Disney
WRECK-IT
RALPH

# Wreck-It Ralph

A Jumpchain CYOA by WoL_Anon

Ver. 1.0

Welcome to Litwak's Arcade. Unknown to the human players, the video game characters in the arcade are living beings, who know that they are video game characters.

In order to prevent their games being considered 'out of order' these characters play out their assigned roles during the day, and go about their own lives during off-hours, not unlike a job. Most are happy enough with their lives, but one Wreck-It Ralph, a "bad guy", is unhappy with how things are going for him. This story revolves around Wreck-It Ralph, and the actions he takes to change his life. What will your role in this story be?

You arrive in this world on the 30th anniversary of the Fix-It Felix game, shortly before a meeting of Bad-Anon. You will be staying here for the next ten years.

**You have 1000 choice points (cp) to spend.**

## -Age and Gender-

You may choose any age you would like for free, as long as it makes sense and does not provide you with any additional advantages you have not purchased.

Your gender remains the same, but you can pay 50cp to change it if you wish.

## -Species-

Post-jump, the species choice you make here will be considered an alt-form, which you can switch to and from at will.

**[Free/200cp/600cp] Video Game Character**

You are one of the many video game characters that live within Litwak's Arcade.

For free, you can design a form that is the size of a human or lesser, and that does not provide any advantages beyond that of a typical human.

For 200cp, your form can be notably larger than an ordinary human, capping out at nine feet tall. Your form can provide you with special advantages, so long as they are no greater than Ralph's impressive strength and wrecking ability.

For 600cp, your form can be larger still, capping out at around thirty feet tall. Your form can provide you with many advantages, so long as you are no more powerful than King Candy's Cy-Bug form (which is capable of flight, is significantly stronger than Ralph, and can morph to inherit traits from things it eats, such as gaining weapon arms).

Regardless of the amount of cp spent, you can choose for your form to have various minor video game qualities, such as odd sound effects, or unusual jerky movement, so long as these qualities do not provide advantages beyond what you have paid for.

If your form makes sense for it, you can choose for your home game to be one of the various games currently active within the arcade. Whilst in that specific game world, you will be automatically revived if killed, which will not trigger chain failure.

## -Background-

You must choose one of three Origins in this section. Each one qualifies you for different discounts. You may design a background in this world, based on your Origin and what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made. Alternatively, you may choose to take your Origin as a Drop-In, with no memories or history in this world.

**Bad Guy**

You aren't actually a bad person; this is simply the role that you play within your video game. Most games need an enemy to overcome, after all. Alternatively, you may be an outcast within your game due to one circumstance or another.

**Hero**

You have a heroic role within your video game, likely as either the playable character or primary support for games that rely on a "first person shooter" or similar mechanism. You probably have a matching mindset, making you the kind of person that would stick your neck out for others.

**Villain**

This doesn't refer to your role within your game; you are actually quite horrible. Whether you present as a more obvious threat, or are the more insidious kind of evil that masks their cruelty with a goofy grin remains to be seen.

## -Location-

You can freely choose to begin in any of the following locations.

**Bad-Anon**

A villain support group which is held in Pac-Man's game. A meeting is just about to start – do you have something you wish to share?

**Game Central Station**

The power board that connects the various games in the arcade, allowing one to travel between them. Characters whose games have been unplugged are forced to stay here until alternate accommodations can be made for them. It is overseen by the Surge Protector.

**Niceland**

The game world of Fix-It Felix Jr. This is the game of Wreck-It Ralph and title character Fix-It Felix Jr., it is an 8-bit platformer.

**Tapper's**

This tavern is the game world of Tapper (also known as Root Beer Tapper). During off-hours, many video game characters like to congregate here to relax and have a drink.

**Cy-Bug Sector**

The game world of Hero's Duty. In this game, a group of space soldiers attempt to escort a player-controlled robot (a "first-person shooter") up a tower, battling off a swarm of Cy-Bugs. Unfortunately, the Cy-Bugs are not aware that they are video game characters, and present a serious danger to the rest of the arcade if they are allowed to escape their game. This is Sergeant Calhoun's game.

