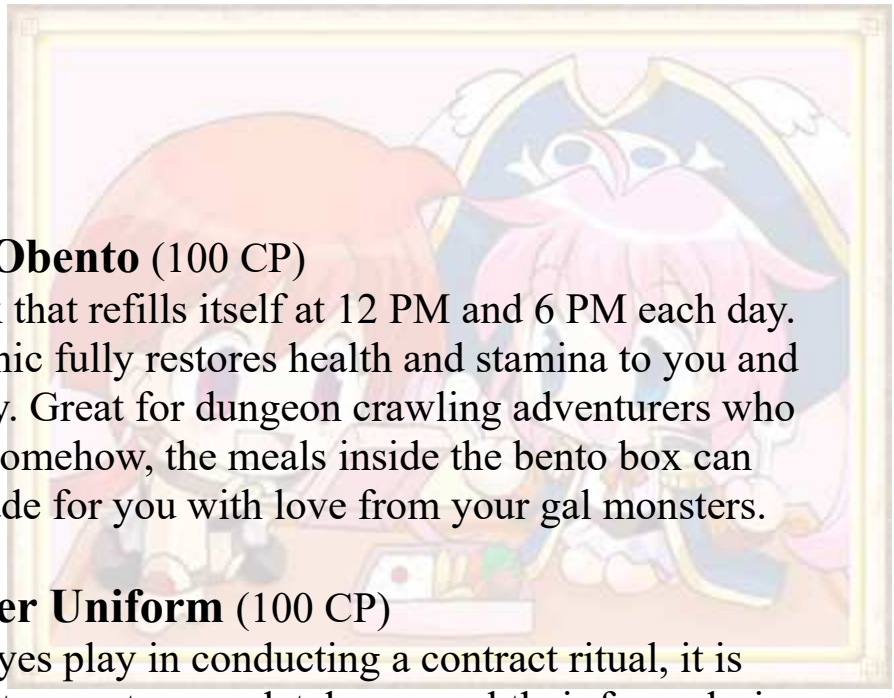
Five return woods that will allow you to instantly warp out of a dungeon.
Three delicious cookies you can eat when resting to recover some health.
Three gourmet bento boxes, enough to keep you fed for three days.
Three health potions that will immediately restore your health, even in battle.
Three capture ropes, necessary if you plan on doing some monster taming.
These items do not replenish themselves once they're used up, but can be bought, found, or otherwise crafted on the island.

Basic Gear (Free)

You start with a high-quality, albeit mundane, weapon.
Whips, riding crops, and marshalling wands are popular among tamers.
Swords and staves are common among adventurers, and exotic martial weapons are common sights among both gal monsters and guy monsters.
Additionally, you have a basic set of casual clothes, robes, or light armor.
If you're a monster, these clothes are actually a part of your body. They can be removed like clothing, but will regenerate like flesh if damaged.

Gal Monster Cosplay Kit (Free)

This trunk contains high-quality costumes representing every gal monster found on the island. The costumes adjust to fit any wearer perfectly, including realistic ears, tails, and other features. Each costume allows the wearer to accurately mimic the disposition and quirks of the associated monster. These can worn for fun, for fashion, or for kinky adult roleplay.



Obento (100 CP)
A self-replenishing bento box that refills itself at 12 PM and 6 PM each day. Settling down for a quick picnic fully restores health and stamina to you and your entire party once per day. Great for dungeon crawling adventurers who don't know when to quit. Somehow, the meals inside the bento box can include homemade ones made for you with love from your gal monsters.

Tamer Uniform (100 CP)
Due to the vital role that eyes play in conducting a contract ritual, it is common practice for monster tamers to completely conceal their faces during combat to reduce the risk of sustaining damage to them. This uniform is the military standard for monster tamers in a certain country. Lightweight, durable, protective. Guarantees that your eyes remain safe from injury.

No-Escape Capture Rope (200 CP)
A special rope used for restraining and capturing gal monsters. This particular length of rope is remarkably sturdy, tougher than the reinforced rope available on the island. The actual rope itself is silky smooth and feels amazing, which sucks the fight right out of gal monsters that are tied up in it. In a pinch, this capture rope can be used for mundane adventuring tasks, or for experimenting with bondage and shibari in the bedroom.

Sound Health (200 CP)
A special charm that makes sure the bearer doesn't get sick. Anyone wearing it becomes immune to mundane and magical diseases, poisons, and fatigue-based debuffs. The charm itself protects from exhaustion, and the one carrying the charm will never feel any real consequences for pushing themselves without rest for too long.

Battleship Nagato (400 CP)
Your own personal mobile base modeled after the battleship on the shore of Squid Paradise. Comes complete with living quarters for all your gal monsters, followers, and companions, a training area, mixed bath, storage for items, and a warm communal atmosphere. It scales to fit however many people are on board and always feels like home. Anyone resting here recovers from fatigue and minor injuries overnight.
You can also find the local Pluepet branch here. You can sell items to them in exchange for local currency, and any item you sell to them will then be stocked in infinite quantities (albeit at a very high markup).

