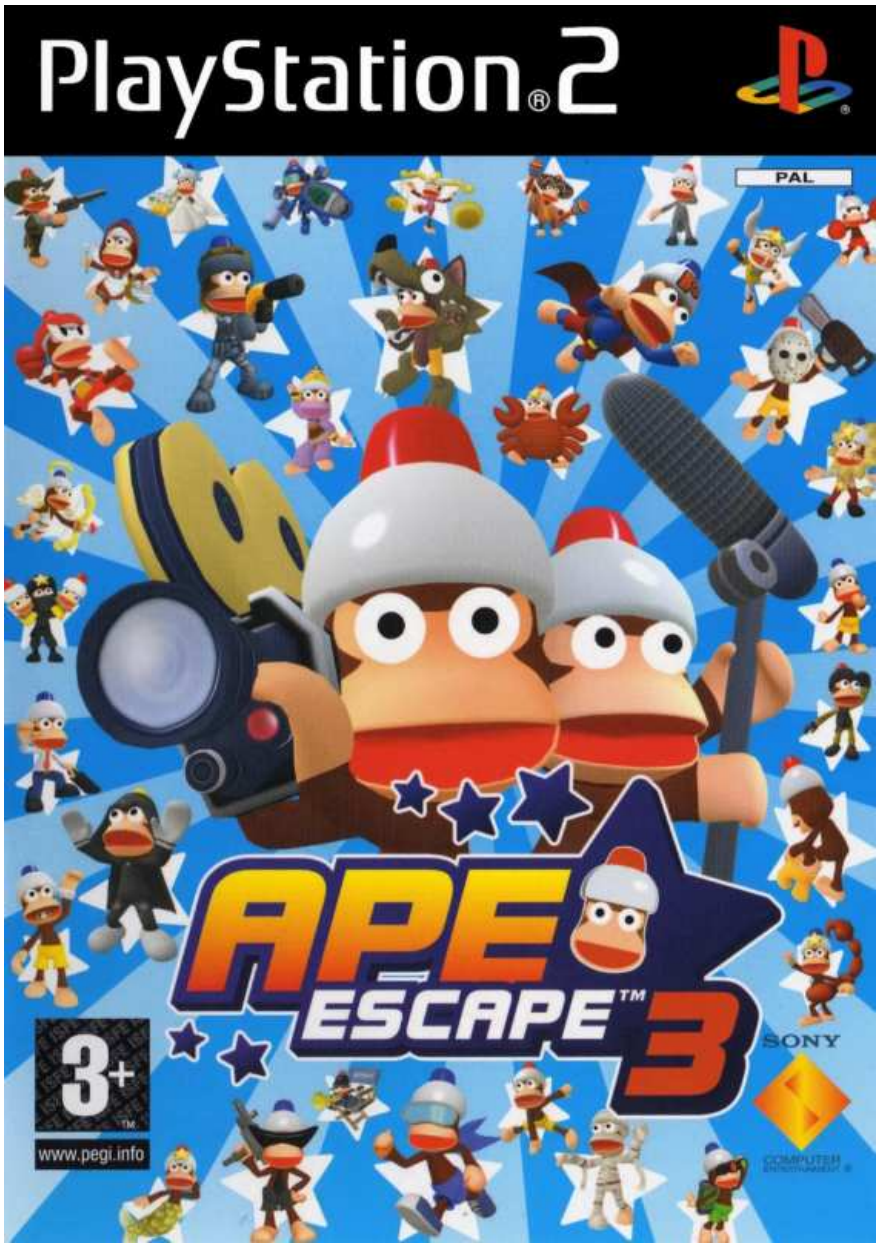
Ape Escape 3

by Misdreamer



Specter has escaped once again! Everyone has been hypnotized through his malicious TV programs! The fate of the world is (again) in the hands of teenagers! Is this enough emphasis!? Better add some more to really sell the point! And a last one to pad this paragraph a little more!

Have the traditional 1000cp, and remember to have fun.

Origin:

Ordinary Kid - You are an Ordinary Kid™. You either work for Akie as an assistant, are friends with Sayaka and Satoru, or maybe you spawned into existence on her front door with a letter of introduction, leading to your involvement with the plot. Working under Akie means she will lend you her gadgets, maybe even permanently if you are helpful enough, but the ones you get for free are different (read: worse) than the cp-backed versions available below. Age is anything between 12 and 20.

Scientist - You do science, mainly robotics and engineering work. You can choose whether in your past you were affiliated with Akie or Tomuki (or both, though you have to choose a faction to join), or maybe to enter this world unfettered. Age is anything between 20 and 50.

