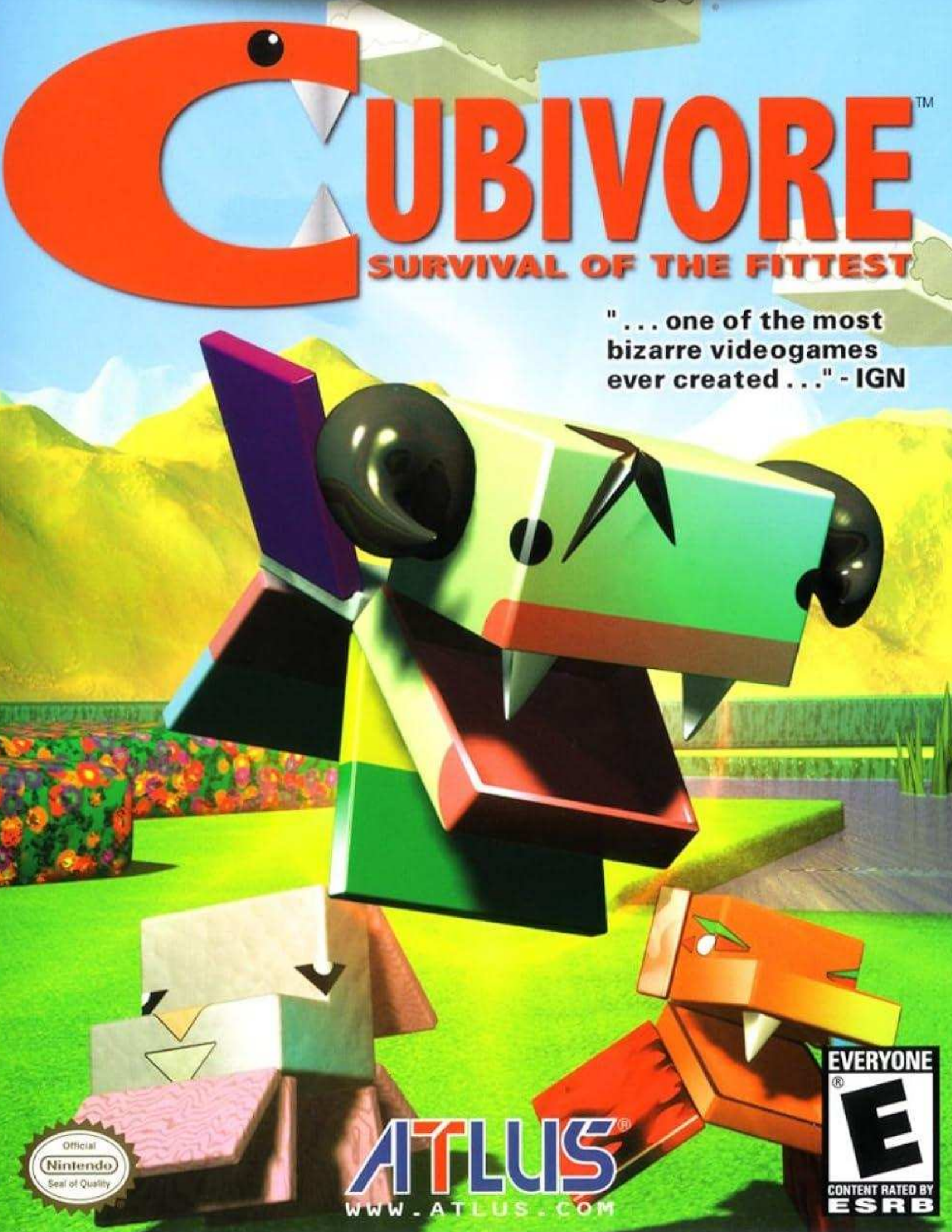

CUBIVORE™
SURVIVAL OF THE FITTEST
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Introduction

You receive no stipend and retain no outside powers, but death will not end your chain.

You feel so nice, so warm...

You remember in great detail a past you never saw nor heard.

Once upon a time, the world was full of Wilderness, and dazzling, colorful beasts thundered across its untamed plains.

Until one day the colorless beasts arrived and began to devour the Wilderness.

Soon the land was no longer wild.

The colorless ones kept the Wild in their ashen bodies, until it formed Raw-Meat, giving them great power.

Among them was a beast that boasted six pieces of Raw-Meat.

This beast, known as Killer Cubivore, became king of the entire world, and set out to consume all of its Wilderness.

If nothing is done, the Wilderness will disappear and the world will wither and fade.

You want to live.

The World

A preface on the world you're entering and the rules it abides by.

This is a world of blocks. Blocky beasts, blocky plants, even the sun and moon are just giant cubes in the sky. Cubivores like yourself are made up of a blocky head with some arrangement of 1-6 panels or "limbs" sprouting from it. It is an immutable rule of this world that a Cubivore cannot harm another with 2 or more limbs than them. If they try they will ineffectively bounce off and be dizzied.

Most Cubivores fall into one of 5 species: Yellobrate, Redaped, Bluocyte, Purpial, and Greyodon. Colorless beasts are technically none of these, but functionally each Colorless Beast takes after one of the five in terms of mutations and their natural strengths and weaknesses.

You are an exception, defaulting to extremely weak white limbs. In exchange, you are able to consume the limbs of other species to take on their colors and assume mutations bearing their traits. Similarly, Raw-Meat manifests in a random limb of the user. Whoever consumes said limb will gain the power of that Raw-Meat.

You start off with only a single limb. The only way to gain new limbs is via reproduction. Upon acquiring a piece of Raw-Meat, you may enter a Mating Grounds. Male Cubivores often mate with several females at once, producing multiple children of the same species as the father, but with one additional limb, if possible. The father always dies after reproducing, but you have the ability to choose one of your children to reincarnate into, allowing you to live to hunt another day.