Hanny Zippo (400 CP)
A compact metal flip-top lighter with Hanny branding. Keeping this on you as an accessory will allow it to save you from the brink of death once per jump. The lighter still functions as a lighter afterward and looks very classy.

Gwangeum's Finger (600 CP)
The ultimate whip for monster tamers. Simply holding it instills your monsters with a desire to fight harder, pushing their abilities beyond normal limits without any negative side effects. It's as powerful as one would expect from a legendary weapon, but it's especially effective against monsters. In the hands of a worthy tamer, one crack of the whip is enough to down and paralyze a monster, leaving it perfectly vulnerable to capture.
You can also import a weapon you own and have it receive these effects.

Jumper Paradise (600 CP)
You get your own Squid Paradise. Has everything that gal monsters of any species need to survive and be comfortable. It's a literal utopia for them that provides anything they could need or want.
While this paradise is geared towards gal monsters, it will provide for any of your followers, familiars, tamed monsters, summoned creatures, etc.

COMPANIONS

You receive a **300 CP** stipend to use in this section only.

Import (Free)

Import or create up to 8 companions. Companions may take any origin and receive their associated freebies and discounts, but cannot take drawbacks. Each companion imported or created this way gains **200 CP** to spend. Additionally, for each **100 CP** you donate, each of your companions imported or created this way gains **an additional 200 CP** to spend.

Canon Character (200 CP)

Choose any named character from Squid Paradise and take them with you on your chain as a companion. Your fate will be intertwined with theirs, giving each of you plenty of opportunities to get to know eachother. Most likely in the form of scenes that would look titillating as CGs.
They get all perks from the origin that fits them and **600 CP** to spend.
(Gal monsters can be taken with this option even without purchasing them as familiars.)



Cool Devil (100 CP)

Always seems to be right around the corner when you're on your last legs. Can use Devil Heal to fully heal you and any allies you have, replenishing your stamina in the process. He's an overall great guy and chill dude to boot, but his swag might be too powerful. He has a bad habit of stealing the hearts of other people's gal monsters without meaning to.
Comes with all perks from the **Drop-In** origin and **600 CP** to spend.
You can import a companion into this role.

Professional Trainer (100 CP)

A veteran monster tamer with military training. Their knowledge and experience is above and beyond any tamer's other than Vestal Batch himself. They specialize in "mass" taming: training groups of monsters for military combat. It is significantly more dangerous than standard taming and requires its own distinct procedures to be done effectively.
Comes with all perks from the **Monster Tamer** origin and **600 CP** to spend.
You can import a companion into this role.

Brave Bird (100 CP)

Likes: Going fast Hates: Sneaky pebbles
Hobbies: Track and field Life's ambition: Be the fastest

She's incredibly fast and always looking for a chance to prove it.
Gets a little too reckless sometimes, but she doesn't seem to mind.
Comes with all perks from the **Gal Monster** origin.

Cuisine: Bird pussy (feels good). Not a cloaca. Her body warms up like crazy.
Combat Ability: Tailwind: Increases the party's speed at the start of each battle.
Field Ability: Flight: Avoids pitfalls and trap doors. Can carry the party over small gaps.
Alchemy: Excels at anything that needs a furnace, using her own fire. Good for pressure cooking.
Black Tuna: Flare Blitz: (Fire element) Massive damage, but the party takes some recoil damage.
Transmigration: She's pretty rambunctious as a kid, with even more energy than usual.

Brave Bird can be taken as a **familiar**, and will not take up a companion slot.
If Brave Bird is instead taken as a **companion**, she receives **600 CP** to spend.
You can import a companion into this role, but she'll still be a Brave Bird.

Homoshita (100 CP)

Once a hanny, they were used a test subject in the gal monster transformation machine. The process catastrophically failed, creating this half-monster half-hanny abomination (it still looks like a regular hanny). It acquired some guy monster traits, yet retains a hanny's absolute magic defense.
Comes with all perks from the **Guy Monster** origin and **600 CP** to spend.
You can import a companion into this role.

DRAWBACKS

You can gain a maximum of **+1000 CP** from drawbacks.



Easy Mode (+0 CP, can't be taken with **Hard Mode**)

The difficulty of your time here is significantly reduced. Enemies are weaker, capturing gal monsters is easier, and puzzles inside the dungeons are less demanding. You gain no CP, but the jump becomes much more relaxing.

This does come with one real downside, however. Your complacency means Leo and Elina will capture about a third of the gal monsters on the island between themselves, no matter what. For each set of gal monsters in the Gal Monsters section, one of them will be caught by Leo or Elina, including the sets you paid CP for. You'll only get those gal monsters back after this jump.

Hard Mode (+0 CP, can't be taken with **Easy Mode**)

The difficulty of your time here is significantly increased. Enemies grow stronger each day, gal monsters resist capture more effectively, and dungeon running becomes a harsh occupation.

You gain no extra CP, but there is one upside. Time pressure stops being a factor. Leo and Elina won't catch any gal monsters without your permission, and Baron Squid himself will continuously postpone his machinations. You could retire to your bedroom with your familiars and just play around for ten years without even setting foot in a dungeon, if you wanted.

