

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 to keep): 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 to keep): 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 to keep): 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 to keep): 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 & Breathe Anything (200CP to keep): 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 to keep): 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 to keep): 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, this also helps you find any items of interest in about a half a kilometer around you, perfect for all your obsessive collecting needs. You will also be able to use these senses in a non-liquid environment.

-Growth (400CP to keep): 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 10 meters long or 32.8 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 10m 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 10m 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 10m 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, and in theory increases your offensive rating. 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 damaged or consumed enough, you can create an aura of electrical energy around yourself for a short time, harming and damaging everything around you. And with Bio-Electric Evolution, you also become immune to electric stun effects. Visually, you turn blue and have blue glowy tendrils, though if you wish, you can hide that visual distinctiveness. Post-jump, you can adjust these powers as you wish, and can adjust or hide the visual parts.

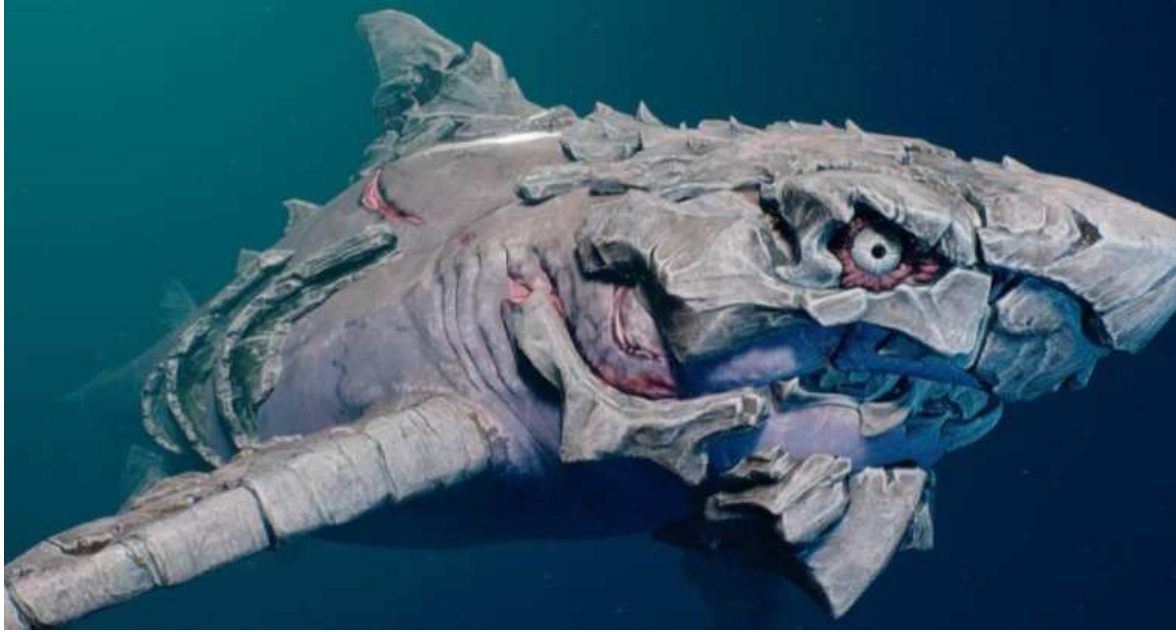


-Shadow Evolution (600CP): The Shadow Evolution makes a bull shark into a tricky predator that uses poison and speed to take down prey. It's teeth are vicious and needle-like, letting a shark heal from scraps torn from still-living prey. It's tail can send out a ball of poison at a target. The head has enhanced neck muscles, letting you whip prey around with ease and increase your biting lunge speed. When dodging, the shadow shark emits a cloud of poison around itself. Lastly, if you've damaged or consumed enough, the shark can go into a hyper accelerated state for a short time, 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. And with Shadow Evolution, you also gain immunity to poison. Visually, you have black

plates with purple highlights, though if you wish, you can hide that visual distinctiveness. Post-jump, you can adjust these powers as you wish, and can adjust or hide the visual parts.