It seems that different species have different upper limits for how many limbs they can gain in this way. There is a way to work around this as well. If a male acquires the Raw-Life, they can undergo an even more profound rebirth. They are able to mate with the Consu-Mate. They only produce a single child for you to incarnate into, which will only have a single limb and no Raw-Meat but will be of a different species with the potential to acquire 1-2 more limbs, to a maximum of 6.

Incidentally, you start this jump with a maximum of 3, requiring you to reincarnate with the Raw-Life at least twice to achieve your full power.

Each Piece of Raw-Meat is in the possession of one of the bosses of the Colorless Beasts. Raw-Meat lost via mating with a Condu-Mate, it will quickly make its way back into their possession. To make matters worse, they possess the ability to drain the Wilderness away from chunks of land and seal it into small Wildabugs. Until all these Wildabugs are eaten, these pale lands are impossible to access.

Once you finally acquire six limbs holding six different pieces of Raw-Meat, you may mate with one more Consu-Mate, but this time you will be transformed into the strongest mutation you'd acquired to that point and transported to the Sacred Cubivore Clearing, the lair of the Killer Cubivore.

There you must fight your way through the souls of every Colorless Beast you've previously defeated simultaneously. Then you'll face the Divabeasts, four six-limed beasts with unique abilities who have pledged their loyalty to the Killer Cubivore.

Only then will you have the privilege of taking on the Killer Cubivore ו on ו.

Backgrounds

Male Cubivores always die after reproducing. As such, you will be able to reincarnate within one of your immediate offspring. This even works if you are the female in the equation or lack a gender entirely… somehow. As such, starting age is irrelevant. All backgrounds are drop-in.

Carnivorous

- No cost, gender set to male

You are born. You are alive. Those were the first thoughts you ever had. You may be seconds old, but you already have high ambitions. You are determined to climb your way up the food chain, defeat the Colorless Beasts, become King of Cubivores, and return Wilderness to the world.

Colorless

- No cost, freely choose any or no gender.

Eat or be eaten is just the way of the world. You are one of the weaker colorless beasts, serving under one of the bosses. There are rumors that the current Killer Cubivore is soon to be usurped. If the top can be reached just by fighting your way up, then what are you waiting for?

Courtable

- No cost, gender set to female

The world needs a hero to save them from the reign of the Killer Cubivore. But a hero who hasn't been born is no good to anyone. You are resolved to seek powerful males to have powerful children with. You will become the Ulti-Mate Female who will birth the true King of Cubivores.

Drawbacks

One [Sound]track Mind

- Gain 100 Cube Points

Aw yeah! Some tunes to spice things up! But uh... how do you turn it off? The soundtrack of this game will constantly be droning on in your ear, always just a bit too loud, driving you insane. You'll never know true silence. Pray you never fall asleep in a room with boss music.

Locked-Off

- Gain 100 Cube Points

Who would've guessed that a world made of cubes would be so hard to navigate? You have terrible spatial reasoning. You'll pounce into a wall five times before you even consider attacking your prey from a different angle. This isn't nearly as bad in wide-open areas, thankfully.

Zoinks!

- Gain 100 Cube Points

Fleeing is too effective a survival strategy to root out of your instincts. You are easily startled. Not necessarily scared, but when surprised by even a significantly weaker creature, your flight response will trigger for at least a second before you realize you aren't actually in danger.

Pigging Out

- Gain 100 Cube Points

Your stomach is your greatest strength and weakness. You are a total glutton. You just can't restrain yourself when there's meat in front of you. While great for eliminating enemies, your eagerness may make you miss out on rarer mutations, or generally not look before you leap.

Wither and Fade

- Gain 200 Cube Points

The call of the wild is an all-consuming chaotic force. The more powerful you become, the greater the Wilderness' hold on you. Should you become the King of Cubivores, your mind will be that of an instinct-driven beast until post-jump, unable to even speak within your own mind.

Bosses Galore

- Gain 200 Cube Points

It doesn't matter how many come after you, you will survive. Your foes are now far more likely to come at you in numbers. To make matters worse, enemy factions rapidly recover from your rampage. If you can't finish them off in one go, they'll be back to full strength within a month.

[Now Unknighted]

- Gain 200 Cube Points

Complacency is a death sentence in the wild. You'll have people seeking to make a name for themselves by taking you down almost daily. Not just by weaklings either. Even if you survive losing a duel, you'll quickly find yourself losing all respect and dropping down the food chain.

I Learned Nothing New

- Gain 200 Cube Points, can be taken twice

Seems reincarnation isn't the cheat code you thought it'd be. Your memories from within this jump reset every time you reincarnate. For a second purchase, this also erases all memories from before this jump. You retain your personality, so you aren't a total blank slate.

Colored Beast

- Gain 300 Cube Points

Almost all Cubivores fall into one of five species: Yellobrate, Redaped, Bluocyte, Purpial, and Greyodon. You'd normally be able to gain mutations from any of these five, but you now are forced to specialize in only one species. This makes the Shangri-La reward impossible. See Notes.

Hunt Your Heart Out

- Gain 300 Cube Points

Something seems off about this... Normally you would begin your journey in more peaceful lands with weaker prey and work your way up, but not anymore. You'll be starting in lands filled with deadly six-limbed beasts, and somehow crawl your way up from the true bottom of the food chain.

Zonked Out

- Gain 300 Cube Points

Regrettably, even apex predators need their beauty sleep. You are unable to stay awake too far after nightfall. Even in the middle of battle, once your body decides it's time for rest, you're asleep before you even hit the ground. Regrettably, other predators have no such restriction.

Beastruction

- Gain 300 Cube Points, can be taken twice

There's nothing the strong love more than picking on the weak, and some 6-limbed bully has made you their favorite target. This beast keeps inexplicably crossing your path and attacking you on sight. For a second purchase, they will always have at least 2 more limbs than you, even if you have the maximum 6 limbs, which shouldn't even be possible.