Level Caps (+100 CP)

You and your familiars gain less EXP unless you're fighting an enemy that can seriously threaten you. If you become too powerful, encounters become a drain on your stamina reserves and resources while providing no benefit to your team, which is already a detriment to morale all on its own.

Damage Caps (+100 CP)
Your damage is capped, so weak attacks produce only weak results even if you're far stronger than the enemy. Powerful attacks suffer proportionally less from this drawback, but you must carefully manage your stamina to avoid running out during prolonged fights or extended trips into dungeons.

Exhaustion (+100 CP)
Your allies and familiars get fatigued more easily during extended trips into the dungeon. They can only use their moves a certain amount of times, and you'll need to send them home to rest once they show signs of tiredness. If you force them to push themselves, they could get sick and catch a debilitating illness like Mad Gal Disease or Debuffitis.
The party leader (likely you) is unaffected by this drawback, only the party.

A Monster Condom For My Magnum Dong (+100 CP)
Human semen is already toxic to gal monsters, but yours (regardless of your species) is potent beyond recovery. The curse of Squid Paradise will prevent gal monsters from dying, but getting intimate with them in any way beyond over-the-clothes stuff will put them in a coma that could last the entirety of the jump if not treated. The only way to have safe sex with your gal monsters is to use guy monster extract, synthesized out of their teeth, skin, and bones.

Brittle Contracts (+200 CP)
Making a gal monster your familiar doesn't bond them to you right, nor does it make them properly loyal the way it should. Capricious familiars may run off or become distracted at inconvenient times. Less charitable ones can abandon you in the middle of a dungeon when they tire of constant fighting. You need to earn the trust and loyalty of your familiars the hard way.

It's a Trap (+200 CP)
Dungeons now feature a wider variety of hazards. Poison pools and sleep shrooms appear in greater abundance. Teleportation traps, electrified panels, puchi-hanny landmines, and other obstacles force you to stay constantly attentive or rely on your familiars to circumvent them.

Buzz Off (+200 CP)
At 6 PM each day, dark insects will start to swarm the dungeons, doubling the power of all enemy monsters. At 10:30 PM, the dark insects cause the power of all enemy monsters in the dungeon to triple. You'll need to make sure you can make a swift exit from any dungeons you explore before it gets too late, because encounters in the dead of night are a death sentence.

Stuck in the Pocket (+200 CP)
You cannot physically leave the boundaries of Squid Paradise's pocket dimension by any means until Baron Squid is dealt with somehow. Not only are you marooned on Squid Paradise, but this also prevents you and your companions from entering your warehouse or other pocket dimensions.

Backseat Dungeon Diving (+400 CP)
Your personal combat stats are reduced, rendering you only able to fight as competently as your strongest familiar. In order to survive, you'll need to focus on teambuilding, strengthening your familiars, and guiding them as their trainer so they can lead you to the victories you can't achieve alone.

Ouji-sama (+400 CP)
All gal monsters now take the form of pretty boys. This not only makes the island significantly gayer, but it also creates a major logistical issue: Since these male variants cannot lay eggs, your familiars are unable to reincarnate, severely hindering their growth and evolution until the end of the jump.
You can also choose to make these male forms permanent, if you're into that.

Hazure Onna (+400 CP)
You caught the gal monster known as Fail Woman. She will force herself into your party, kicking out one of your companions or familiars in the process. The Fail Woman will weaken your whole team with her horrible stats and weaknesses. Her HP is the lowest of all gal monsters, she's weak to every element, and her skills don't do anything at all.
She'll be willing to leave your party while she's a child, but making her a child means getting her to reincarnate, and that means...

Archenemy (+600 CP)

Baron Squid has noticed you and, understandably, considers you a threat. He will start sending his strongest minions at you much earlier than normal. This includes his lieutenants: Lady Killer, whom no female can harm, and Torture Knight, capable of kidnapping and possibly even brainwashing your companions and familiars. Baron Squid's intel keeps him updated on your current team composition, allowing him to field dangerous monsters with abilities that specifically counter your party.

Wedding Bells (+600 CP)

You start the jump trapped inside of Baron Squid's gal monster transformation machine, unable to escape. Your companions and any purchased familiars have only one week to rescue you. If they fail, the transformation completes. You will be fully desparked, and you will become Baron Squid’s unwilling bride, permanently bound to be his partner.

SCENARIOS

Omake Dungeon

The Omake Dungeon is a hidden dungeon, a pocket space adjacent to reality, outside the normal flow of time. Time doesn't pass in the outside world and time spent inside doesn't count toward your ten year time limit in the jump. It's dangerous, full of powerful monsters, and unmapped, but also full of loot.

Objective: Complete the dungeon, defeat the parasitic being at the bottom, and acquire his unique painting.

Reward: The Omake Dungeon. It follows you beyond this jump, attaching itself to your warehouse or appearing in each new world you visit. It restocks with setting-appropriate loot, monsters, and treasures each jump, providing an ever-renewing source of challenges and rewards outside the flow of time.

Goddess of the Spring

Yoko wants autographs. Quite a few of them. Fulfilling her request will send you trekking through several dungeons across the island for the sake of her collection. It's a great way to meet new people, at least.