-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 and ramming 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 headbutts devastating on targets, especially boats. Lastly, if you've damaged or consumed enough, you can cover your body in even more bone armor for a short time, turning you into a battering ram that can shatter boats like glass. And with Bone Evolution, you become immune to stun effects from physical attacks, as well as concussions. 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. Post-jump, you can adjust these powers as you wish, and can adjust or hide the visual parts.



-Atomic Evolution (600CP): For the shark that wants to be Godzilla, the Atomic Evolution is an offensive powerhouse. The teeth give you a short-term damage and damage resistance bonus each time you bite a target. The head evolution turns you into a spiked hammerhead and causes you to release a blast of atomic energy when you ram a target, inflicting damage to nearby objects/creatures and knocking them away. This also adds more power to the damage/damage resistance bonus. The fins cause you to turn into a blast of atomic energy when you evade, similar to the Bio-electric Evolution, but causing far more damage to targets you impact. It also adds to the damage/damage resistance bonus. The tail is also similar to the Bio-Electric and Shadow tails in that your tail whip throws out a bolt of atomic energy, except it trades status effects for much higher damage. Lastly, if you've damaged or consumed enough, you gain access to the ability to shoot Atomic blasts from your mouth. This can be in two versions. First, you can shoot out a constant beam of atomic energy and move it around. Second, you can speed up your perception of time while charging up a blast of energy, and the longer you charge, the more damage is done. The blasts will also explode and do half the damage to targets nearby your actual impact point. And with Atomic Evolution, you become immune to radiation. Visually, your skin is blue spots with glowing yellow/green cracks, with spiky glowing bone armor though if you wish, you can hide that visual distinctiveness. Post-jump, you can adjust these powers as you wish, and can adjust or hide the visual parts.



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. And don’t worry, you don’t have to eat the flesh raw.

-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: Unfortunately, the producers decided that only having to follow one shark would be a simpler storyline for the viewers to follow. That, and they were cutting the budget. 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.

-Evolving Nature (+300CP): At Plover Island, there are many crazy things. Weather control towers, a parked UFO, a docked Russian Typhoon submarine. But there's also strange things swimming in the water, like the Bio-Electric Great White, the Shadow Orca, and the Bone Sperm Whale. However, that's under normal circumstances. With this drawback, there will start to be even more species that start to have one of the Evolution sets, based on the Evolution perks above, and it won't just be in the waters of Plover Island. While the numbers of Evolved creatures will be few, they will still be dangerous for both sharks and humans. In addition, about 10% of the evolved creatures will have the Atomic Evolution set.

-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....and if that's not enough, there's always the Atomic Evolution in case you want to roleplay Godzilla.

-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 (or you haven't taken Shark Only), then it has all of this jump's offered perks. If you took Be The Human, then this second 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.

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. I just wanted 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 apply to non-shark forms.

Q: “Can we be a shark species other than a bull shark, like the mako, hammerhead, or great white that are in-game?”

A: “Currently, no. Bull sharks are the only shark species that can tolerate brackish and freshwater, which is about a 3rd of the map. This may change if future DLCs let the players control other shark species (or at least, don’t occur in fresh/brackish water).”

A2: As of Truth Quest DLC, I’m still saying nope, as while you do encounter an Irradiated Electric Great White in Dead Horse Lake it just doesn’t really work with the life cycle of the player-controlled shark.

Changelog:

-v1.03: Added concussion immunity to the Bone Evolution. Added a line to the “Tasted Your Flesh” drawback making it so the enemy shark doesn’t have all perks if this isn’t your first jump and you took the “Shark Only” drawback. Added “Evolving Nature” drawback. Reworded Companions section, to put blame on show producers for why you can’t have any companion options.

-v1.02: changed the prices of the “free for here, pay to keep” offerings to say “# CP to keep”. Updated Growth perk to reflect the new max length from Truth Quest DLC. added a Post-jump line to the evolutions, letting you adjust the powers/visuals if you wish. Added the missing head effect for Shadow Evolution. Added immunities to the 3 prior evolutions, and worded them to be clear they are not part of the active effects, but are a constant passive effect. Added “for a short time” to Shadow and Bone Evolution’s active effects. Reworded the active effects to be “if you’ve damaged or consumed enough” instead of being reliant on “eaten enough recently”. Added Atomic Evolution. Added line to Pound Of Flesh allowing you to not eat it raw. Added a line to Shark Only drawback, as now you do actually have the option of a local “laser eye” power.

