Maneater (Videogame)
Jumpchain CYOA
By Ovid



Welcome to Man Eater! This is a game where you take control of a baby bull shark, eat your way up the food chain, evolve into a mutated freak of a Megashark, and kill the man who killed your momma-shark and mutilated you! It's also the name of a reality cable show following the murderous adventures of said shark. Warning: Contains blood, gore, messy death of humans, random shark facts, and a narrator voiced by Chris Parnell. There'd also be some commentary on environmental destruction, and man's struggle against nature, but come on, this is a cable show, it doesn't have the budget for that.

First off, here's **+1000CP**. It should get you started in this world of Shark-eats-everything-else.

Bull Sharks usually live for 12 to 16 years in the wild (one got to 30 in captivity), but you're here for 10 years. That being said, if you've already accomplished your goal of revenge, then there may be other options...

Origin: Shark origin. That's it. If you didn't want to be a shark, why did you come here?

Gender: You may be male or female, however keep in mind that female bull sharks tend to be bigger than males.

Age: Here's your chance to pick your starting age. You can still grow to become a Mega, however it'd mean you start off limited in what you can kill and eat.
-Pup (+100CP): You just got ripped from your momma's stomach. There's a lot of stuff bigger than you that wants to eat you.
-Teen (0CP): "You are a teen, and people can expect much angst, ennui, and poor decision making."

-Adult (0CP): “You are an adult, and should probably spend less, save more, and start researching indexed mutual funds.”
-Elder (-100CP): “You are now an Elder, and thus begins a new battle against systemic age discrimination.”
-Mega (-100CP): “You are now a megashark, often referred to by scientists as the ‘64 oz gas-station soda’ of large marine predators.”

Starting Location: You can pick any starting location, as long as you have an appropriate Age. In real life, the older a Bull shark gets, the greater their ability to live in high and low salinity areas.
-Fawtick Bayou (all ages)
-Dead Horse Lake (Teen and up)
-Golden Shores (Adult and up)
-Sapphire Bay (Adult and up)
-Prosperity Sands (Adult & up)
-Caviar Key (Adult & up)
-Crawfish Bay (Adult & up)
-The Gulf (Elder & up)

Discounts: Because there are no origins, you may discount one of the 100, 200, 400 and 600 CP perks, as well as the 100, 200, 400, 600 CP items. A discount for a 100 CP option makes it free. You may choose to use a discount of a higher price tier for a lower price. Example, using a 200CP discount to instead make a 100 CP option free.

Perks:
-Shark Morality (100CP): As a shark, you eat anything and everything you can. There’s no point in being concerned if what you are eating is cute, has feelings, or can think for itself. You can choose to suspend any of your normal morals to prevent them from getting in the way. So feel free to eat humans, chow down on baby seals, and consume so many sea turtles. And who cares if some whales are endangered? You can try this perk out for free in this jump, but will need to pay to keep it in future jumps.

-Bottomless Pit (100CP): Sharks have a reputation for always being hungry for more food. Part of that is because sharks don’t often have regular access to food, but it sounds cool doesn’t it? Now, you will never feel full (in your stomach), and can always eat more. Your food will be instantly processed once you swallow it down, and you can store nutrition in limitless amounts. Even better, you will stay a lean mean killing machine, and don’t have to worry about irregular amounts of fat weighing you down. Lastly, any food you completely consume will heal you a bit. You can try this perk out for free in this jump, but will need to pay to keep it in future jumps.

-Breath Underwater (100CP): As a shark, you have gills to breathe water. As a bull shark, your ability to breathe is not reliant on staying in constant motion, unlike other shark species. You also have enough lung capacity to function for a certain amount of time outside of water. After

this jump, you can freely breathe water (or other oxygenated fluids) or a human-norm atmosphere. You can try this perk out for free in this jump, but will need to pay to keep it in future jumps.

-Lock-On (100CP): A shark's primary weapon will always be its bite. But when in a fight, you need to know where your target is so you can best take them out. You now know where your currently engaged target is in relation to yourself. It only works on a single target at a time, though you can switch targets quickly. It also only works on targets just a bit farther than you can engage them at. For example, a shark's engagement range would be how far they could make a single lunge and bite.