Objective: Collect autographs from each named character on the island. There aren't that many. It's a small island and monsters don't have names.

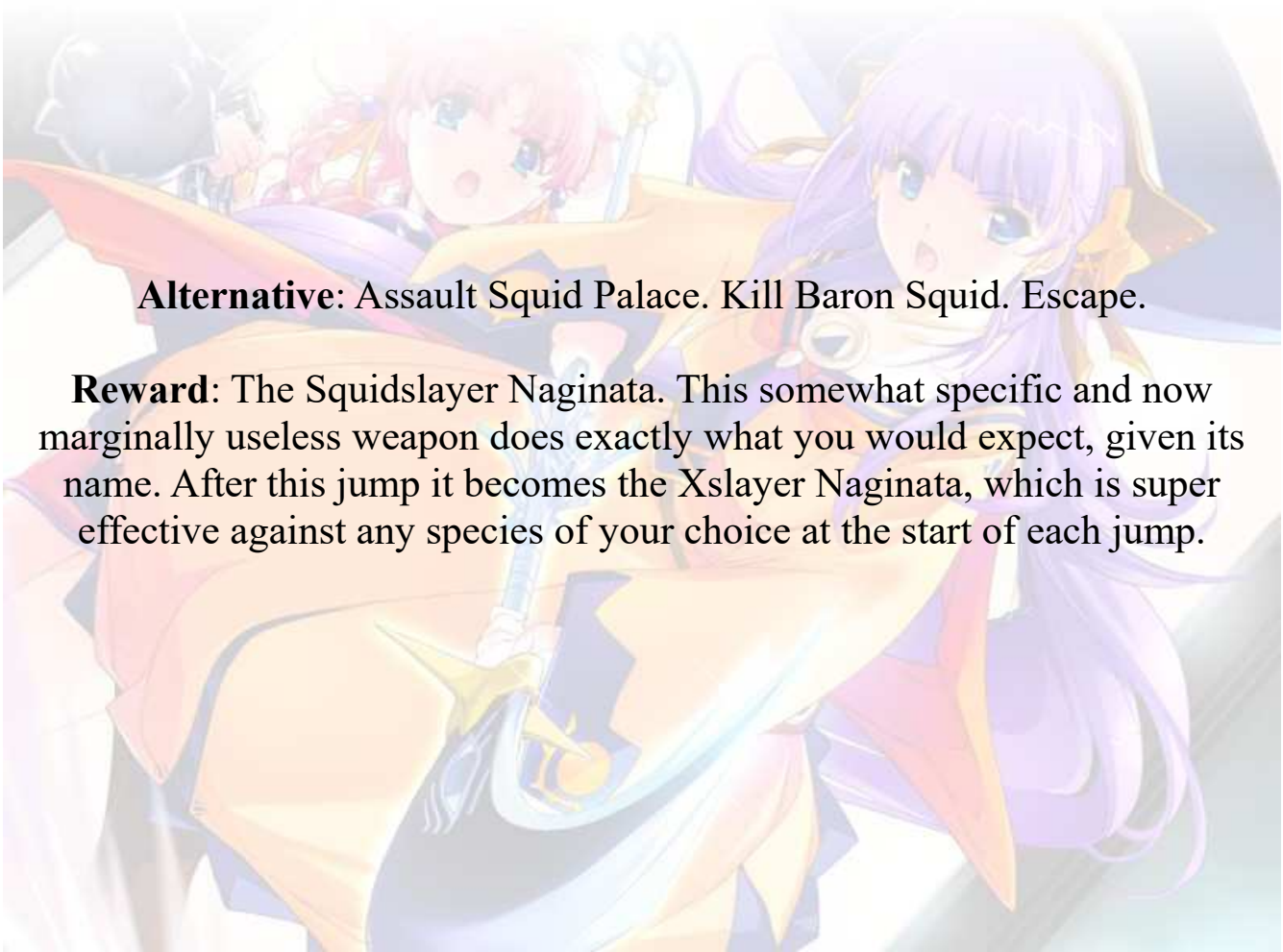
Reward: Pick one: 1. Your dick gets bigger. 2. Yoko will be your girlfriend. 3. Yoko will take one of the items you purchased in this jump and, in exchange, she'll give you a true Tamer Master's version of it. How the item is improved is up to you, but it's a big upgrade no matter what you pick.

A Sticky Squidtuation

Baron Squid rules over Squid Paradise as something halfway between its tyrant king, and its God. The goal is simple: Deal with Baron Squid, free the gal monsters, and escape the island.

Objective: Convince Baron Squid to admit his true feelings and marry Kraken while setting the other captured monsters free. This is what he really wants deep down; he's just too proud and stubborn to admit it.

Reward: The Gal Monster Transformation Machine. It transforms any living being into a gal monster, leaving them vulnerable to capture and susceptible to being tamed. Baron Squid, no longer needing it, gifts it to you.



Alternative: Assault Squid Palace. Kill Baron Squid. Escape.