Mystery-Meat

- Gain 500 Cube Points, requires *No Longer Wild*

The Colorless beasts have pulled off quite the heist. They somehow stole all your OOC powers. If you want them back, you'll need to fight your way through dozens, possibly hundreds of new bosses, each with one of your abilities in the form of Mystery-Meat. Mystery-Meat is similar to Raw-Meat, except you don't need to dedicate a separate limb to each piece you acquire. Otherwise, it would be impossible to reclaim every power they stole.

The Killer Cubivore kept half of every piece of Mystery-Meat for himself. While he possesses all your powers on paper, at the end of the day, his temperament is that of a short-sighted beast drunk on "his" power. It seems that your intelligence was one of the few things they failed to steal from you. Still, it would be inadvisable to confront him without reclaiming all the other pieces of Mystery-Meat first.

No Longer Wild

- Gain 1000 Cube Points

You have rejected the Wilderness, and ironically severed its ability to reject you. You retain all your abilities and equipment from past worlds. In turn, your death here will mean the end of your Chain. Luckily the process of reincarnating still doesn't count as a true death in this jump.

There is another consequence of this. You are unable to take the *Survival of the Fittest* Scenario without also taking the *Mystery-Meat* Drawback.

The Basics

Basic Ambiance

- Costs no Cube Points

You may take the [mostly] soothing soundtrack of the GameCube game *Cubivore: Survival of the Fittest* with you into future worlds.. You can also choose to apply this word's blood effects in future worlds, allowing you to perceive blood as purple squares. Both effects are togglable

Survival Basics

- Costs no Cube Points or variable cost

Skills and abilities you'll want to help you survive in this world.

Pounce - Free - While standing still, you can lock-on to a nearby creature to prepare for a long-distance pounce attack. The range of your pounce can vary greatly based on your species.

Roar - Free - Sometimes the greatest survival strategy is being able to pick your battles. After eating a Seed of Freight, you acquired the ability to unleash a loud roar that can scare off weak-willed creatures.

Status - Free / 200 CP - You can see the maximum and current health of both you and any nearby enemies represented in both bar and numeric forms. You even have a vague minimap of your immediate surroundings, including secret areas. This is free for this jump, but you must pay to keep.

Stomach - Free / 200 CP - The more you eat, the larger your stomach becomes, and the greater your vitality. Growth of your stomach doesn't seem to affect your external appearance. For a plus-charge, your appetite and health remain linked in future jumps. This means that addressing your hunger will also restore your health, and vice versa. Toggleable, and unaffected by perks that negate your need to eat.

Mutation Basics

- Costs no Cube Points or variable cost

Your main method of acquiring strength in this world. While the mutation mechanic itself won't make sense in other worlds that lack geometric color-coded taxonomy, you get to keep all the other effects.

Mutation - Free / 600 CP - By consuming another creature's limbs, you take their color or Raw-Meat onto yourself, and through the right combinations, you can acquire new mutations with new abilities. You can pay for a similar ability post-jump, see Notes for details.

Instincts - Free - Your instincts allow you to instantly adapt to changes in your biology, such as the most effective way to move with a ridiculous body plan, or just intuitively adapting to losing or gaining limbs.

Make Doo - Free - You may excrete at will. This isn't just to be gross, as you can use your doo to dispose of the last color you took into yourself. After this jump, you can use this to dispose of powers or attributes that you copied or absorbed through other means. See Notes for details.

Bestiary - Free - Any form you acquire here is automatically added to a bestiary in your mind, allowing you to visualize their appearance and numeric stats. You can add other forms you've previously assumed to the bestiary post-jump. For this jump, the bestiary will show which of the 150 possible mutations you're missing.

EZ Mutate - Free / 200 CP - While normally each mutation you learn overwrites the last, mutations acquired through reproduction or at major milestones are added to your EZ Mutate list. You can change into these forms at will, regardless of color, as long as you have the prerequisite number of limbs. For an extra charge, you can add other forms you take on via mutation to EX-Mutate. See Notes for details.

Basic Adaptations

- Costs no Cube Points or variable cost

You possess the potential to develop these traits over the course of the jump for free. You can toggle the physical manifestations of these on or off, even in non-Cubivore forms. With the exception of Fang, progress is preserved through reproduction and reincarnation.

Horn - Free - Two curly horns sprouting from your head. As your horns grow, they enhance your attack power across all forms, letting you hit much harder with every attack. Trained at Wooden Horses.

Scar - Free - A large x-shaped scar will gradually form on your forehead. As the scar develops, your defense level is increased, letting you take more abuse and keep kicking. Trained at Rampage Bowls.

Hump - Free - A small furry lump on the back of your head. As the hump grows, so too does your healing level, or the amount of health and nutrition you recover from eating. Trained at Treadmills.

Tongue - Free - Your tongue will become exceptionally long and dexterous. This also improves your "eat-and-run" skill, allowing you to run by prey to tear off their limbs in one quick motion. Trained at Bullfrogstools.

Fang - Free / 150 CP - Occasionally, as you reproduce, your offspring will randomly acquire a new fang, to a maximum of two. By default, you can only tear off one limb at a time from your prey, each fang allows you to tear off an additional limb with a single bite. This even applies to your "eat-and-run" skill. You can also use a "Diet Plan" to bite off less than your maximum. You cannot "train" your fangs, they are acquired randomly as you reproduce. See Notes. Your fangs are passed down through reproduction, they are lost when you reincarnate through Raw-Life. Paying allows you to keep your fang between reincarnations too.

Carnivorous Perks

The Carnivorous origin receives one 100 CP perk free and all others half-off.

I Am Alive

- Costs 100 Cube Points, No or 50 Cube Points for Carnivorous

Your instincts have been enhanced to provide an impossible awareness of any natural environments. They don't just tell you which plants are edible, but if a location underwent major ecological changes in the past, you'll somehow know all the important details without anyone telling you.