-v1.01: Added a note on not being able to be a shark species other than bull shark, due to bull sharks being the only sharks able to tolerate living in brackish/fresh water. Added a line to Shark Senses saying that after this jump, you can use the senses out of water.

-v1.0: Initial release.

Notes (jumpdoc construction):

- Maybe make the jump single origin, with one discount per price tier?
- Maybe offer different species other than the Player Shark's bull shark?

-Perk: can breath underwater. Post-jump, can breath both human-compatible atmosphere and underwater (oxygenated liquids). Free for here, pay to keep.

-Perk: Can consume anything without harmful effects. License plates, mutagen contaminated organisms, humans with who knows what in them. Can also breath without contaminants effecting you (like the runaway nuclear reactor putting radiation into the water, or the sewers).

-Item: constant source of food. Any source of meat you've eaten will be constantly replenished when you are no longer present. Post-jump, a pocket dimension will contain living examples of whatever meat you've eaten, in their appropriate habitats, and don't affect the ecosystem (despite overpopulations of catfish, for example). Doesn't work for humans. Free for here, pay to keep post-jump.

-Item: Cloning and genetic editing: Based on that one landmark blurb, you've got a facility that can make clones of people and make minor genetic edits.

-perk: shark-vision/sonar pulse/electroreception?

~~-perk: getting more out of what you eat. Based on that one organ that gives you more resources per thing eaten.~~

~~-perk: organ/mutation optimization? Pay to improve your mutations effectiveness?~~

-item: cove: safe place to rest (and evolve?). Can't be hunted down inside it, despite their being a small submarine with an active power line leading to the surface.

-perk: land shark. No matter what you weigh or your shape, you can bounce around like a damn frog on land despite being potentially multiple tons.

-perk: jumping/airjumping. Can jump many stories into the air, and keep air-hopping.

-Drawback: identifying scar: some asshole scarred you when you were young, and will know you on sight.

-drawback: Lazy: you don't like doing much, and prefer to go the easy path instead of a riskier but higher payoff. (inspiration is the lazy bounty hunter, and a potential safer method of growing as a shark).

-Drawback: Not a Landshark: You can't safely land on land or a boat, or you will hurt yourself because of your weight.

-item/Companion/drawback: narrator?

-drawback: responsible public safety: Anytime you attack humans, they will actively respond and leave that area. Authorities will close the beach/area and people won't just ignore their having been a shark attack like 5 minutes ago. They will also close beaches and swim area wherever you've been spotted.

-drawback: Premature: You were cut from your mother's body, did you think there wasn't going to be repercussions? (insert premature baby symptoms here)

--EDIT: Nevermind, not touching this issue.

-Drawback: Tasted your Flesh: An apex predator has tasted your flesh, and wants the rest. They will hunt you down and try to eat you. (scaling with your size/age? Multiples? May need to adjust price point)

-extra life option? There being multiple identical versions of you that you replace?

-perk: Shark Morality: You can suspend your human morals for a bit, and match whatever your current species is (for morals). Eat humans without remorse, chow down on seals, consume so many turtles. (insert bit on dolphins, whales, etc). Free for here, pay to keep.

-perk: lock-on. You know where your currently engaged enemy is in relation to you. Only works on one target at a time, though you can switch targets quickly. Only works on targets near your engagement range.

Nutrients: Fat (yellow symbol), Protein (red DNA symbol), mutagen (green), minerals (blue),

-Item: Nutrient Caches. You get a constant supply of everything your body needs to grow strong. Mutagen, Element Zero, etc.

-perk: evade/dodge: You can evade an attack coming at you. Bullets, barracudas, etc.

-perk: Tail whip: accuracy.

-Perk: sense of smell: Based on great whites being able to smell a single drop of blood in an olympic pool.

