Goat Simulator CYOA (Jumpchain-compliant!)

(Version 0.1)

Welcome to the world of Goat Simulator! This is a world much like our own, save for the goat-related shenanigans that occur on a near-daily basis. Goats of all shapes and sizes wreak havoc the world over, and now you're one of them! Since the entity that sent you here understands that this world's physics are a bit... wonky... you'll have ten chances to survive here before being sent home if you die. To help you get by in this goat-centric world, you have...

+1000 CP

Now get out there and get down with your baa-aa-aad self!

Section 1: Location

Roll 1d8 to determine your Location, or pay 100 CP to pick.

1-2: Goat-ville – a small suburban or even rural town, home to the Low Gravity Testing Site, the Coffee Stain Studios building, and a large wheat field where crop circles, rowdy teen drivers, and goat-built megalithic structures can be found. This little town also holds two dark secrets, one in a tower and one in the woods behind a certain house...

3-4: Goat City Bay – A port city with a thriving nightlife at the local hotel. The sewer system has some interesting testudine characters residing in it, and there are a number of hallucinogenic mushrooms growing about. Transportation is easy to find, and the local amusement park is always fun! Beware of the slender creature that lurks in the cemetery behind the wind farm, though, and be sure to bring a towel if you're going near the dam!

5-6: Abu Goat – An ancient temple, home to embalmed, entombed goat-kings of old. You can knock over monuments, ride a jetpack to a floating house, fight goats in a ring, defeat the famous game of Flappy Goat, or explore the temple itself seeking treasure and ancient secrets! Beware, however, of the curse of the ancient goat-kings...

7-8: Free Pick – Lucky you! Choose from any of the locations above!

Section 2: Skills and Abilities

The first thing you ought to know about being a goat is that all goats in this world can do the following:

-Slow their perception of time

-Change direction in midair

-Jump high enough to headbutt a human in the face

-Headbutt or kick hard enough to roll large boulders or topple Stonehenge-grade megaliths

-Ride bicycles and skateboards

-Survive falls from low earth orbit

-Pull people and heavy objects with their highly adhesive tongues

-Cause anything combustible that they headbutt to explode.

-Spread flames with a touch after harmlessly setting themselves on fire.

These abilities are collectively known as Goat Physics.

Manual [100 CP] – You are skilled at walking on your front hooves – skilled enough to do so and balance a plate of food on your hind hooves without spilling a crumb.

Wall Run [100 CP] – You are able to run across walls for up to twenty seconds at a time.

Ragdoll [100 CP] – You can reduce damage to yourself from explosions, falls, and the like by simply relinquishing control of your body's motion until such time as you are once again at rest. This also allows you to pratfall at any time.

Mutator: Bouncing Goat [100 CP] – When landing after a fall, you bounce to half the height you fell from until such time as your bounce height becomes effectively zero.

Mutator: Deadgoa7 [100 CP] – At any point, you can toggle on or off a thirty-foot radius of Deadmau5 music around you, to which nearby humans will dance. If you can somehow play other music without an instrument, that music can be substituted for Deadmau5.

Mutator: Repulsive Goat [200 CP] – You are a very stinky goat. So pungent is your stench that it physically repels anything within a six-foot radius as if said item was hit by a car.

Mutator: Tall Goat [200 CP] – You are a Tall Goat, known colloquially as a Giraffe. You can reach higher things more easily.

Mutator: Fluffy Goat [200 CP] – You are a Fluffy Goat, known otherwise as a Sheep. Your wool is very fluffy and warm, as well as prone to static electricity.

Mutator: Feather Goat [200 CP] – You are a Feather Goat, known commonly as an Ostrich. You can now run three times as quickly as a normal Goat.

Mutator: Space Goat [200 CP] – You are now a Space Goat. You look rather alien, but you're still a Goat.

Mutator: Classy Goat [200 CP] – You are a Classy Goat, commonly referred to as a Penguin. You can slide on smooth surfaces on your belly.

Mutator: Hitchhiker Goat [300 CP] – You now have a towel on your back! In addition, once a day, you can summon a whale above yourself. Just... remember to steer clear of the falling whale.

Mutator: Uncle Goat [300 CP] – You now have glowing blue eyes and patterns on you! In addition, your glowing blue tongue can extend about 250 feet and pull you towards whatever you grab with it.

Mutator: Goatsaurus Rex [300 CP] – You are a Goatsaurus Rex, commonly known as A FREAKING DINOSAUR. You have powerful bite strength and a large head (but tiny arms). You can also stomp on things smaller than you.

Mutator: Zombie Goat [300 CP] – You are a Zombie Goat (so leave this place!). You now carry a virus which cannot infect other goats, but can infect and cause mayhem amongst humans. If you lick, headbutt, kick, or gently nudge a human, they will fall over and zombify. Once they rise again, they will attack any nearby humans to spread the virus. If there are no uninfected humans left in their line of sight, they will attack you, knocking you around and moving very quickly. Be VERY careful with this.