Monkey - Pretty self-explanatory, isn't it? You may choose whether to be one of the cogs in Specter's plan, or if you want to turn up somewhere else without a past. You are smart enough not to need an helmet, so I'll throw in a fake one if you want to fly under the radar. Age is pretty irrelevant.
For 200cp you may becomes a boss monkey, with thematic power, color and location. The latter follows you after jump. Taking this makes you affiliated with Specter, but it also places you in a relatively important position - you are the boss of that area, commanding between 50 and 70 lesser monkeys and a pretty good amount of robots.

Regardless of origin, you may choose whether to keep or change your gender at no cost. Monkeys have no gender. Yes, even the Pink Monkey.

Perks:

100cp is free for their origin, the rest is discounted, standard stuff you probably already know.

50cp **Flamboyant Appearance** - You can now customize your appearance. Gravity defying dark blue hair? Yeah, sure. Could even grow a natural orange afro if you wanted. Just be careful not to get into an accident.

Ordinary Kid



100cp **Double Jump** - The greatest power of the protagonist, the ability to step on thin air to double their jumping height! Definitely a must have for navigating the studios' treacherous terrain. It has a 10 seconds cooldown, but if you had other ways to move in the air you could probably fake flight pretty convincingly.

200cp **Tutorial Mode** - Every time you gain a new ability or item, a magical phone will guide you through the most basic of its uses, let's say three. Buying the simulation room let's you sync the two, giving you pre-built stages to let you try your abilities in appropriate environments. This only tells you about active uses (more information in the notes)



400cp **Weapon Rolodex** - It's basically a very limited inventory. You have 10 slots total, and five special ones - weapons you put into four of these may be swapped with one another as fast as you can think of it, and you may rearrange your slots in as little as 20 seconds. The last special slot is one you may not access at will, but it manifests itself given a set condition - for example entering water that is deeper than you are tall, or falling for more than a few meters, of receiving a specific type of damage. Great for fast-paced combat. Only one thing can be out at a time.

600cp **Sugar Rush** - You can eat cookies to gain health. Better cookies give more. Eating cookies instead of normal food will put you in a hyper-aware state - you have better reflexes, you are slightly stronger and faster, you don't tire nearly as easily and your need for sleep is lowered to a couple hours a day.

Scientist



100cp **Stylish Turncoat** - You have an innate sense for style. You will find it easier to act in character - thinking of yourself as a spy or a doctor will let you easily slip into their mindset. Doesn't come with skills.

200cp **Herding Cats** - Monkeys or teenagers, no difference amirite? You find it easier to lead small groups, and even large organizations run more smoothly if you are at the top - if you put a team under you in charge, each of them gains a degraded version of this perk, like minibosses.



400cp **Robotic Science** - You know everything you need to build your own robot army/space station/gadgets, though most of this world's inventions require a source of morph energy to do all that crazy stuff. Cartoonish aesthetic is a requirement for things built with this perk.

600cp **Inconceivable Planning Skills** - Your plans work, but only if they are so stupid that they become serious again, and if you have the capabilities needed for them. So, if you wanted to split the Earth in half to get that monkey utopia you always wanted, your plan could actually work. Provided you have the giant robot needed to split it. Logic, even a stupid one, is pretty important.
Doing your thing can't be easy - you can't use a plan to rob a bank if you can just teleport inside it and take the money. Best used for monumental tasks.

Monkey



100cp **Banana Throwing** - Bananas are a weapon of mass destruction. Or not. Reaching into your pants, you will always find a banana there. Another banana, if you're male. Throwing its peel on the ground creates a cunning trap! People tend to slip on them. Also doubles as a (questionable) source of emergency food.

200cp **Improbable Movie Skills** - You are in the business of film-making. Be it as an actor, as the director, or even just a cameraman, you find yourself easily slipping into their roles, with all the skills you would need.

400cp **The Power of PANTS** - Pants are the ultimate weapon! By swapping between different pants, you may receive their powers. Blue pants let you run faster, red pants let you punch harder, black pants give you a gun. Somehow. Can only have one power at a time.

600cp **Pipotron** - You have been genetically enhanced through SCIENCE, to become the ultimate monkey. You can fly, shoot one of 3 different lasers types (blaster, bubble spread or homing dark clouds), have increased strength, speed and senses. Choose a color.
Pinnacle of monkeyhood. Peak monkey. Ponkey.