I Shall Eat and Eat!

- Costs 100 Cube Points, No or 50 Cube Points for Carnivorous

You eat; therefore you are. For starters, you can now consume raw meat and subsist on an omnivorous diet regardless of your biology. Secondly, you'll find that the strength of a creature provides a proportional boost to how delicious and nutritious their flesh is, even if it logically shouldn't.

I'm Done Here

- Costs 200 Cube Points, 100 Cube Points for Carnivorous

You possess an uncanny intuition that lets you measure numerically how fruitful a given training session is to your development of any given physical attributes in real-time, including your progress towards breakthroughs. In addition, you always know how close you are to reaching the limit of your growth, whether due to limitations in your training tools, or simply your own current biology.

I'm Plum Tuckered Out

- Costs 200 Cube Points, 100 Cube Points for Carnivorous

Territorial instincts are a powerful genetic force. All but the most obsessive enemies are quick to lose interest if you stray too far from their territory. Run away from a duel to nap or sneak away to make love in the middle of a battlefield. As long as you're far enough from your enemies, they usually can't be bothered to pursue you. That is, unless they consider the entire battlefield as their territory.

I Feel Dandy

- Costs 400 Cube Points, 200 Cube Points for Carnivorous

Who cares if you were born seconds ago? You'll be dead in seconds if you don't pick up the pace! You can choose to speed up your physical and mental maturation by an absurd degree. You can advance all the way from newborn to adulthood in seconds. You can choose to pass this trait down to your children, though this mental growth can't provide them with uncommon or specialized skills and knowledge.

I've Got All the Answers

- Costs 400 Cube Points, 200 Cube Points for Carnivorous

Not all complex problems demand complex solutions. Personally wiping out a group or organization will cause all the ecological damage they've caused to nature or the natural order to heal in a fraction of the time it took to cause. The consequences from years of poaching, polluting, deforesting, or more metaphysical threats, can be healed within months of the perpetrators falling.

I Wanna Run! I Wanna Scream!

- Costs 600 Cube Points, 300 Cube Points for Carnivorous

Perhaps it's something in your saliva, but your bites are unnaturally deadly. Not only can you bite an arm clean off in any form, but the wounds your teeth cause refuse to clot, and even supernatural healing abilities will struggle to close the wounds. Consuming a body part that contains an enemy's primary power source will have the same effect as a fatal injury, even if it wasn't a vital organ. It's another story if your enemy can survive conventionally "fatal" injuries even without regeneration.

I Gotta be Pretty Strong

- Costs 600 Cube Points, 300 Cube Points for Carnivorous

"Kill or be killed"? No thanks, you'd rather just kill. Pretty much the only thing that can put you down for good is decapitation or complete dismemberment. As long as you have at least one limb to crawl away with, you can keep getting back up as many times as it takes. However, enduring an injury that should be fatal will slow you down significantly and weaken you to the point that any attack will make you briefly faint, making it much easier to deal a finishing blow.

Colorless Perks

The Colorless origin receives one 100 CP perk free and all others half-off.

The Emperor

- Costs 100 Cube Points, No or so Cube Points for Colorless

Colorless Beasts have an odd naming sense. "CEO", "Attorney", "Parental Advisory", etc. Similarly, you are able to communicate societal roles and hierarchies to those who shouldn't be able to comprehend them. A deer may not understand "money", but they'll get that an "accountant" is someone trusted to manage valuable resources.

The Mark of Wilderness

- Costs 100 Cube Points, No or so Cube Points for Colorless

Your bark is at the very least equal to your bite. You possess the ability to stretch and inflate your body to scare away weak-willed creatures. Stretch your legs to tower over prey, open your jaw impossibly wide, unfold skin flaps to make you appear larger, etc. This is exhausting to sustain for more than a second at a time.

The Diva Beasts

- Costs 200 Cube Points, 100 Cube Points for Colorless

The Killer Cubivore and their four loyal Divabeasts aren't just powerful, they all possess a special technique or ability unique to them. Well... mostly unique. You may choose one of the four Divabeast's special abilities to take for yourself. See Notes for details. You can buy this multiple times for the other abilities, but only the first purchase will be discounted for the Colorless Background.

The Toughest Foe Yet

- Costs 200 Cube Points, 100 Cube Points for Colorless

Survival instincts can be both a blessing and a curse. The more in-tune someone is with their animal instincts, the louder their genes scream for them to keep their distance. The average human is so detached from their instincts that this has no effect, but there are exceptions. You may choose whether this affects all beings indiscriminately, just those who mean you harm, or toggle this off entirely.

The Blood You Have Spilt

- Costs 400 Cube Points, 200 Cube Points for Colorless

Every time you take a potentially (but not instantly) fatal amount of damage, your body enters a rapid healing state. This process can't restore lost limbs or organs, and receiving any attack will end the healing process early, but otherwise you will be brought to the maximum possible strength and vitality within those restrictions in a matter of seconds. This can be triggered multiple times in succession.

The Colorless Ones

- Costs 400 Cube Points, 200 Cube Points for Colorless

Colorless Beasts are nothing if not consistent. They use force to subjugate Colored Beasts but take little issue with a Colored Beast doing the same to them. As long as you defeat the leader of a faction or hierarchy in a fair duel, you will be accepted as their legitimate successor. This is moot if they don't willingly accept your challenge, or your goals are incompatible with those of the organization itself.

The Meatier, The Mightier

- Costs 600 Cube Points, 300 Cube Points for Colorless

An odd biological quirk that made the current Killer Cubivore so hard to take down. In your Cubivore form, you are unable to lose more than one limb to an attack, even if they have fangs. In other forms, this makes it so you are unable to lose more than ⅙ of your original mass to any single attack [See Notes]. This doesn't prevent an enemy from launching 6 attacks of that level in succession, but your vital organs are often the last part of you to be the recipient of this damage.