-perk: hearing: you can detect the low-frequency sound of an animal in peril.

-Perk: never sleeps: Generally believed of sharks, but not actually the case. It is for you however. You can sleep if you want to.

-Perk: Bottomless pit: You are never full, and can always eat more. Plus, you instantly process food, and can store it in limitless amounts. No worries about it weighing you down, it just helps you grow.

-Perk: short attention spans. When you are being pursued, if you are able to break contact from your pursuers, if you wait a short time, they will give up, and then you could walk past them with no issue. However, they will remember you infamy and come at you with the same amount of force/arms.

-Frozen banana stand. You've got a frozen banana stand that will always be in constant demand.

-note: when upgrades are leveled up, they visually get more extensive.
Sharks can sense electromagnetic fields, and temperature shifts.

-Scaly Pete says his father (Kyle's grandfather) was killed by a Megalodon, which Kyle says is an extinct shark. Pete says that it could very well be out there. Also, the harpoon that Pete's father used was the one he pulled out of the Shark Character's mother, so the Mega he's looking for might be the player shark's father/sire.

Wow. You have a boss fight against Pete and Kyle. Sharky bites Pete's leg off, Kyle pours gasoline on the shark, the fire gets close to the boat's fuel tank. Pete says to jump off the boat, Kyle tries to use a fire extinguisher. The Boat blows, Pete is burnt and blown clear, no sign of Kyle. And Sharky is fine. EDIT: or not, SHarky has some burn tissue on the (their) left side of the face.

Cue evolution to Elder, and the upgrade for bonus Fat.

-wait, level 20 was Elder? Wow, I've been higher than that for a while.

-Bone needs minerals. Shadow needs Protein. Bio-Electric needs Fat. higher levels need mutagen.

Level 30 is when Elder can grow? Lol. And the last stage is called a "mega shark". Not megalodon. It is 9 meters long. And the shark doesn't get any bigger.

Orcas are in the Gulf?

I'm seeing squid in the Ocean and Flying fish in the bayou, though you don't interact with them.

Does this world have access to Aliens? The narrator mentions Gazorpazorp, when you come across an underwater UFO.

Perk: Digestion. Based on them Fat/Protein/Mineral/Mutagen Digestion upgrades. You get (30% is ingame max) bonus to that nutrient when you feed. Plus, same bonus on health on feeding.

-EDIT: there's also the Tiger Shark body that grants (25%?) bonus to all nutrient amounts.

-Ah. All the "the Gulf" references are for the Gulf Of Mexico. They drop a tidbit of it being 600,000 square miles, which matches the Gulf Of Mexico.

-Apparently, Scaly Pete's ex-wife's parents have a boat at Painted Sails, which can cost up to 450\$ a month for docking fees.

-the shark parts are called evolutions.

-wow. Pete poisoned the whole region of Sapphire Bay. THAT's not where I am though. It's effects are + to Albino Wildlife and Mutagen X gains, - to movement speed and fat/mineral/protein gains.

--EDIT: and I think the poison does a tiny tick of damage to you too. With a full Bone set and a bonus to health, I don't even see the tick, though my screen flashes red and Sharky roars.

-Scaly Pete caught 3 of the Orcas at Fishfinger's Funplex (aquarium). He caught them alive? Cool.

-Bullsharks can survive in fresh water.

There's a Kaiju gate sealed with big ass chains. Haha. There's also geothermal activity in the area.

Place overall is called Port Clovis.

-There is a T-Rex skull in the water that is big enough to fit a Megashark in it's jaw. And a Megashark is bigger than a beach lifeguard truck.

-there's an underwater base that I think is a Bond reference, but I swear looks like Subnautica's habitat style.

-one of the narrator's lines. Despite phrases like "Card shark" and "pool shark", sharks are good at neither billiards or poker. I kinda want to make a perk for these skills.

--**Perk idea:** Game Shark: You have uncanny skills at any gambling game that pits you against another player. Doesn't work in games against the House, though you will know the rules and odds.

-Ohhh. The Apex Orca, named Mahana, is a reference to Free Willy, with a bent dorsal fin.