Items:

200cp free for items only, 100cp are free to their origin. Items can be imported into similar ones, gaining either their properties or alt-forms at your discretion.

50cp **Minigames Collection** - Includes Mesal Gear Solid, Super Monkey Throw Stadium and Ultim-Ape Fighter.

50cp **OST** - The complete set of music from this game.

Ordinary Kid



100cp **Basic Set** - Includes the Time Net, the Stun Club, the Slingback Shooter and the Dash Hoop. They are unbreakable, and the slingshot gives you 10 of each special ammo type per day in addition to the infinite normal ammo. The Stun Club is a perfectly non-lethal weapon - hitting living creatures with it will never do more damage than it would take to make them flinch.
After this jump, the net gains the ability to easily subdue small creatures, making them docile once caught - though it loses the tele-transportation if you do not have a machine to hook it up to.

200cp **Recon Suite** - Gives you the Monkey Radar, the RC Car, the Sky Flyer and the Water Net. All car types are included.
After this jump, the Radar loses most of its monkey-related functions, but gains the ability to find people in a 10km radius, and get more information about them in a 1km one. This tells you their name and lets you see the area around them, and as a bonus it will also tell you what color their pants are.
The Sky Flyer has some of its limitations diminished - it will be much faster horizontally, and fly much higher than it could before. Still not infinite flight though.



400cp **Vehicles** - You get a Boat, a Tank and a Sports Car.
The first is a yellow inflatable turtle shaped boat, and only has room for one person; on the other hand, it can travel over literally any liquid - water, lava, whatever - without trouble, and grants you some degree of invulnerability to environmental effects. Also, it has to be rowed manually, no motors allowed.
The tank is exactly what it sounds like: it's small but heavy, it moves slower than you would walking, turning corners with it is a pain in the ass. Comes with a cannon that shoots energy bolts and twin miniguns that shoot an infinite amount of non-lethal projectiles.
The sports car is, well, a car. Maximum speed is 156 km/h, which sounds kind of unimpressive. The greatest benefit of this car is that it can't be flipped - no matter what, it will always land on it's four wheels.
While they usually take place in your Warehouse, you may teleport them to your location by sending a signal from any phone or computer, though it takes a couple minutes for them to arrive.



600cp **Morph Gear** - A watch that lets you transform into various costumes, running on Morph Energy. Comes pre-packaged with all six standard transformations (though using them before Akie invents them could lead to some questions) and 9 gems, for a total of 10 consecutive transformations. Unlike the standard version, this one has many benefits: all of the gems charge automatically (at a rate of 1 every 20 minutes), you can choose whether to keep a transformation going by spending another charge (instead of retransforming), and the transformations last for 5 minutes instead of 30 seconds (though the charge time is increased to compensate). Doesn't tell the time. As a bonus, once per jump you may design a new transformation to be included in it, themed to where you're going.



Scientist

100cp **Morph Crystal Container** - A crate of morph crystals, enough to make 5 small mech suits or a big robot, that refills every month. Required for building basically anything you see in this world, from intelligence-boosting helmets to giant robots, to teleporters and power ranger costumes.

200cp **Mobile Suit** - Either the standard red one, or one made based on your features like Tomuki's. You could also take the Flying Turtle, but let's be honest, it's lame as fuck. Alternatively, if you really wanted it, the White Monkey has a couple spare dragons, and he probably won't mind you having one.





400cp **Robot Army** - A legion. A battalion. Let's call it a robo-squad. Basically you get 20 basic robots - they are not sentient, but will understand what you say and follow your orders to the best of their ability. Not particularly smart, but they make for excellent lab assistants. If damaged, the others will repair them if you give appropriate materials.



600cp **Simulation Room** - A room that is not quite reality, and not quite virtual simulation, perfect to test inventions and try out powers in. Inside it dying is impossible, and any damage can be reverted as easily as pressing a button. Everything that goes inside it can come out, but things created inside can't be brought with you. An attached computer lets you change things inside. Comes as a Warehouse attachment.

Monkey

100cp **Pants for days** - You have pants. They always fit you, come in a variety of colors, and if damaged you will find a new version of the same pair in your warehouse. Goes great with the perk.
All standard pants included (see the notes)



200cp **Mecha suit** - Exactly what it says. It lets you fly relatively fast, and it comes with a shield and a gun that fires laser bubbles. It's quite fragile when hit directly, and a good hit will see it fall to pieces, but you'll always find a new one in your warehouse after a couple hours.