The Complete Set

- Costs 600 Cube Points, 300 Cube Points for Colorless

A bizarre ability that would be devastating, if it didn't belong to the weakest Colorless Beast. You are able to spawn up to a dozen loyal but non-sapient clones of yourself in an instant. They don't receive any of your powers or stats, beyond those inherent to your current physiology, and even that is divided between all currently active clones. Replacements for killed clones will gradually form within you over the course of 24 hours. You can banish living clones at any time.

Courtable Perks

The Courtable origin receives one 100 CP perk free and all others half-off.

A More Violent Shade

- Costs 100 Cube Points, No or so Cube Points for Courtable

Like most female Cubivores, you have an uncanny talent for avoiding conflict. Whether it's sneaking through lands full of dangerous beasts without being noticed or knowing just what to say to stay on a tyrant's good side. Constantly refusing to expose yourself to danger only cripples your own growth in the long run.

A Dream? Say it's Not!

- Costs 100 Cube Points, No or so Cube Points for Courtable

You can't expect to find a strong mate without a good eye. You have a nose that can "sniff" out mates with immense potential or ideal genetic chemistry. You can instinctively tell how strong someone is upon meeting them, including specifically what powerful opponents they've defeated in the recent past.

A Very Rare Variety

- Costs 200 Cube Points, 100 Cube Points for Courtable

In nature, mutations can either be beneficial, neutral, or detrimental. Luckily for you, beneficial random mutations are 100x more likely within your bloodline than they have any right to be, and detrimental ones are almost impossible. Whether it's being born with abnormally strong fangs, or abnormally dense musculature, or even being the first member of an entirely new species.

A Twinge in my Chest

- Costs 200 Cube Points, 100 Cube Points for Courtable

Who says there's no such thing as destiny? Beings with the potential to become your ideal partner are possessed with a vague yearning and certainty that their soulmate is out there. They will go to extreme lengths to become perfect for their ideal mate. Neither of you will be able to recognize this connection until they succeed in reaching their full potential as your potential partner.

A Steep Mountain Path

- Costs 400 Cube Points, 200 Cube Points for Courtable

Within various bonus stages can be found feats of architecture that shouldn't be possible for beings with stiff rectangles for limbs. You are somehow able to erect statues and simple buildings without the use of hands. Most notably, you know how to create large boulders that only exist to those who don't meet a certain criteria. For instance, you could block a path so only creatures of a certain color can pass.

A Wildchild to Challenge Killer Cubivore

- Costs 400 Cube Points, 200 Cube Points for Courtable

A form of rebirth both similar and distinct from the usual process here. Once per jump, you may consume another being whole. They will assume the form where their abilities were at their peak, and be teleported towards their "destiny", even if it exists in another dimension. This could mean appearing in their fated enemy's lair, or the island containing the treasure they seek, or anything else of the sort.

A Bear in Sheep's Clothing

- Costs 600 Cube Points, 300 Cube Points for Courtable

What good is a strong partner if they can't give you a strong child? You find that your offspring often carry down the best traits of both parents. This can even pass down traits that shouldn't be inheritable. If you or your partner trained their whole life, their children would be born as if they had already done half as much training in the womb. You can even choose for scars or tattoos to be passed down. This only applies to purely physical traits, not supernatural powers.

A Fresh Start

- Costs 600 Cube Points, 300 Cube Points for Courtable

Normally, this would only work with other Cubivores, but now you can share this bizarre reproduction process with any species. By killing and eating some of your "mate's" flesh, you are able to rebirth them as essentially a stronger version of their old body. However, you can also eat their entire body to fully reincarnate them as a member of your species [whatever that means at the time]. You may choose whether their memories are wiped during reincarnation, or just dormant.

Allies & Items

Cubivore Merchandise

- Costs no Cube Points

This won't do you much good here, but in the modern world, this stuff sells for a pretty penny. You have a collection of every piece of officially licensed Cubivore merch. Toys, artbooks, and naturally the game itself. Any pieces you sell or give away are automatically replaced at the start of the following jump.

Fake[?] Halo

- Costs 50 Cube Points

This somehow made its way out of Rainbow Heaven. This has no power and is clearly just a hoop attached to a stick. However, on a metaphysical level, it is almost impossible to distinguish this from a real angel's halo. Just make sure whoever you're trying to fool can't look too closely.

Slot Token

- Costs 100 Cube Points

A special fruit that allows one to "reroll" their limb colors. Buying this will let you find these fruits in other worlds. Eating one will randomly mutate your limbs into those of other mundane animals in that world. Luckily, you can always clear these mutations with *Make Doo*.

Eat Your Greens

- Costs 100 Cube Points

Vegetabugs and Herbibeasts are two species of sentient plants. They are weak but eating them is a good way to regain health in a pinch. They can now be found quite commonly in future worlds. A rare red subspecies that bites back also exists, but they aren't much of a threat.

Tastes Like Love

- Costs 100 Cube Points

Lovebits are a commonly found resource in this world. The more love bits you eat, the more attractive and fertile you are. With a full 100 Lovebits, you can attract dozens of females to mate with, and all of them will succeed in giving birth, though this resets your Lovebit count. In future worlds, you will come across Lovebits frequently, along with Lovebugs, which are worth three Lovebits each.

Training Grounds

- Costs 100 Cube Points

An assortment of specialized stations for training Adaptations (horns, hump, scar, tongue). They can be used once per day and are automatically repaired overnight. They are useless once your own Adaptations have been maxed out, but others can benefit from these as well. You can even choose whether they start physically manifesting the Adaptations, and whether they're togglable for them.

Mating Grounds

- Costs 100 Cube Points

In future worlds, you will find small caves with heart-shaped entrances. Enemies are unable to follow you here, as long as you enter with intent to reproduce. Within Mating Grounds, the entire reproductive process, from intercourse to delivery, occurs in a single instant from the perspective of the outside world. Each Mating Ground can only be used once, but "one" use can involve any number of participants.