As the Bounty Hunters go up, so does the average bounty hunter's danger. Once you beat the 10th named bounty hunter, you start seeing regular bounty hunter's with electro-field boats. Previously they had divers, then elite divers, (oh and thrown explosives), then something else that may or may not be a torpedo (it's a symbol you can see).

Sperm Whales are preying on hammerheads here? Huh.

So. Many. Orcas. As you are fighting one, 2 more show up. Are they even in the Gulf? EDIT: Yes, they have been sighted infrequently there. They are in pretty much every ocean and most seas. Wow.

Sperm whales are the largest toothed predator.

-Am I fighting really young Sperm whales? Mature males are about 16m, Females are 11m, whereas I'm 9m.

--The Apex Sperm Whale looks bigger, like it's 16m.

-Sperm Whales eat 3% of their body weight every day. The game says they eat 1 ton of food daily. That implies the sperm whales are 33 tons, which is below male average, but above female average.

This game has a lot of commentary on ecological impact. Oil tankers, oil spills, over fishing, cartoon-villainy levels of shark fin harvesting,

-Captain Blighty may have sunk his treasure around here, and Pete has paid for yearly diving expeditions for 10 years.

-Wow. The sewage lines are crap. Literally. Pete's had sewage related illnesses several times.

-**Subliminal Evasion**: "makes normally hostile wildlife that are a fraction of your size neutral to you." fish that are smaller than 50/60/70/80/90% of your size are neutral to you.

--Even at max size, Orcas and Sperm whales attack. Makos, hammerheads and great white won't.

Pete has a custom boat, and it has torpedoes. And is really long for a river boat. And Pete has gone full psycho. The game calls it a ww2-era attack vessel. A PT boat. And it has a shark cage on top.

-It's got two underwater electro-generators that can be repaired, and he put up a sea-net to prevent Sharky from fleeing. And homing torpedoes. And those icons I saw earlier with the bounty hunters are explosives I can grab and tail-whip back.

-So, we take out the boat, jump out and start nibbling on Pete's legs, spit him out for a bit, then see that he has explosives on the ship, with a detonator in his hand. We go to bite his head off, Pete sets off the charges, and the show's credits roll.

So, plot point wise. You are kind of railroaded into fighting Pete. There's nothing else to do, and thus are driven to your doom. I have no idea if a shark would actually go after the same guy twice without blood being in the water. We never see Sharky's father, so maybe he was a megashark or a megalodon?

-Drawback: Railroading: You will seek out to fight, and eat, Scaly Pete.

-item: Maneater TV show: A cable show that people watch to see people kill sharks, and for sharks to kill people.

Bio-Electric evolution set: releases electricity, stunning nearby targets, and is useful against all foes. Set bonus is +50% Bio-electricity damage bonus for full set.

--Jaw:

--Fins:

--Tail:

--Body: Lightning Burst. Boost to projectile damage resistance and electrical damage resistance. On lunge, you turn into lightning.

--Head:

Shadow evolution set: adds speed and poisonous attacks that are most effective against wildlife and humans. Set bonus is +10% speed for full set.

--Jaw:

--Fins:

--Tail:

--Body: Shadow Form: slows the world around you (by half) while also releasing an aura of poison each time you lunge.

--Head:

Bone Evolution set adds damage resistance and is most effective for boat combat. Set bonus is +10 damage reduction for full set.

--Jaw: Thrash damage and Boat bite damage bonus.

--Fins: Damage resistance and ramming damage boost. On evade, inflict damage to anything within 2m, and +20% bonus damage resistance while evading.

--Tail:

--Body: Bone Crusher.

--Head:

According to a screenshot I have, I evolved from Teen to shark at 10.

...Wow. screenshot check shows one of the landmarks was for a crashed van. "Stand Tall With Full Mast Pharmaceuticals. Leading Distributor of Mycoxarizin ED supplement." I had to look it up, and the term is an old joke that Google doesn't recognize. My-Cox-a-rizin.

-Poison counters: creatures suffer -1% speed, damage resistance, and damage output plus .2 per second from each counter, up to 30 counters. A counter is removed every 3 seconds.