Reward: The Squidslayer Naginata. This somewhat specific and now marginally useless weapon does exactly what you would expect, given its name. After this jump it becomes the Xslayer Naginata, which is super effective against any species of your choice at the start of each jump.



Like No One Ever Was

You want to be the very best, and catch 'em all.
Isn't that the whole point of a monster catching game?



Objective: Capture every gal monster on Galzoo Island, form a contract with each of them, and H them.

Reward: Your eyes become strikingly beautiful, like precious gemstones. When you hold eye contact, people who gaze into them find themselves quickly captivated. Gal monsters in particular find you literally irresistible.

Alternative: If Leo or Elina have already claimed any, you'll need to fight them for ownership and cuck them out of their own familiars.
If you took the **Easy Mode** drawback, this is your only option.



Reward: You become an NTR master. Effortlessly steal partners and familiars from their current owners, turning their love and loyalty toward you and leaving the originals unable to reclaim them.
You additionally gain an ugly bastard altform.



ENDING



Stay Here:
You decide that this island is your new home. Whether you keep capturing monster girls or settle down with your favorites, your journey across the multiverse ends here. You retain your current abilities and possessions, living out the rest of your life in this world.
Additionally, a portal opens that can take you out of the pocket dimension of Squid Paradise and back to the lands that Leopold and Elina came from.

Go Home:
You've had enough monsters and adventure. It is time to return to the world you originally came from. The chain ends here. You keep your perks, items, and companions, but you return home at the exact moment you started your chain, retaining your memories and the experiences you gained.

Continue Your Chain:
There are more worlds out there than just this one. You leave the island behind, taking your collected companions and abilities with you. The portal opens and you step through it, ready to face whatever new universe awaits you in your next jump.

NOTES



>is this game good?

The writing is fantastic, the gameplay is fun, and all of the gal monsters are wonderful. The in-game time limit drops it from a 9/10 to a 5/10. I hate timers. Hard to recommend.

>more info about monster taming?

In order to convert a monster into their servant, a monster tamer must first assert their dominance over it. This is most often done by subduing the monster in combat and using a capture rope to restrain it. After a monster tamer has sufficiently proven their will to the monster, they perform a ritual known as a familiar contract, which consists of staring firmly into the monster's eyes and commanding it to pledge its loyalty to them. If the ritual is successful, the monster will consent to becoming the tamer's familiar and begin following their orders.

Monsters that have sworn servitude to a tamer are not required to unquestionably obey commands, and are free to refuse to perform tasks that they are otherwise unwilling to do. By fighting alongside each other and maintaining constant communication, a monster and their tamer will steadily gain a deep trust for one another that allows them to act as a single body. Over time, a monster may develop amorous feelings for their tamer, which the tamer must carefully choose how to deal with.

>best gal monster?

I love Maid Lady.

>too many perks and drawbacks assume the jumper is a monster tamer
Catching and taming gal monsters is the point of the whole setting.

>why does the brave bird companion get so much detail?
I stayed up too late playing the game and had a dream where a Talonflame girl joined the party. She increased the party's speed (not a stat in-game) and all of her attacks caused huge amounts of recoil damage that made the rest of the dungeon unplayable because of how much damage I was taking from it. It was a nice dream, so I wanted to share her.

>is human semen still toxic to gal monsters after the jump?
Yes, it's inherent to their biology. Use perks, altforms, condoms, or cum outside.
Also, most gal monsters only live 7-10 years, so find a way to extend their lifespans.

>can gal monster familiars still reincarnate after the jump?
Reincarnation is a quirk of Squid Paradise. To replicate it in future jumps, you would need a way to replicate the curse that was placed on them, though other methods exist.

>how dangerous is the setting?
Being generous: It takes Leo, a novice who hadn't successfully tamed a single monster before the events of the game, about two months to defeat Baron Squid. By the end of the story, he's around level 15 with a team of gal monsters hovering around level 35-40.
Admittedly, Leo has a special talent for monster taming which gave him an extreme advantage given the nature of the setting. Elina, another tamer with nothing but raw talent and only one partner gal monster, is *nearly* able to defeat Baron Squid by herself.
Overall, this setting is easy to survive even for an early-chain jumper unless you go out of your way to challenge yourself.

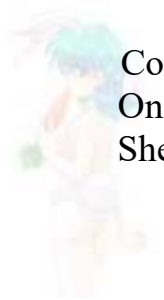
>is the final boss a part of this jump?
That entirely depends on your actions.

>parasitic being? unique painting?
Recurring superboss. Ironically not actually in this game.
Usually you beat him and your reward is some bizarre shitpost art from the devs.
I put him in the Omake Dungeon so you'd have a clear end goal.

>why didn't you explain what the gal monsters do in the gal monsters section?
The section looked really clean so I didn't want to mess it up. Explaining things in the notes also means I can be a bit more casual and metagamey about them, rather than trying to explain everything in the context of the jump.
You can find my thoughts and some brief gameplay explanations on each girl below, but it might spoil some of the magic of imagining their potential for yourself.
↓

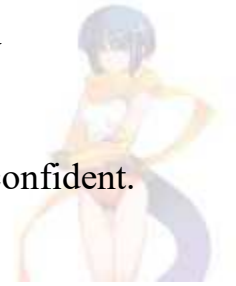
Gal Monsters

Battle rating: How useful are they in battle?
Domestic rating: How are they as a housewife?
Sex rating: Personality and sex appeal. Pure opinion.