-Land Shark (200CP): Just when the humans thought it was safe enough on land, you've proven them wrong. No matter what you weigh or what shape your body is, when on land, you can bounce around like a particularly toothy frog. You are limited by how long you can hold your breath, but until you return to the water, enjoy visiting the human's world. You can also do a strange form of "air lunge" which is essentially making small hops in midair. You can do this 2 times after already being in the air, and each hop can be up to 3 times your body length. You can try this perk out for free in this jump, but will need to pay to keep it in future jumps.

-Digestion (200CP): As a shark, the most important thing for you to be concerned about is what things you can eat, and how much nutrition they can give you. Do you eat turtles for minerals, or do you go after seals for their delicious fat? Other predators are actually a pretty decent source of protein, and those weird white versions of animals are a nice source of mutagen. With this perk, you will get half again the nutritional value of anything you eat, as well as healing you half again more than normal. This means you can either eat less, or simply grow faster on the same amount you'd normally eat.

-Consume & Breath Anything (200CP): Humans have cut open sharks' stomachs and have found the strangest things inside. Edible, inedible, and everything in between. Sharks will eat just about anything, even if it isn't actually nutritious. For you however, everything is. Your digestive system can break down anything you can fit down your throat into useful materials. License plates are a handy source of minerals, since metals are minerals, right? A highly mutated fish (or humans) are simply a nice source of mutagen, instead of a long term toxin. Even poisons won't do anything, so feel free to chow down on that lionfish or pufferfish. And it's not just your stomach that can process anything without harm, but also your lungs/gills. You could breathe the most polluted or toxic water (or air) and not have any harmful effects. Even a runaway underwater nuclear reactor won't affect you. You can try this perk out for free in this jump, but will need to pay to keep it in future jumps.

-Never Sleep (200CP): It is said that sharks never sleep. That's not true, it's just that the shark species that can't breathe when not in motion have a sort of half-sleep state. Thankfully, that statement is in fact true for you. You can function perfectly well without sleep, though you may sleep if you wish.

-Short Attention Span (400CP): Humans have such short attention spans. They could be pursuing a dangerous man-eating shark, and if they don't see it for long enough, they'll simply call it a day and go for cheap-drinks at the local bar. Now, you get to bring this effect with you. When you are being pursued, if you are able to break contact from your pursuers, and then wait a short time, they will give up. Afterwards you could walk past them with no issue. However, they will remember your infamy and come at you with the same amount of force/arms if you do get their hostile intentions again. You can try this perk out for free in this jump, but will need to pay to keep it in future jumps.

-Shark Senses (400CP): Sharks have very different senses than humans. Their ability to smell is amazing, as great white sharks can smell a single drop of blood in an olympic size swimming pool. Sharks can hear the low-frequency sounds of prey in distress. Bull-sharks can see in color to avoid dangers. All sharks have organs in their skin that can detect electrical fields given to help them find hiding prey. You now have all of these senses, as well as a sonar sense that lets you detect everything around you. The sonar is also undetectable to others, including those species that also use sonar in some way. You can also see farther underwater. Lastly, you always know where magnetic north is, thanks to your electroreception abilities. You can try this perk out for free in this jump, but will need to pay to keep it in future jumps. Post-jump also helps you find any items of interest in about a half a kilometer around you, perfect for all your obsessive collecting needs.

-Growth (400CP): Is there something in the water here? Maybe it's that Mutagen 23 stuff? On average, female bull sharks are bigger than males. Normally, the average length for adult females is 2.4 meters or 7.9 feet. 3.5 meters is also relatively common. The record is 4.0 meters or 13.1 feet. Want to know how big you can get here? Up to 9 meters long or 29.5 feet. As long as you keep getting enough food, you will continue to grow larger, stronger, tougher, and faster. In this jump, you will be capped at 9m in length. After this jump, that limit is removed. In addition to that limit removal, you could also choose to not have a size increase but still benefit from the strength, toughness, and speed growth. You can try this perk out for free in this jump, but will need to pay to keep it in future jumps.