-Stun counters: a target is stunned when it accumulates 10 stun counters. A counter is removed every 3 seconds.

-Sonar:

perk name: Sky Shark: something to do with jumping really high, or air jumping 2 or 3 times.

-Drawback: Fin apocalypse: 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.

-Perk: Growth: Free for here, pay to keep. So long as you keep getting enough food, you will continue to grow larger, stronger and faster. In-jump, you are capped at 9m in length (throw in a line about average adult bull shark sizes), but out of jump, that limit is removed. Maybe include a toggle feature about that size option.

-Drawback: a be-the-human 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 bullshark 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. Subordinate to the below mandatory drawback. You must kill the Megashark, but don’t have any special perks or items to do it with. (Maybe offer a significant CP bonus, as there’s no perks/items meant for this drawback-origin.)

-Drawback: Mandatory and no CP. You are engaged in the limited story of Maneater, and as a shark, you are torn from your mother’s carcass, scarred by Scaly Pete, you bit off and ate his hand, then are inserted. 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. 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. 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.

--drawback: shark cages everywhere. Instead of just Scaly Pete having shark cages, now every hunter boat has them. This means that while they aren’t able to throw depth charges, a shark also can’t just jump out and grab exposed hunters off a boat.

Level 4 is Teen.
Level 10 is Adult.
Level 20 is Elder.
Level 30 is Megashark.

You need Teen stage to use Teeth evolutions.
You need Adult for the Tail, Fins, Body stuff.
Need Elder for Head.

-Organs don't need anything (I think, I don't see anything when fully upgraded)

You have 2 air jumps, whether that's from a swimming jump, or a jump from finning.

-There's a bit about sharks being able to feed on fear. It's a joke, delivered after saying sharks feed on mollusks, fish and seals.

-Perk: thrash: If you are the same size or larger than combative wildlife, when they are vulnerable, you can thrash them to maintain control. It's the bite and chew attack.

-idea: combine the airjumping and landshark perks into one. That way, the impact of a fish falling onto a solid surface won't kill you. Maybe have an integrated (or simply explicit) aspect of not taking fall damage?

-make sure to add an option to the food supply option that you can have processed and butchered cuts instead of live animals, in case you don't feel particularly sharky and want to hunt and kill your food yourself.

-Tiger Shark Body: Like the tiger shark, often called the "Garbage Can Of The Ocean", this evolution lets you digest nearly anything. Passive: +5% Fat, Protein, Mineral, Mutagen.

--Garbage Disposal ability: This ability increases the amount of nutrients you gain from consuming your prey.

--Requires Age: Pup.

--And it's upgradeable. +5/10/15/20/

---Requires 8K Minerals, then 10K fat, then 12K Fat and 175 mutagen, then 14K minerals and 350 mutagen to make lit level 5.

-item: bullets meant for shooting underwater targets? They don't lose power when entering water?

-Item: spear guns that can actually get a decent range underwater?

-perk idea: not bleeding out despite missing (several) limbs?

-Item Idea: Pound Of Flesh: you have a pound of an enemy's flesh at the start of the jump. If you eat it, it will grant you the ability to know where that enemy is at all times.

-oh god. There's a red tide algae bloom every JUNE?!?

DLC: Truth Quest. Released 8/31/2021.

-Rumors abound that the fantastical mutations, aren't because of mutation, but something else. Many theories.

-over Island COmplex,

-level cap increased to 40,

-atomic evolution set.

-new bosses, air and sea.

-new apex predator, Atomic Leviathan.

Multi-gigajoule explosions. Shark survived it unscathed. Huh, that's impressive, if a bit of a plot hole.

There's a 4th organ slot, requires Truth Quest and Level 35.

-Tiger body. +5/10/15/20/25% Fats/Proteins/Minerals/Mutagens from things you eat.

-Trip Westhaven used to produce the Maneater shows.

-man, trying to aim for the communications beacon is annoying, cause you can only target one thing at a time, and everytime you get close, it wants to target either whats in your mouth, or something else at ground level.

-military boats are launching from Plover Island.