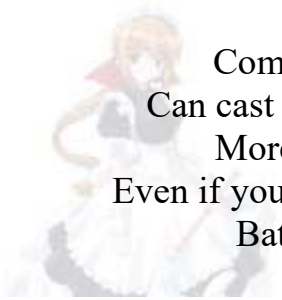
Can Can

Combat ability: Increases EXP gain Field ability: Can find enemies to fight
One of the best gal monsters in the game mechanically, but useless in the lore.
She can try to get enemies to play with her, or knit cute scarves for your party.
A total airhead. Not a virgin. Good for sex and EXP gain though.
Battle rating: ☆ Domestic rating: ☆ Sex rating: ☆☆☆☆



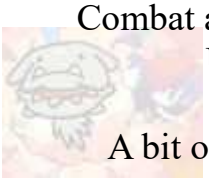
Gecky

Combat ability: Health regen Field ability: Mushroom immunity
A decent brawler, with lots of potential if you train her well.
She can kick hard, or she can kick harder.
Tomboyish. Cares for you, believes in you, will encourage you to be more confident.
Battle rating: ☆☆☆ Domestic rating: ☆ Sex rating: ☆☆



Maid Lady

Combat ability: Increases attack power Field ability: Poison immunity
Can cast moderate healing magic. Surprisingly competent at fighting with knives.
More than anything though, she's a wonderful and very competent maid.
Even if you don't take her into battle, she'll take good care of your property. I love her.
Battle rating: ☆☆ Domestic rating: ★★★★★ Sex rating: ☆☆☆





Sketch

Combat ability: Details enemy weaknesses Field ability: Points out foraging spots
Uses her giant pencil as a spear and fights surprisingly well with it.
Can give your party an attack boost too, which could be useful.
A bit of a weirdo. Her doodles will be violent towards you, but give lots of EXP.
Battle rating: ☆☆ Domestic rating: ☆☆ Sex rating: ☆☆



Sexy Knight

Combat ability: Increases money gained Field ability: Breaks down walls
Has huge boobs and wears bikini armor, which might be nice eye candy.
Uses a fire-element sword. Can give your party a massive temporary attack boost.
She's cute. Embarrassed by her own outfit, but will warm up to you over time.
Battle rating: ☆☆☆ Domestic rating: ☆☆ Sex rating: ☆☆☆☆

Sour

Combat ability: Increases magic resistance Field ability: Avoids ambushes + Flight
Has low level fire magic and low level lightning magic, but high natural magic power.
Something halfway between a wicked witch and a magical girl. She's great.
Slightly evil and wants to take over the world, but she'll give it to you once she has it.
Battle rating: ☆☆☆☆ Domestic rating: ☆☆☆ Sex rating: ☆☆☆

Mountain Cuisine

Combat ability: Increases magic power Field ability: Mushroom immunity
She's a Cuisine monster, so she has an amazing pussy.
Fights with an axe (light-element), and can boost your party's accuracy.
Simple-minded. Will be happy so long as she has food and a place to sleep.
Battle rating: ☆☆☆ Domestic rating: ☆ Sex rating: ★★★★★

Turtle Girl

Combat ability: Health regen Field ability: Find more items when gathering
Has great HP and defense, as you might expect.
Can punch while increasing your defense, or counter physical attacks.
Will retreat into her shell (literally) when flustered. Easily swooned by praise.
Battle rating: ☆☆☆☆ Domestic rating: ☆ Sex rating: ☆

Conte

Combat ability: Status effect immunity Field ability: Poison immunity + Flight
She's a ghost, so physical attacks aren't very effective against her at all.
Knows weak darkness magic. Can read the surface thoughts of others.
I didn't actually catch her so I can't offer much commentary.
Battle rating: ☆☆ Domestic rating: ☆☆ Sex rating: ☆

Lantyrn

Combat ability: Increases defense Field ability: Avoids ambushes
She has a bulb on her head, similar to an anglerfish, that can illuminate dark areas.
Knows weak light magic. Can counter magical attacks.
She's sweet. She'll dedicate herself to you fully if you're kind to her in return.
Battle rating: ☆☆☆☆ Domestic rating: ☆☆☆ Sex rating: ☆☆☆

Frozen

Combat ability: Increases health recovery Field ability: Can find enemies to fight
Deeply attuned to ice. Can't handle hot areas at all and will pass out.
Can learn some of the most advanced ice magic possible through reincarnation.
Her dog is an ice dog that's cool to the touch. He'll probably come to like you.
Frozen, though... I used her a lot and couldn't quite get a read on her. She's very quiet.
Battle rating: ☆☆☆☆ Domestic rating: ☆☆☆ Sex rating: ☆☆