Magic Portal

- Costs 100 Cube Points

A mysterious structure in this world. Standing on this magic circle will transport you to a "special stage" filled with all kinds of different beasts and challenges. Losing one limb in here will instantly send you back. You receive one such portal inside your Warehouse. Unlike most portals, the one you receive isn't rendered inert after one use; however it will never send you to the same place twice.

Oasis

- Costs 200 Cube Points

A welcome sight in this world. An oasis is a small pool [more of a pond, really] of water with the odd property of rapidly healing those who step into it. Even lost limbs can be regenerated in less than a minute. Be aware that the oasis' power doesn't distinguish between enemy and ally. It must also be bound to a nature-rich area each jump. The water loses all power outside of this location.

Wildabugs

- Costs 200 Cube Points

In this world, these silver bugs can be killed to restore an area drained of Wilderness. In future jumps, you'll come across them in the vicinity of nature-rich lands that have been "corrupted" or "sealed" through supernatural methods. Killing them will have the same effect on those area effects, however, the stronger the source of the effect, the more and better hidden the Wildabugs will be.

Rejuvenator

- Costs 300 Cube Points

A rare fruit with restorative properties even greater than the Oasis. Eating one of these can restore you to full health as soon as it hits your stomach. You will now come across Rejuvenators in future jumps, but they will be exceptionally rare, and can only be found in locations almost completely untouched by civilization. That said, there's nothing stopping you from stockpiling them for a rainy day.

Game Cubivore

- Costs 300 Cube Points

An anomaly on basically every level. Their color is the same silver as the Colorless Beasts, but it's clear that they hold no loyalty towards them. Their purple cuboid head is unlike any species in this world and displays only a purple "6" pattern. They seem quite fond of you for some reason. They are a six-limbed beast, and adding to the mystery surrounding them, possess a copy of each of the 6 basic Raw-Meat.

Raw-Meat

You may choose whether Raw-Meat visibly manifests as tattoos or the like post-jump. You retain any Raw-Meat you acquire in-jump for no cost, with the exception of Raw-Wilderness. However, if you want the upgraded form of *Raw-Life* or *Raw-Peeper*, you'll need to pay full-price regardless.

Raw-Paw

- Costs 100 Cube Points

Marked by a purple paw-print. You can initiate a rapid but tiring sprint over a short distance. Something like this is a big deal here.

Raw-Bone

- Costs 100 Cube Points

Marked by crossbones. You can steel yourself to initiate a block that greatly reduces incoming damage. Must be standing still.

Raw-Schnoz

- Costs 200 Cube Points

Marked by a pig snout. While standing still, you are able to camouflage into your surroundings. You can vanish from the sight of anyone more than a couple meters away, even if they're actively chasing you.

Raw-Claw

- Costs 200 Cube Points

Marked by a bird claw. You are able to lock-on to enemies for your pounce even while moving. After this jump, the effects broaden such that being in motion now has no impact on your ability to aim attacks.

Raw-Life

- Costs 200 or 400 Cube Points

Marked by a brown male gender symbol. Once you have this, you can mate with the Consu-Mate [by being eaten] and be reincarnated as a stronger species. For double the price, you can reenact this in future worlds. By letting another being devour you with the intention of reproduction, they will rebirth you as a member of their own family and/or species. You retain all your original powers and memories. Regardless of the species you turn into, the upper potential of your power after reincarnating will always be at least a little greater than in your last life.

Raw Peeper

- Costs 300 or 600 Cube Points

Marked by a large eyeball. This ability makes your other Raw-Meat ingrained. This makes it impossible to forcibly steal, copy, or disable the powers of your Raw-Meat unless they kill you first. Even if they completely remove the body part the ability is localized in, you'll be able to continue using it without issue. For double price, this protection is expanded to all other supernatural abilities you possess.

Raw-Wilderness

- Costs 600 Cube Points, cannot be acquired in-jump

Marked by a red "R". This is the purest form of Raw-Meat. With it, you can drain the Wilderness from a living creature to corrupt them into silver-skinned Colorless Beasts. You can drain Wilderness from a small area to make it inaccessible until all surrounding Wildabugs are dead. You can even drain Wilderness from the entire world to create new Raw-Meat. Doing so recklessly can have disastrous ecological consequences, causing all life on the planet to start dying out.

You can potentially use this power to restore and enhance the world's Wilderness, causing all flora and fauna to prosper. However, this is a much slower process that provides no personal power, and actively conflicts with the previously mentioned applications of Raw-Wilderness.

Survival of the Fittest

Incompatible with *No Longer Wild* Drawback, unless you also take *Mystery-Meat*.

By now, it should be pretty clear what your goal is: defeat the Killer Cubivore. This is easier said than done. You must fight your way through all the Colorless Beasts for the Raw-Meat they protect. Whenever you reincarnate with Raw-Life, you'll need to repeat this whole process.

The path there is roughly as described in The World section above. However, the background you chose will alter the nature of your path to slaying the Killer Cubivore, in addition to providing a personal goal.

For the Carnivore Background, you fight to reclaim nature. As such, you must stick around to crush any possible threat to the Wilderness that reveals itself until the end of 10 years, and any potential resurgence of the Colorless ones, which will happen at least once or twice.

For the Colorless Background, you fight to claim the crown of Killer Cubivore. To solidify your rulership, you must maintain possession of the Raw-Meat until the world dies completely, leaving no one left to oppose you. You will cross claws with many would-be heroes seeking to stop you.

For the Courtable Background, you won't be directly fighting, but must ensure that the next King of Cubivores is your own spawn. This means you must scope out the land for powerful males to mate with. Even once one of your offspring succeeds, you must ensure their bloodline manages to survive and thrive until the end of 10 years. Countless foes will crawl out of the woodworks to threaten them, whether out of revenge, or simply to make a name for themselves.