(yes, I know the image is shit, feck off)

400cp **Helmet** - You have an helmet that makes you smarter. A monkey wearing it would be equivalent to a 10 years old child, but the average scientist may well find himself leading breakthrough research on all kinds of stuff. Comes with a headlight that shows everyone your emotional state, but if you took the scientist origin you also get an afro wig for free. Can be customized within limits, like making it part of a hat, as long as the headlight is clearly visible.

600cp **Actual Mecha** - You can get one, minimum 20 meters tall, maximum 300. The bigger it is, the slower. Keys are weak points that reduce functionality. Can't fly. Can customize how it looks, but it has to fit the aesthetic. Comes with automated defenses for all its body parts, including lasers, homing exploding robot heads, respawning teleporting robot police and similar. Floating chair not included.

Companions:

Import - You may import any of your companions for 50cp each, or eight of them for 200cp. Each of them gains 600cp to spend as they wish.



A Friend Like You - A completely loyal robot, like Tomuki's, for just 50cp. Cute beyond belief. Will never leave you, even in your darkest hour. Such a great little thing. Great moral support.

Canon Companion - I mean, can't see why you would want one of them but who am I to judge. 50cp for each, to bring them along on your adventure.

Drawbacks:

0CP **Back to the Past** - Don't want to play in AE3? You can go to either the first two, or any of the numerous spin-offs if you really must.

100cp **There Was a Terrible Accident** - You had an accident, and now you're bald. You feel compelled to cover yourself in shame, but stuff on your head has the tendency to slip at dramatic moments.

100cp **Butterfingers** - Things often slip from your hands. You'll find it kind of difficult to hold on to gadgets, tools, or even your own bananas.

100cp **Gullible** - You are easily swayed by other people's bullshit. Like a child, or a monkey. Fancy that.

200cp **Phantom Banana** - Slip on bananas every time you see one. Basically it materializes a phantom banana every time you see one, and there is no way to avoid it. If you're durable enough that a fall wouldn't faze you, or have other ways of avoiding damage, your enemies will also become aware of this weakness of yours and try to exploit it.

200cp **Monkey Whisperer** - Only speak in monkey cries. May cause problems if you are not a monkey, and even if you are expect some trouble communicating.

200cp **Unapologetic Narcissist** - Exactly that. You have the kind of ego that makes you want to build a rocket in your shape. You'll often find yourself not listening to other people, too busy admiring your reflection.

300cp **Did Someone Say Space?** - Specter's army is ultra-equipped, almost every monkey has mech suits or equivalent. More mechs in the world. More piloted robots like the UFO. Even Pipotrons are more common, though not nearly to the point of being ubiquitous. If you chose to become a monkey, this doesn't give you anything you haven't bought with CP. You'll be sent on the field as the random mook.

300cp **Gritty Reboot** - Disable 'fakeness'. Now everything is really serious - guns have actual bullets, monkeys actually try to kill you, Specter's plan would destroy the world. People die, as they are hypnotized and can't separate themselves from their tvs. The fate of the world rests on two teens and maybe you, as Specter's stupid plan clashes with little things like 'laws of physics' and 'common sense'.



300cp **A Terminal Case of Stupid** - You have the mental capacity of a monkey. Even with the helmet, you'll only be as smart as the average 5 years old. Good luck surviving in this jump.

Scenarios:

Planet of the Apes (Monkey only)

In the next ten years, you will need to establish Earth as a planet populated by monkeys. It doesn't matter how you do it, but by the end you will need to have the planet inhabited predominantly monkeys. You could split the world in two, and forcibly expatriate the humans, or you could kill them all I guess. I don't judge, it's a pretty decent method.

It doesn't matter if you do it alone or with an army, and neither does it matter if you ally yourself with Specter, take his place or even compete with him. The only important thing is that, in ten years, the planet called Earth is inhabited by monkeys and devoid of humans.

As a reward you gain the power of the Monkey King, the mythical Sun Wukong. You can fly at will, you can hit harder than the Red Monkey and resist damage better than Yellow. If you bought the Pipotron package, its effects are amplified - all its bonuses are improved, and you are able to use all three abilities instead of choosing one. You radiate an aura of enlightenment, that provokes feelings of awe in people, stronger the less intelligent they are.

Comes with a mundane, if very aesthetically pleasing, staff fitted to your height, and a pair of golden pants that blind your enemies if you thrust at them. Have fun.