Nekomatamata

Combat ability: Details enemy weaknesses Field ability: Mushroom immunity
Very independent. If you fail to tame her the first time, just keep trying.
Fights with electrified claws. Fondling her tails and paws restores morale and stamina.
Catlike to a fault. Flips between aloof and affectionate on a dime. Might wander off.
Battle rating: ☆☆☆☆☆ Domestic rating: ☆ Sex rating: ☆☆☆☆

Splish-Splash

Combat ability: Status effect immunity Field ability: Can take you underwater
Can alter the molecular composition of water into any other substance, like acid.
Attacks with acidic water. Will try to kill everyone (inc. you and herself) with a tsunami.
Extreme masochist that gets off attempting suicide, knowing she's cursed and won't die.
Battle rating: ☆☆☆☆ Domestic rating: ☆ Sex rating: ☆

Z'Kappa

Combat ability: Details enemy weaknesses Field ability: Can take you underwater
Loves to drink. Loves to tease. Doesn't take things seriously but reliable when it counts.
Knows advanced healing magic. Can also kill enemies by ripping out their shirikodama.
Mature and experienced older woman. Not a virgin. Playful. I like her a lot.
Battle rating: ☆☆☆☆☆ Domestic rating: ☆☆☆☆ Sex rating: ☆☆☆☆☆

Sea Cuisine

Combat ability: Increases magic power Field ability: Can take you underwater
She's a Cuisine monster, so she has an amazing pussy.
Has a fishie sword that she's not very skilled with. Can boost your party's magic power.
Very shy. Mountain Cuisine is her best friend. Will be nice to you if you're nice to her.
Battle rating: ☆ Domestic rating: ☆☆☆ Sex rating: ★★★★★

Snake Lady

Combat ability: Increases defense Field ability: Can find enemies to fight
Fights using a snake that it controls, though the snake also has a mind of its own.
The snake's bites are electric and can paralyze enemies. Can also boost magic resistance.
Very dominant, defiant personality. Might assault your other gal monsters for fun.
Battle rating: ☆☆☆ Domestic rating: ☆ Sex rating: ☆☆☆☆☆

Kotodama

Combat ability: Increases money gained Field ability: Points out foraging spots
TERRIBLE singer. Her singing is bad enough and loud enough to shatter clay pots.
Fights by singing loudly and poorly. Can also defend your party against buff removal.
I never caught her. She will sing when using her abilities, so keep that in mind.
Battle rating: ☆☆☆ Domestic rating: ☆ Sex rating: ☆



Majician

Combat ability: Increases all stats Field ability: Find more items when gathering
A typical mage. Excellent magical stats. Also good at keeping your party organized.
Knows basic fire magic. Can learn the most powerful light magic through reincarnation.
Kind of a class rep type. Low self-esteem, will ask you to rate her performance.
Battle rating: ☆☆☆☆☆ Domestic rating: ☆☆☆☆ Sex rating: ☆☆



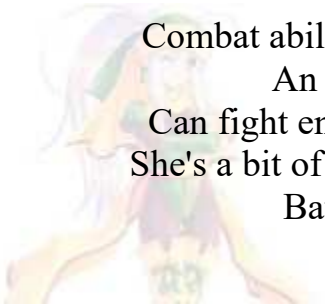
Tokko

Combat ability: Increases accuracy Field ability: Breaks down walls
Fights with a naginata. Has amazing stamina and could fight all day and night.
Has a basic attack, but also has a more powerful attack that tires her out.
She's very proper. Somewhat sweet. Honestly, very boring.
Battle rating: ☆☆☆ Domestic rating: ☆☆☆☆ Sex rating: ☆



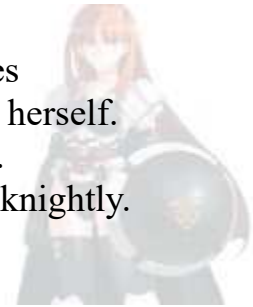
Harimau

Combat ability: Increases magic resistance Field ability: Poison immunity
An amazing doctor. Can cure anything, even cancer. Fights with an acupuncture needle.
She has the best healing magic available. Can paralyze enemies through acupuncture.
I never caught her. Keep in mind she's bisexual and might tease your other gal monsters.
Battle rating: ☆☆☆☆☆ Domestic rating: ☆☆☆☆☆ Sex rating: ☆☆☆☆☆



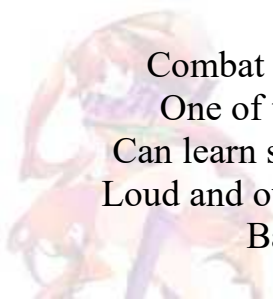
Sulphur

Combat ability: Details enemy weaknesses Field ability: Points out foraging spots
An expert at assassination. Can evade capture, so watch your back.
Can fight enemies head-on or assassinate them, something she's often successful at.
She's a bit of a bitch. Also a lesbian, so look out for your gal monsters with big boobs.
Battle rating: ☆☆☆☆☆ Domestic rating: ☆☆ Sex rating: ☆



Valkyrie

Combat ability: Status effect immunity Field ability: Avoids ambushes
Widely considered the strongest gal monster. Almost defeated Baron Squid by herself.
Fights with her hand. Either a basic chop, or a defense-ignoring punch.
Also evades all physical attacks. She's very firm and righteous. Acts noble and knightly.
Battle rating: ★★★★★ Domestic rating: ☆☆ Sex rating: ☆☆