-Subliminal Evasion (400CP): Some of the wildlife here is surprisingly aggressive. Even when you are a 9m megashark, you would still be getting attacked by smaller fish like muskellunge and barracuda, let alone other sharks like makos, hammerheads, and great whites. With this perk, all those literally smaller fish will know they can't take you. Any animal that is smaller than 90% of your size will be neutral to you. They will still try to defend themselves if you attack them, but at least they won't try to surprise you while you are hunting bigger prey. When you are at 9m in length, the Orcas and sperm whales in the Gulf will still try to attack you. But that's fine, whales make for some damn fine eating.

-Bio-Electric Evolution (600CP): Now it's time for the weird stuff. Remember that talk of Mutagen 23 and it doing weird stuff to the local ecosystem? You get to use that to turn yourself from a

murder machine of teeth and muscle, into something a little more strange, but no less lethal. The Bio-Electric evolution lets you create and use electricity in odd ways, as well as making you resistant to electrical damage yourself. Your bite will stun whatever you are biting as well as anything else nearby, your tail can send out a wave of electrical energy to harm and stun targets, you can short out the electrical system of vehicles on head contact, and whenever you try to dodge, you can turn your entire body into electricity and do a short ranged teleport that will emit a short-ranged electrical pulse that stuns. Lastly, if you've eaten enough recently, you can create an aura of electrical energy around yourself for a short time, harming and damaging everything around you. Visually, you turn blue and have blue glowy tendrils, though if you wish, you can hide that visual distinctiveness.



-Shadow Evolution (600CP): The Shadow Evolution makes a bull shark into a tricky predator that uses poison and speed to take down prey. It's teeth are vicious and needle-like, letting a shark heal from scraps torn from still-living prey. It's tail can send out a ball of poison at a target. When dodging, the shadow shark emits a cloud of poison around itself. Lastly, if you've eaten enough recently, the shark can go into a hyper accelerated state, effectively slowing down it's time perception by 50% while still moving at "normal" speed, which is also increased a bit, and the shark is also emitting poison the whole time. Visually, you have black plates with purple highlights, though if you wish, you can hide that visual distinctiveness.



-Bone Evolution (600CP): The Bone Evolution turns a bull shark into an oceanic tank, focusing on defenses and increased mass so that ramming attacks are more effective. It's teeth are solid razor-sharp wedges that allow it to hold onto the slipperiest prey and rend steel. It's tail isn't fancy like the others but its bone armor plating and increased muscles make its tail whip attacks particularly devastating. When dodging, the bone shark can spin rapidly and turn its armored fins into battering rams on anything nearby. The head is a solid bone helmet, making head buts devastating on targets, especially boats. Lastly, if you've eaten enough recently, you can cover your body in even more bone armor, turning you into a battering ram that can shatter boats like glass. Visually, your skin is sand-colored and you have bone armor plating all over you, though if you wish, you can hide that visual distinctiveness.



Items: As a shark, you might not need or want items. If you wish, you may use an item discount on an appropriate cost perk instead.

-Grotto (100CP): Every animal needs a place to rest. You have your very own grotto, which is a cave that is filled with bioluminescent flora. You cannot be followed into it or be found by aggressive or hostile animals or enemies while inside it. To help you find it, there is a handy landmark with a guide cable leading to the Grotto. In this jump, the Grotto will be underwater with a buoy on the surface, and the guiding cable is attached to an underwater camera drone that records and transmits camera footage to the local Meat Eater reality show.

-Nutrient Caches (100CP): For some strange reason, the waters of Port Clovis have several boxes full of nutrients lying on the water bottom. Maybe it's a ploy of the Meat Eater reality show to help sharks grow bigger and become more attention grabbing? Maybe the locals want the fish population to be better? Regardless of why they are there, these caches are now yours. They are filled with all the things your body needs to grow and evolve. For this setting, that means lots of fats, proteins, minerals, and Mutagen 23. In other settings, it will provide whatever your current body needs to grow stronger. You will get one new Nutrient Cache per day, and can stockpile however many you like.

-Hobo Village (200CP): Every city has homeless people. Sometimes they congregate and establish shelters from whatever is available. These people are still willing to work for a living, and will do whatever you need done, provided it won't get them in trouble with the authorities. They are already paid, but if you are willing to fork out your own money, then they are willing to negotiate on that whole "legal" thing. At least they aren't "bums", who are sedentary and refuse to work.