The Restoration of the Human Order (Human only)

The monkeys have won the war. You're part of the last pocket of rebellion, fighting for the human right to survive. Regardless of origin, you start in the last stronghold of humanity - an underground, hidden fortress, home to little more than 2.000 people, most of them civilians. Akie and Tomuki are the only reason they've even lasted this long, and they work tirelessly to create robots and weapons. Outside, monkeys are beginning to create their own society, tearing down the signs of mankind's rule and raising their own under Specter's command.

You are now part of a three man team, along with Sayaka and Satoru, tasked with capturing the simian menace and freeing the captive people. For the next ten years you will gather resources, expand your fortress and occasionally be teleported out to capture monkey villages and save people. Your missions and equipment will come from Akie and Tomuki, and will depend on the level of threat you face - taking the biggest drawbacks will result in you having better equipment, but is it really worth the cost of fighting a real war?

By the end, if everything goes well, you should have managed to destroy their infrastructure, depriving them of robots, weapons and the essential helmets, and gut their command structure, even taking out Specter himself, leaving the various communities leaderless and easy pickings for the rest of the resistance. Following Akie's missions gives you the best path towards success, though nothing says you can't strike out on your own to solve this problem.

If you've taken the 'Did Someone Say Space?' drawback, your base will eventually be discovered by Specter's army, forcing you to evacuate or fight. The former will be an enormous setback, while the latter will directly pit your forces against the might of entire countries' worth of infrastructure in the form of giant robots and enhanced monkeys.

Your reward is a hard-disk, containing the total sum of human knowledge of this world, and a rocket-ship - the Space Tomuki Mark 3, prepared for an escape in case humanity gave up on Earth, now no longer needed. Inside it you'll find everything you need to comfortably accommodate up to 5.000 people, including areas for

the production of food, water and anything you may need to travel to another planet and establish a colony, most everything being managed automatically by robots. It resides in a room attached to your warehouse, but you are able to have it teleported to your location in a matter of minutes when needed.

Ending:

After you resolve the situation with Specter, one way or another, you can choose to leave or stay for the full ten years - in the latter case, various monkey-related incidents will occur periodically to keep you on your toes. You can choose whether to go on with your journey, go home or stay here forever, but it's pretty clear what you'll pick.

Notes:

This is a very low-stakes jump. The cartoonish nature of the world doesn't really let anyone die, on either side of the conflict. Taking the reboot drawback obviously changes this, but otherwise it's pretty chill.
There is no need to worry about the brainwashed people, they'll be fine.

All items bought with cp come back after a week in the case you lose them permanently, if it's not stated otherwise.

Tutorial Mode will give you information on the three most basic uses for any item you come across. This tells you what it is, but not how it was made, if it has passive drawbacks or benefits, if it's cursed or has any inherent properties. This will tell you one to three things YOU can do with it. Obviously it doesn't tell you anything about mundane stuff like forks, or things that have a straightforward use.
Think of it like a very short description, focusing on practical uses only.
Example, a Keyblade - it can be used like a bladed weapon and comes back when thrown, can teleport to you and vice-versa, can open and close locks of all kinds. Nothing on the history, the construction, passive effects on the wielder, and stuff like that, just the general gist of what use you can make of it.
Another example, say a Class Card from Prisma Illya. It will tell you it's a class card and what servant it is, how to Include and how to Install it, and the fact it takes energy, and nothing more. Not who made it, nothing on the Grail war or the Ainsworth, nothing on Mirror Worlds or the Throne of Heroes or anything that isn't a practical use of the thing.

Item means an artefact of some kind, something that has a 'power'. Things like materials or mundane objects don't count. Likewise, abilities doesn't mean every single spell you learn - it mostly covers fiat-backed perks.

Pants for Days - A list of pants.
Yellow - no benefit.
Light Blue - a slight boost to your senses.

Black - comes with a gun, a machine gun or a shotgun. It has infinite bullets, but they do little to no damage.
Blue - you can run about twice as fast as a normal person.
White - you can make bombs out of thin air and throw them.
Red - you are stronger than normal, about twice as much.
Green - you can make homing rockets out of nowhere.

On Scenarios and Drawbacks

The scenarios are compatible with the drawbacks at your discretion. For example, trying the Restoration of the Human Order while taking ‘Gritty Reboot’ and ‘Did Someone Say Space?’ will be like something out of Warhammer 40k. On the other hand, doing it without the drawbacks means a very PG version - people captured and used like batteries (less Matrix, more hamster wheels) instead of killed, no such thing as people starving to death in a bunker, you know what I mean. The scenarios are only horrifying if you take the drawbacks, otherwise they still follow the cartoonish nature of this world. Basically, have fun - or take the drawbacks and don’t have fun, if you swing that way.