-lol, there's a Philadelphia Experiment reference. A boat is in an underwater cave, phasing in and out. Or it could be going invisible and not.

-and a faked lunar landing, but the set is underwater.

-and Area 51, hangar 18, with a UFO inside.

-There's a new collectible Truth Questor's aluminum foil hats. Protects from "government mind control experiments, but also shark sonar." Which is funny, because they are the narrator's followers.

-another of the landmarks implies they have weather control technology? Err, not implied, there's a permanent thundercloud above it, raining down lightning.

-Hammerheads have the ability for Females to reproduce asexually? Huh.

-There's an electric Great white. Like a great white with the electric mutation. It can teleport and shock-bite. And the announcer implies it could be a way to reduce energy reliance on foreign oil.

-LOL. There's a Russian Typhoon submarine in dock, not a Los Angeles. That's makes no sense, as this is supposed to be a USN base.

-And a Shadow Orca, the poison mutation set. Didn't really use much poison, just was typical annoying Orca.

-there's a big nasty atomic shark thing in an energy shielded pool. You can see it swimming around, and it's very much bigger than PC shark.

-the atomic body gives Atomic blast, which turns your bite into a charge up blast attack. It's a bit slow moving, but it has blast radius. Also, you slow down time while you are charging the blast, letting you aim better.

-Bounty Hunter TJ Toffler flies a Helicopter and can barrel roll it.

-Naval Interceptor is firing torpedos, so does the helicopters.

-The atomic head actually turns the bullshark into a hammerhead.

-and a Bone Sperm Whale.

-I wasn't too impressed by the atomic breath initially, but it murder on bigger predators like Orcas and Sperm whales, and let me cheese the Bone Sperm whale fight. Plus, it's really dangerous against the boats too, assuming you aim right.

-The base has Litoral Combat Vessels, the trimaran booking things.

-uh, there's a Irradiated Bone Sperm Whale? Looks like the bone whale, but with radiation coloration.

-the Atomic tail lets you shoot a ball of atomic energy.

-the new Organ Evolutions are cool:

--Tail Catapult for increased damage, range, force and velocity of tail whipshot attacks.

+5/10/15/20/25% damage to projectiles shot this way, +100/125/150/175/200% to whipshot velocity, whipshot range and tailwhip force.

--Healing factor for health regen every second. +12/18/24/30/36

--Sonic burst, that augments the sonar pulse with damage and knockback on creatures and boats. 100/115/130/140/150 damage, knocking back creatures and boats within 10/15/20/25/30m. Damage drops off the farther away from you.

--Disorienting Sonar, that cause sonar pulse to cause creatures within 20/30/40/50/60m to inflict -15/19/23/27/30% less damage they inflict for 6/7/8/9/10 seconds.

-Targetting Sonar, Allows you to inflict +15/19/23/26/30% damage on creatures and humans within 20/30/40/50/60 meters for 6/7/8/9/10 seconds.

-Irradiated Electric Great White. ...Huh, there's 3 of them in different regions. 4 actually. 5.

-Whatever big nasty Leviathan is, it keeps leaving green goo all over the undersea areas. Could be infectious fluids, could be radiation.

-Irradiated Shadow Orca. Ironically, this one actually used tailwhip projectiles.

-huh, another Irradiated Shadow Orca.

-When you are on the trail of the big apex predator thing, one of the missions says "you should probably keep tracking the creature, but your primitive Shark Brain is easily distracted".

-...oh, the Leviathan is a dinosaur. A plesiosaurus? It fires atomic blasts, and tailwhips explosive spines, that you can then grab and throw back.

-oh, and it can send out a call and summon irradiated Bone Sperm, Electric Great White, and Shadow Orca for help.

-and it has a regenerating armor health bar.

Post-Game: Site P has mutated fish swimming around casually? I saw an Electric Great White.

-Thoughts: Maybe add in mutation options for other species. Maybe an option to be other shark/orca/sperm whale species.

-Definitely need to do an atomic mutation set. Atomic blast especially. Maybe do something for M.O.L.O.C.H.'s beam blast attack.

-