Mutator: Angel Goat [500 CP] – You now have an angelic halo over your head! In addition, you can actually slow your falls from great heights, to the point of not even being set aflame on re-entry.

Mutator: Devil Goat [500 CP] – You now have four horns and black fur. In addition, you can create a demonic vortex that draws in anything in a twenty-foot radius of you that isn't nailed down.

Mutator: Goat Queen [500 CP] – You have seated yourself upon the Infernal Throne. Your call can summon goat peasants from the skies, to be used as shields, to destabilize precarious constructions, or to be sacrificed for power.

Mutator: Size-shifting Goat [500 CP] – You can change your size from anywhere between three inches and fourty feet tall.

Mutator: Goatborn [500 CP] – You are now the Goatborn. You bleat with a dragon's force – enough to shatter boulders and launch cars halfway across a town.

Mutator: Builder Goat [500 CP] – You are now a blocky Builder Goat. You can place small blocks of dirt in front of you anywhere within your line of sight.

Mutator: Pharaoh Goat [1300 CP] – You are now the Pharaoh Goat. Not only can you not be harmed by the Pharaoh Goat's Curse, you can inflict it on those who anger you to dessicate and weaken them. In addition, with a bleat, you can summon a swarm of scarabs to devour your enemies. Finally, you can transform any non-Goat you lick into a mummified minion. How “dead” or “alive” they look is up to you, but they can be spotted by their mummy wrappings and yellow eyes with black sclerae.

Section 3: Items and Gear

Pitching Machine [100 CP] – This item, attached to your back, fires baseballs. It can be reloaded by licking baseballs.

Exploding Pitching Machine [200 CP] – This item also launches baseballs, but said baseballs explode in a manner similar to flashbangs on impact with... anything. It can be reloaded by licking baseballs.

Jetpack [200 CP] – A jetpack with unlimited fuel. It cannot be steered, however.

Steerable Jetpack [300 CP] – It is a jetpack with unlimited fuel. It can be steered.

The Beacon [300 CP] – This beacon, when placed in a crop circle, calls out to the nearest starship, which will then pick you up. What the pilots do then is up to them.

Mecha-Goat 9000 [400 CP] – A robot goat that will follow you around and carry out your orders to the letter. It can double-jump.

Mayhem Goat [500 CP] – A goat that follows you around and receives ONE free Mutator (besides Pharaoh Goat). It is not, however, guaranteed to listen to you, or even understand what you're saying. It DOES, however, have the capacity to use full Goat Physics for one hour per day anywhere you go, and it is guaranteed to cause mayhem.

Black Hole Pitching Machine [900 CP] – This also launches baseballs, which on impact with an item, will consume all matter in a basketball-sized radius around it, then collapse into a gravitational singularity and fade from existence. It can be reloaded by licking baseballs.

Section 4: Drawbacks

You can take up to two Drawbacks, for a total of +600 CP, unless otherwise stated.

Parkour Level [+100 CP] – You are now trapped on a parkour map. Have fun.

Gotta Goat Flap [+100 CP] – You are now addicted to the game of Flappy Goat. Expect much frustration.

Cursed Goat [+200 CP] – You are now cursed. Your fur, throat, and lips are dry, you are weak and frail, and you must defeat the Evil Mummy Goats of Abu Goat in Goat Combat if you wish to lift the curse. Cannot be taken with Pharaoh Goat.

Completionist [+200 CP] – You are compelled to hunt down every Golden Goat statue in the world. You will throw yourself at every challenge standing between you and those statues.

Human [+300 CP] – You are not a Goat. You are human. You can still purchase Mutators, but they will not be usable during the ten years you spend here. In addition, this will make Goats target you for zombification or sacrifices. You do not want to be zombified or sacrificed.

A Story About My Goat [+300 CP] – You no longer remember how to use anything a Goat would not normally find in this world.

Involuntary QA [+700 CP, takes both Drawback slots] – Goat Physics no longer apply to you – your body will act as if real-world physics were in effect at all times. In addition, you only get one life and cannot access Mutators during these ten years. Worse yet, you are more liable than ever to shatter reality if you cause too many strange events. This will kill you.

Section 5: Future

At the end of the ten years, regardless of your choice, your Drawbacks are revoked.

In addition, you gain the Satyr Form. In this form, you have all human physical capabilities, access to your Mutator powers, and Goat Physics levels of physical strength. However, unless you stay in this world, other Goat Physics will no longer apply to you.

If you wish, you can also assume your full Goat form, though the same restrictions apply as to the Satyr Form.

Otherwise, you have three options.

A Story About My Home – You've had enough of this madness. Peace out, you're going home, and you're keeping everything you have so far.

A Story About My Hooves – What? You, leave? HA! Why do that, when you can be a Goat? You will stay here for the rest of your days – which will technically be forever, since you've finally fully integrated into the world, and kept everything you had before.

A Story About My Worlds – You move on to the next world. This was fun, but you'd like to take everything you got here and elsewhere and just move on already.