**Candy Kingdom**

The game world of Sugar Rush, a racing game. This is Vanellope von Schweetz, who is currently considered a glitch characters and disliked by the other residents of the game world.

## -Perks-

Discounted perks are 50% off, with discounted 100cp perks being free.

### Bad Guy Perks

**[100cp, Free for Bad Guys] Stinkbrain**

Juvenile humour comes to you quite easily. Depending on the circumstance, you might find this handy when trading insults with an idiot or a child, or when developing “in-jokes” or terms of endearment with close friends.

**[100cp, Free for Bad Guys] Down in the Dumps**

Being an outcast isn’t easy, and often leads to difficult living conditions. This perk will help you manage that.

First, you have a special sort of luck that kicks in when you are looking for a place to stay. This will lead you to hidden areas or other out of the way places where you can rest undisturbed, if you don’t mind living in squalor. You’ll also have an easier time tolerating uncomfortable rests, which will come in handy if you plan to sleep on bricks, covered by little more than candy wrappers.

**[200cp, Discounted for Bad Guys] *I'm bad, and that's good.***

Just because you have been placed in the bad guy role, doesn’t mean you can’t do good. This perk will help you do just that.

When it comes to using your destructive, or stereotypically “evil” powers and abilities, you are now able to think more creatively about how they are used. This can help you use them more effectively, or find more noble ways to apply them. Sometimes doing good is as simple as destroying the right thing, after all.

**[200cp, Discounted for Bad Guys] *I will never be good, and that's not bad.***

It can be hard for bad guys to cope with the fact that their purpose in life is to be an unpopular problem causer. Fortunately for you, you are surprisingly well-adjusted.

From now on, you will always be able to work through identity issues, insecurities, and other mental health concerns in a healthy and positive manner. Whether the solution is to find meaning in your role, learn to not be possessive of your friends, or some other positive moral, you will manage to reach it without putting worlds in danger in the process.

**[400cp, Discounted for Bad Guys] You’re My Hero**

You might not be the most popular guy, so those few relationships you do maintain matter all the more.

Fortunately, events will conspire to help you preserve your friendships. Should your friend be in peril, you will find yourself clued into the situation in some way. Similarly, you will stumble upon the same kinds of heads-up if the friendship itself is in jeopardy.

Additionally, when actively trying to protect your friends, things tend to go your way. You'll wriggle out of a monsters clutches to pull off one last desperate gambit, your sense of timing will be impeccable when attempting to catch a falling friend, that kind of thing.

**[400cp, Discounted for Bad Guys] Rush Racer**

To say you are good at driving is a massive understatement.

You are a champion level racer, who can adapt to different kinds of kart or car very quickly, and can pull off stunts with your vehicle that could be found in action movies, like power drifts and drift jumps.

While racing, you are able to maintain a high-level of awareness of your surroundings, allowing you to weave in and out of traffic, and avoid track hazards and enemy weapons. Should you have access to some kind of teleportation that can cover your vehicle as well (such as via the *Pixlexia* perk), you are able to effortlessly work this ability into your racing, improving your performance even more.

**[600cp, Discounted for Bad Guys] Pixlexia**

Through some process, you've become "glitch-like", without taking on the usual downsides.

With this power, you can perform short-range teleportation, allowing you to pass through walls, or travel much faster than you would otherwise be able to. You can extend this teleportation to personal vehicles you are currently driving. This requires practice and focus, but as you get better at using it, you'll find it easier to teleport at will, and even string teleportation together in rapid succession. In the direst of circumstances, you'll find yourself using this teleportation at a higher level than you would normally be capable of.

Additionally, this glitch-like effect can disrupt certain digital or coding-based abilities, though deliberately doing so is incredibly difficult; it is more likely you'll draw upon this power accidentally; fortunately, it will never cause an effect you wouldn't want to happen.