-Frozen Banana Franchise (200CP): Who doesn't love a good frozen banana? You now own a chain of Frozen Banana Stands, each having a limitless amount of supplies, and a wide variety of recipes to entice customers with. Even better, the demand for quality frozen bananas will always be a constant.

-Pound Of Flesh (400CP): Sometimes it's good to know where your enemies are. It's especially good if you are a shark, your enemy is a shark hunter, and you bit off and ate his hand. Anyways, you start each jump with a pound of an enemy's flesh. If you eat it, it will grant you the ability to know where that enemy is at all times. Whether you choose to avoid them or hunt them down for their remaining flesh is up to you.

-Dead Horse Chemical Dump (400CP): For when you absolutely, positively want to kill that shark, don't just poison it, poison the whole damn ecosystem! You have a stockpile of chemicals that you can dump into a target area's ecosystem. It will ruin the nutritional value of any plant and animal life exposed to it, will increase the mutation rate of animal life, and will generally keep apex predators out of the contaminated area due to them collecting the poisons within themselves. It will also make any animal life inside the poisoned area move slower.

-Supply Of Food (600CP): Normally, sharks (and other predators) have to live in a wide range of space in order to find enough food to keep them going. Prey moves around as conditions change, and sometimes the best prey simply can't be found. But for some reason, Port Clovis has a very dense collection of all kinds of animals. From sperm whales to catfish, there is so much to eat, and no voracious megashark could ever eat enough to threaten a population. Now, you get to bring this effect with you. Your Warehouse now has an attachment with its own self-contained ecosystem. This ecosystem contains an endless amount of any animal you've ever eaten, and the ecosystem will expand as necessary to accommodate new species. For example, eating an alligator will give you a swamp section, or a sperm whale gives you a large bay. And if you aren't feeling particularly shark-y and don't want to hunt it down yourself, then you can also choose to have the room give you a supply of fresh excellently butchered cuts of meat. This item doesn't work on humans or any other sapient organism with a developed culture.

-Cloning & Gene Editing (600CP): This world is weird. Among other things, there is a local company (called Sunshine Solutions) that offers cloning and gene editing for the military. And you have your very own set of labs. You can now clone and genetically edit any organism you wish, including humans or any other sapient organism with a developed culture. If you simply want to feed brain dead clones to a shark, well, there's no laws against that. The lab comes with its own skilled staff, though they are currently trained for human cloning and genetics work.

Companions: You are a shark. Sharks commit in-utero cannibalism. No companions offered.

Drawbacks:

-Welcome to Maneater (+0CP, Mandatory): You are engaged in the limited story of Maneater, and as a shark, you are torn from your mother's carcass by Scaly Pete, you bit off and ate his hand, then are allowed to make your own decisions. You are required to fight and kill Scaly Pete, but everytime you defeat him (usually by wrecking his boat), you will survive the effects of the cutscene. The first time you destroy his boat the Cajun Queen, after you bite off Pete's left leg, the son Kyle will pour gasoline on you, Pete will ignite it, and the fire will ignite the boat's fuel tank, killing Kyle, and burning Pete, and giving you a burn over your face, ensured by drawback fiat. The second time, after you wreck Pete's father's WW2 PT boat, when you go to kill Pete, he will set off explosives right behind him and in your face. You will also survive this due to drawback fiat. Any other time you die, you will not be protected by drawback fiat. Once Pete is dead, you will be able to bypass the sea nets around The Gulf, leaving you free to go somewhere other than Port Clovis.
--Be The Human (+0CP, toggle): Instead of being the shark, you are the shark-hunter. To keep the risk the same/similar, you have to deal with the normal player-shark. You are essentially taking the place of Pierre Leblanc AKA Scaly Pete. To maintain the story line, the baby bull shark was mutilated/scarred by you, and it took a chunk out of you in retaliation before being thrown overboard. Not a full hand, but a good chunk of arm-muscle. You will throw it overboard so you can hunt it later. You must kill the Megashark, and the only resources you have are a fishing boat and a shotgun. In addition, all perks with "free to try" language are no longer "free to try", so if you want them, you have to pay for them.