Thunder Taiko

Combat ability: Status effect immunity Field ability: Can find enemies to fight
One of the strongest mage-type monsters in the world, with a lightning affinity.
Can learn some of the most advanced lightning magic possible through reincarnation.
Loud and overconfident. Very cute when she gets bashful. Always pays back her debts.
Battle rating: ★★★★★ Domestic rating: ☆ Sex rating: ☆☆☆

Battle Booklet

Combat ability: Increases all stats Field ability: Avoids structural traps

A genius when it comes to battle strategy and tactics. Always defers to your judgement.
Creates battle tactics on the fly, effectively buffing your whole party's stats.
If you aren't bringing her into battle, she can also function as a steward or manager.

Battle rating: ★★★★★ Domestic rating: ★★★★★ Sex rating: ☆☆

Captain Vanilla

Combat ability: Increases odds of rare items Field ability: Breaks down walls

One of the strongest gal monster species, but she's a runt of the litter. Still very powerful.
Can uppercut hard or uppercut very hard.
Tsundere classic. Likely to be your welcoming party when you arrive on the island.
Will learn how to perform the level up ritual, if you need it.

Battle rating: ☆☆☆☆☆ Domestic rating: ☆☆ Sex rating: ☆☆☆

Medica

Combat ability: Increases EXP gain Field ability: Poison immunity

A master of alchemy. Can synthesize a catalog of items out of forageable ingredients.
Knows advanced healing magic. Fights using poison bombs: More bombs, more power.
Soft and mature. Gives onee-san vibes. Maybe even mommy vibes. I think she's sweet.
Will synthesize items for you, if you have the ingredients.

Battle rating: ☆☆☆☆☆ Domestic rating: ☆☆☆☆☆ Sex rating: ☆☆☆

Tenten

Combat ability: ? Field ability: ?

She's Elina's familiar in-game, so all we know is that she fights with a ball and chain.
Simple-minded, but affectionate and reliable. Can cook good and healthy Chinese food.

Battle rating: ☆☆☆ Domestic rating: ☆☆☆ Sex rating: ☆☆☆

Kaminagahime

Combat ability: Increases EXP gain Field ability: Points out foraging spots

Great strength and good HP. Very versatile but very straightforward to use as well.
Attacks with her hair. Can also use a power attack with a chance to stun the enemy.
Considers a familiar contract to be a marriage ceremony. Expects commitment.

Battle rating: ☆☆☆☆ Domestic rating: ☆☆☆☆ Sex rating: ☆☆

DEATH Girl

Combat ability: Increases EXP gain Field ability: Points out foraging spots

One of the strongest gal monsters, but also a pretty rare one. High strength, low health.
Uses her scythe to attack. Can kill the enemy instantaneously.
Her hobby is killing. Her favorite thing is killing. She hates not killing. She lives to kill.

Battle rating: ☆☆☆☆☆ Domestic rating: ☆ Sex rating: ☆

Kamikaze

Combat ability: Increases EXP gain Field ability: Points out foraging spots
Amazing strength. An infamously dangerous species of gal monster.
Uses a bow and arrow with perfect precision, using either light-element or dark-element.
Will initially refuse sex because she views reincarnation as a cheap shortcut to power.
Battle rating: ☆☆☆☆☆ Domestic rating: ☆☆ Sex rating: ☆☆

Brave Bird

I guess I'll include her here for posterity. I feel like I'm writing fanfiction...
Combat ability: Increases speed Field ability: Flight++
Fights with flying kicks and burning tackles. Better at flying than other gal monsters.
Acrobatics deals damage and slightly increases the party's speed.
Flare blitz does big fire damage at the cost of the party taking recoil.
Hot-headed and bird-brained. She's an idiot, but she's earnest and she's doing her best.
Not required for the **Like No One Ever Was** scenario.
Battle rating: ☆☆☆☆ Domestic rating: ☆ Sex rating: ☆☆☆☆

Fail Woman

Combat ability: Increases money gained Field ability: None
Ugly and terrifying. Avoid her at all costs. Spends most of the time screaming.
Attacks using **Ｇ－ＳＥＸ** and **Ｘ－ＳＥＸ**. These do nothing.
Fun fact: She is the physical embodiment of the dev's hatred of shitty western porn.
Not required for the **Like No One Ever Was** scenario. You have been warned.
Battle rating: **Ｘ** Domestic rating: **Ｘ** Sex rating: **Ｘ**

Kraken

Combat ability: ? Field ability: ?
Baron Squid's most loyal ally, although he doesn't seem to realize it.
She will do almost anything to protect him, though she refuses to fight.
The only gal monster unaffected by the curse of Squid Paradise. Almost never speaks.
Not required for the **Like No One Ever Was** scenario.
Battle rating: ☆ Domestic rating: ☆☆ Sex rating: ☆



For any questions about specific numbers, wank it.
For any questions about how things work, play the game or make stuff up.

A good jump made by GalMonsterLover.