Basic Reward: Top of the Food Chain

- Defeat the Killer Cubivore, or give birth to the one who does

Your reward for your role in freeing this land from the Killer Cubivore.

New Life Plus - For the duration of this jump, you can relive the time you spent here as many times as you want. You can choose to start either at the very beginning, or after one of your reincarnations. This doesn't reset the 10-year timer, and you will come across mutations and enemies that didn't appear your first time through. Mutations are carried between restarts, making this the only way to acquire every Mutation and max out your Adaptations.

Realistic Mode - At will, you can toggle on "realistic" textures for your Cubivore form. There's no practical benefit to these, and they're honestly a little unnerving to look at, but it's something... I guess.

Sacred Cubivore Clearing - A kind of spiritual realm and territory of the Killer Cubivore. It is a cruel world of eternal night, composed of stone islands and seas of impenetrable fog. Despite being an "afterlife", souls within can be "killed". However, they will revive roughly 24 hours later. Beings who die within this world will join the wandering souls. You can choose for those you personally kill, or who pledge their eternal loyalty to you, to arrive here after death. See notes for details.

Personal Reward: Selection Pressure

- Complete your Background's personal objective

Your reward for ensuring that the status quo you fought to establish survives the remainder of the 10 years in this world.

Title - You receive a title that will follow you between worlds. The full weight behind the title will always be intuitively understood by those who hear it. If you find the default titles below too silly or specific to this world, you can choose a similar title to carry this effect, such as calling yourself the "King of Beasts" instead of the "King of Cubivores".

- The King of Cubivores [Carnivore] - This identifies you as a champion and friend of nature. Wild beasts and those who revere nature will instinctively see you as an existence deserving of respect.
- The Killer Cubivore [Colorless] - This identifies you as a terrifying tyrant and apex predator. Wild beasts and those who respect authority will instinctively see you as an existence not to cross.
- The Ulti-Mate Female [Courtable] - This identifies you as a symbol of fertility. Wild beasts and those desperate to depend on someone will instinctively see you as a beautiful and comforting existence.

Rainbow Heaven - The afterlife where most beasts in this world arrive after death. It is a beautiful, yet surreal dimension of floating grassy platforms connected by solid rainbow bridges. It is a land where all species live together in harmony. The properties of Rainbow Heaven make death or violence in any form inherently impossible. You can choose for those you personally kill, or who pledge their eternal loyalty to you, to arrive here after death. See notes for details.

Completion Reward: Evolve or Die

- Acquire all 150 Mutations and max out all Adaptations

You've accomplished every task set before you. There are no more trials left to overcome, no more mountains left to climb.

EZ PZ Mutate - In return for using up your opportunities for evolution, you may now freely change between every single mutation in your bestiary. You can also freely alter your number of limbs between 1 and 6.

Shangri-La - The final of this world's afterlives. Shangri-la is a verdant plain dotted with temples of unknown origin. Similar to Rainbow Heaven, none of the souls here are hostile, but in this case for lack of interest, rather than ability. You can freely kill other beings here, and even mutate or gain sustenance from their flesh, but they won't fight back. This is because every soul here is unflappably content with their existence. It helps that anyone killed here is revived in perfect condition minutes later. You can choose for those you personally kill, or who pledge their eternal loyalty to you, to arrive here after death. See notes for details.

Bonus Reward: Missing Link

- Complete the basic scenario with the *Mystery-Meat* Drawback

You have finally collected all the Mystery-Meat, but the experience has had an odd effect on how you interact with your powers. You can create Mystery-Meat from any of your own powers, which can be given to others. However, this is division, not multiplication. So if you gave two people Mystery-Meat containing 10% and 5% of the same power, the potency of the original power would be reduced to 85%. You can reclaim Mystery-Meat by consuming the flesh holding them, or automatically at the end of a jump. You can choose for each Mystery-Meat manifest as different symbols on the bodies of those you give them to, or even on your own.

Ending Options

Go forth. There are greener pastures to explore and tastier prey to hunt.

Go Home - Wilderness Will Disappear

You've had a taste of true Wilderness and were not impressed. You've come to miss the comforts of civilization. What's so glamorous about constantly fighting for your life and subsisting on raw flesh? You've decided to conclude your Chain and return to your original world. I hope you're sure about this, there's no undoing this.

Stay Here - A World Teeming with Wilderness

You aren't ready to say goodbye to this world of unlimited freedom and untamed Wilderness. You will spend the remainder of your days in this world. As an added bonus, you can choose whether you retain your memories when reincarnating, as if you always have Raw-Life on you but can toggle it off at-will.

Move On - The Wilderness Itself is my Blood

You can take a beast out of nature, but you can't take nature out of the beast. You leave this world behind, but your heart still beats with the dignity and freedom of the king of Beasts. Reality is vast, and full of countless new prey to sample. Go forth and show the multiverse what it means to be Wild.

Notes

Jump by Gene.

I find it funny how this jump ended up being an almost perfect inversion of my Scorn jump, which is probably why I released them back-to-back.

Even though the bosses never actually use their Raw-Meat in combat in-game, that won't be the case in-jump. The fact that they have Raw-Meat is the whole reason they're supposed to be a threat. We even see the Killer Cubivore turn invisible in a cutscene [presumably via Raw-Schnoz, even though the effect is closer to the Red Divabeast's invisibility]. For whatever reason, it was just never implemented into their AI, which would explain a lot of other weird design choices.

The Colorless Background can mutate by taking their prey's colors like the other backgrounds, but since silver limbs are their defining feature, the colors of meat they've eaten aren't externally visible on their body.

Notes on Raw-Wilderness:

The reason Raw-Wilderness requires you to pay and isn't offered in the scenario is because I made the effects up. Raw-Wilderness has no in-game effect, beyond having some unspecified impact on whether Wilderness is restored to the world or not. We don't know what the Colorless Beasts are, where they came from, or how they can drain Wilderness in the first place, and it wouldn't make much sense for the power that created all the Raw-Meat in the world to itself be a piece of Raw-Meat. Anyway, fusing all those unexplained feats together in the Raw-Meat section was the solution I came up with to solve both issues.