-Early End Of The Show (+0CP): If you've grown bored here and have already beaten either Scaly Pete or your opposing Megashark (as outlined in the above drawbacks), you may choose to end your jump early. This drawback may be taken at any time as long as you've satisfied your Mandatory condition.

-Identifying Scar (+100CP): When you were a young one, some asshole mutilated you in a visible area. Your eyes are intact, and it doesn't impact your regular activities, but it is a highly distinguishing mark, and people looking for you know you on sight.

-Albino (+100CP): What did you eat??? Your skin and coloration is now that of an albino, meaning you are now pale white. This really screws with your ability to hide from threats, as well as makes you sensitive to UV rays.

-Responsible Public Safety (+100CP, exclusive with Be The Human): In Port Clovis, when a shark attacks, the authorities call in various bounty hunters to kill the shark. Killing the threat is fine and all, but why don't they do anything for the people who are vulnerable? With this drawback, the authorities are now much more responsible. If a shark is spotted, they put up signs and alert people not to go in the water for a few hours. If a death occurs, that beach won't be open for 5 days at least. And yes, they will still send hunters after the shark, since a shark that has done it before can likely attack again.

-Shark Cages Everywhere (+200CP, exclusive with Be The Human): Shark cages are metal cages that divers can stay in in order to watch sharks safely. Scaly Pete has decided to copy the idea and spent $3000 on making a shark cage for his boat, meaning that sharks can't leap from the water to attack people without first breaking the cage. With this drawback, other shark hunters will copy the idea, making it much more difficult for a man-eating shark to steal and eat hunters off their boats.

-Tesla's Fishing Equipment (+200CP, exclusive with Be The Human): At a certain level of infamy, dedicated shark hunters will break out the more specialized gear to take down a shark. The biggest boats will have underwater-mounted electric field emitters, causing constant damage to any sharks nearby. A smart shark could try to break the emitter, but it'd still be getting hurt the whole time. With this drawback, now even more boats will start mounting shark field generators, though this will be limited to boats with dedicated superstructures on top of their hulls. The idea of putting them on jet skis and fan boats was just too impractical.

-Not A Landshark (+300CP): As an apex predator of the sea, why the hell would you want to flop around on land? Now you no longer have a choice, as your lung capacity above water is extremely limited. You also aren't resilient enough to bounce around on land (or other above-water solid surfaces) without taking further damage.

-Red Tides (+300CP): "Red Tides" are the name for a regular phenomenon in the Gulf Of Mexico. Basically, it's when a specific type of algae gets enough nutrients to grow to insane numbers, to the point that Red Tides have been seen from orbit. For humans, this is an odd and slightly inconvenient occurrence, depending on their health. For fish, this is dangerous, as the elevated levels of that specific algae can create a neurotoxin called brevetoxin that can accumulate in and kill fish. As a bull shark, you don't have the ability to avoid it, as while you can try to flee into low-salinity waters, the Red Tide will also go into bays and estuaries. However, the next Red Tide will occur in a month. Can you grow big enough fast enough to take down Scaly Pete and escape the Gulf?

-Shark Only (+300CP): When you are an apex killing machine, what else could you possibly need? You no longer have access to any out-of-jump perks, power, or items in any form. Yes, a shark with laser eyes would be hilarious, but kind of unnecessary in a setting where being red in tooth and ~~claw~~ fin is more than enough to see you through.

-Fin Apocalypse (+400CP): All the shark and whale species have decided humanity has abused them enough, and will no longer be passive. Expect sharks to hunt down humans wounded in the water, Orcas to "play" with humans, and so on. Plus, all of the predators will now go after food sources instead of just defending them (in-game, you don't see predators eating anything, they just fight you). In addition, the humans will realize there's a problem and will organize at a higher level, meaning hunters will have better equipment, tactics, and skills. The stakes and competition are higher. Can you still prevail?

-Tasted Your Flesh (+400CP): There is another bull shark out there. It has tasted your flesh, and wants the rest. It will be in the same stage of life as you, and will pursue you to the ends of the Earth. It has all the perks that you took in this jump, and if this isn't your first jump, then it has all of this jump's offered perks. If you took Be The Human, then this 2nd bull shark also has all the "Free To Try Here" perks. Can you handle another megashark? Maybe the reality show should be called "Shark Eater" instead of "Man Eater".

-Kaiju-Central (+600CP): One of the landmarks in The Gulf is the Kaiju-Gate, a set of doors chained closed, set on the ocean floor, surrounded by geothermal vents. Those chains have been broken, and now giant monsters, or "Kaiju", will show up to devastate the area. Well, kinda. The Kaiju will "pre-game" on Port Clovis, then move on to more important cities. Try not to get stepped on, eaten by a kaiju, nuked by the human military, or squashed by a giant piloted robot judo-throwing a kaiju back into the ocean. It's up to you if the kaiju blood is bright blue, extremely rich in phosphorus, and kinda unfriendly to the local environment.

Well, that's a wrap! Thanks for being on this season of Maneater! Before you go, take this boxed set of every season of Maneater, this Commemorative Bobblehead Set, and this set of Commemorative Pez Dispensers with an existence supply of every flavor of Pez! There's also a bonus of various meat-flavored Pez too, they're experimenting with Maneater-branded merchandising.
Anyways, onto the important bit! As always, drawbacks fall off, so on and so forth. So, where are you heading to?

Stay: Has this story of Mother Nature versus Man stolen your heart? Want to see what horrible things a man-eating shark can do to the local economy? Awesome! Now, if you wouldn't mind signing this exclusive coverage contract for Man Eater...
Go Home: Too much blood and gore in the water? Want to return to your non-shark roots? Very well, head on home. You get to keep all the stuff you've gotten.
Keep Jumping: Had enough fun in the water, and want to explore other worlds? Well, grab another jump doc, and let's see where you are headed next.

Changelogs:
-1.0: Initial release.

Notes (For Jumpers):
-If you have multiple evolutions, you may combine them together to benefit from all effects.

-Kaiju Central: Yes, this is both a thing in game, and a Pacific Rim reference. The gate exists as a landmark, and I decided to expand upon it into a Pacific Rim reference with off-brand Jaegers.

-Age: Yeah, I totally copied most of these descriptions from Chris Parnell's lines when you evolve into that age-stage. I made up the Pup one.

-"Free To Try" language: There are several perks that I feel are integral to experiencing this jump in a way similar to the game. As such, those perks have "free to try, pay to keep" language included. If you use one of your discounts to "pay" for a 100CP option (the discount turning it into 0CP), then that counts as "paid for", thus you keep it. Just wanting to explicitly address that
--"Free To Try" and "Be The Human": Because you are no longer playing the shark, and are instead a human, you no longer benefit from the "Free To Try" options without having paid CP for them. That being said, even if they are sharky perks, if you paid CP for them and are a human, well, I guess you get an early start on figuring out how Sharky perks apply to a non-shark.

-Why are Elder and Megashark the same cost? Because, in the author's experience playing the game, if you are doing all the side content as you come across it, you will be so high leveled that, once you beat Scaly Pete the first time and can finally evolve from Adult to Elder, you will only be an Elder for a single/few levels before being able to Evolve to Mega. Also, when you look at the in-game benefits of being a Mega over an Elder, the only increase is to your lung capacity. And finally, I just didn't feel like charging more for Mega when the jump differences are fairly minor. And I also didn't want to charge people 50CP, thus leaving 50CP hanging. I hate when that happens.

-Growth: When I say "health" improves as you grow, I kind of mean your defenses, as in you can take more damage.

-"Animal": Anytime I say animal, I mean anything that's not a plant or mineral, and not a human/other sapient species with a developed culture.

Q: As a human, can you kill the Megashark before it's a Mega? How long will it take to reach Mega status?
A: Fanwank. In-game, as a shark, you HAVE to be a Megashark before being able to fight Scaly Pete the last time. And in-game, there is no real sense of time passage, so it's really up to you how long it takes for the bull shark to grow to Mega. Sidenote: This does NOT apply to the "Tasted Your Flesh" drawback shark, as it matches whatever your growth is and will come after you.

Q: Are the jump perks disabled when taking the “Be The Human” drawback, because they are all about being Super Shark?
A: No, as otherwise why would you want to come to this jump. Consider it an early opportunity to figure out how shark-flavor perks applies to non-shark forms.