Notes on Mutation

If you pay to keep this post-jump, eating another being limb will replace your own with it, including any special powers bound to it. Eating new limbs overwrites the last one you absorbed, or you can Make Doo to clear them manually. Similar to Mutations in this world, eating enough limbs from the same species will allow you to transform into said species.

Notes on Make Doo

This won't make you poop out anything you learned or developed the normal way. This is for stuff like power copying or evolution abilities. I leave it to you to draw the line between having a specific technique or ability for copying powers or skills, to just being so absurdly observant that your ability to replicate techniques might as well be a power. You can only poop out the last ability or trait you acquired.

Notes on EZ Mutate & Bestiary Post-Jump:

To give an example of how this works in future worlds. Let's say you were an evolving William Birkin-style bioweapon who progressively mutated through different distinct stages. Each stage would be added to the Bestiary, as well as be a valid EZ Mutate. You can ignore the in-jump restrictions for what is and isn't added to EZ-Mutate, otherwise this would just be a pain to keep track of.

Notes on Mystery-Meat and Missing Link:

There won't be a separate Mystery-Meat for every perk you have. They'll be grouped up into easily understood abilities. Maybe one Mystery-Meat contains all your pyrokinetic abilities, another for telepathy, etc.

Notes on Fangs:

It's pretty much a guarantee you'll have two fangs by the time you reach 5 limbs in-game, and that logic holds here. I just call it "random" since that's how it's framed, and most of the other creatures we see with fangs are bosses.

Notes on The Diva Beasts:

The Killer Cubivore basically fills in as the Greyodon Divabeast.

- Yellowbrate Divabeast - Can fold up to become a living bowling ball and perform a long-range high-damage rolling attack towards enemies.
- Redaped Divabeast - You can turn Semi-invisible and remain moving. An outline of your body is still visible, so it isn't perfect.
- Bluocyte Divabeast - Simple, but effective. Your attacks all hit much harder and knock back those you hit much farther.
- Purpial Divabeast - You can perform a short-range spin attack that instantly dizzies would-be attackers, stunning them briefly.
- Killer Cubivore - You can emit a powerful roar that does enough damage to those caught in it to instantly kill most 2-limb beasts.

Notes on Sacred Cubivore Crossing, Rainbow heaven, and Shangri-La:

Each dimension holds a magic portal that you and those you bring with you can use to come and go as you please. However, you must choose to enable the portal to work for souls who were sent here after death. Even then, instead of transporting them, the portal will reincarnate them outright. They will retain no memories from their past life, unless they have some special power or attribute that explicitly allows them to retain such things between reincarnations.

Notes on The Meatier, The Mightier:

When I talk about your "original mass", I mean whatever your mass would be prior to any injuries. So if you lost ⅛ of your mass to one attack, the next attack on that level would take the same amount of flesh, not ⅛ of whatever your mass is after the previous injury. Otherwise we'd just be getting into Zeno's Paradox territory.

Notes on A Bear in Sheep's Clothing:

When I say, "the best traits from each parent", this doesn't mean every child will be exactly identical. It only refers to traits with clear practical benefits

The World [Continued]

Details that didn't seem important enough to include in the basic synopsis. If there is anything that still hasn't been cleared up, check one of these links: Walkthrough, Mutation FAQ, or just ask me in the thread. This game was my childhood, I will never turn down an excuse to talk about it.

Species attributes:

- Yellobrate - Very slow, but has the best attack, defense, and blocking capabilities. tend to resemble horses, zebras, hippopotami and various hoofed animals.
- Redaped - Have the best jumping ability and tend to resemble birds, however, their attack strength is lower than average.
- Bluocyte - Have the best attack range but slightly lower defense; they tend to resemble frogs, snakes and various reptiles.
- Purpial - Can walk backwards and turn around quickly, sometimes faster than their normal speed; they tend to resemble rabbits, monkeys and other miscellaneous mammals.
- Greyodon - Have the best running capability and only Yellobrates have higher attack power and have balanced statistics; they tend to resemble dogs, wolves and other canines.

Types of Meat and combinations.

There are 3 types of meat: Pale, Dark, and Rage. Which can be combined to create different mutations. Ordered below in increasing power.

- Pale: Pale Meat of the same color.
- Pale-Dark: Pale and Dark Meat of the same color.
- Dark: Dark Meat of the same color
- Clash: Specific mix of different colored Rage Meat.
- Rage: Rage Meat of the same color.

There is one Mutation for every combination of color, type, and # of limbs, totaling 150. For combinations that shouldn't be possible without at least two-limbs, the one-limb mutations take the form of Rare Species that are found in secret areas.

The story of Cubivore is strange on multiple levels. The first 90% of the game explicitly shows and describes the Killer Cubivore as a Colorless Beast with one of every Raw-Meat. However, we only learn at the very end that the original Killer Cubivore was demoted to a regular boss off-screen, now only carrying Raw-Life.

This gets even more confusing when you consider that one of his Raw-Meat was Raw-Peeper, meaning it shouldn't be possible for him to be depowered in such a way. But I'm clearly putting way more thought into this than the developers did.

It's not even like the new Killer Cubivore stole them, since his only Raw-Meat was Raw-Wilderness, it's anyone's guess where that came from.

Similarly, it's never made clear how defeating the Killer Cubivore does anything to help restore the Wilderness, especially since we see the player character still has all the pieces of Raw-Meat in the epilogue, which are presumably what caused all this in the first place.

It's unclear in the game how many mechanics are exclusive to our player character, and how many are universal aspects of the Cubivore life cycle. All Cubivores are willing to eat those of different colors, but every other Cubivore we see has the same color for their head as their body, implying that the ability to take on other colors is something unique to us.