When using your glitch-like powers, your body will briefly take on a glitchy effect. By default this is a blue effect, but on purchase of this perk you can opt for a different colour for your glitches if you prefer.

**Hero Perks**

**[100cp, Free for Heroes] Q*bertese**

You are familiar with the strange language spoken by Q*bert. Not only can you understand it, you can also speak it, which causes a "speech bubble" with various symbols to appear as you do so.

You will also have an easier time learning other languages.

**[100cp, Free for Heroes] High Definition**

Are you from a modern game? Because you are quite the looker.

On purchase, choose whether you receive an enhancement of feminine beauty, allowing you to rival Sergeant Calhoun in terms of looks, or an equivalent enhancement of either masculine handsomeness or mascot-like cuteness.

**[200cp, Discounted for Heroes] Super Guy**

There's just something about you that is inherently likeable, a trait common amongst hero types.

So long as you aren't trying to upset someone, you will find it easy to build positive relationships with them. Saying the wrong thing might bother them in the short-term, but they won't tend to hold it against you.

With such a quirk, you are likely to receive invitations to all the fun parties. It might even help you get hitched!

**[200cp, Discounted for Heroes] Fear Is A Four-Letter Word**

Heroes are well-known for their bravery, and you're no exception.

Thanks to this perk, you are able to keep calm and composed during stressful situations, such as combat with alien bugs. Your presence on the battlefield will provide a lesser version of this effect for your allies as well; whilst they can still be overwhelmed and lose their composure, the threshold for this is a fair bit higher than it would typically be.

**[400cp, Discounted for Heroes] Jump-It Jumper**

There must be a lot of jumping about in your game, because you are a platforming pro.

You are able to move quickly, hopping and jumping from place to place. You can even pull off tricks such as wall jumping.

This speed and acrobatics could allow you to quickly reach the top of a tall building. It can even briefly allow you to avoid death when being fired upon by a squad of soldiers – handy if circumstances require you to game jump.

**[400cp, Discounted for Heroes] Perfect Parent**

You have surprising potential as a parent, it seems.

Were you to adopt 15 horrid brats and bullies, you could reform each of them into polite and kind children, in a matter of weeks and all without any prior experience raising children.

Such things come easily to you, as you quickly intuit the optimal way to parent each individual child so as to raise them in accordance with your values. If only every parent could hear great advice!

**[600cp, Discounted for Heroes] Sergeant Jumper**

Are you the hero of a shooting game? You certainly have the talent for it.

You are now highly proficient in all kinds of guns from the Hero's Duty game, and will quickly develop that same level of proficiency with similar kinds of weapons you might encounter in other games, worlds, or settings. You also have excellent aim, and lightning-fast reflexes.

In combination, these boons have made you into a  one-man (or woman) army, able to keep swarms of Cy-Bugs at bay for extended periods of time.

**Villain Perks**

**[100cp, Free for Villains] Have Some Candy!**

You are naturally skilled at adopting the speech and mannerisms of a harmless goof.

A wonderful talent if you wish to stay clear of suspicion, or want to be underestimated by those around you.

**[100cp, Free for Villains] It Would Be More Fun To Kill You**

Not everyone is a monster in the making. You though, have the right kind of mindset for such a thing.

From now on, you can enjoy harming and killing others without stress or guilt. In fact, you'll often find yourself coming up with fun little quips as you do so.

This perk will not cause you to harm those you would not ordinarily want to; it simply helps you to act as you would like to during the moment and without lasting guilt. It can be freely toggled on and off, should you not always wish to hold onto such a mindset.

**[200cp, Discounted for Villains] Going Turbo**

Whilst in another game, world, or setting, you are able to take on a new form that allows you to blend in with the locals.

You can only acquire one new form per game, world, or setting, but may collect as many of these forms overall as you like. Each counts as a transformation, and entering or exiting them is easy, but you can only access one at a time.

Forms gained via this perk do not provide additional advantages beyond an aesthetic change, and may be briefly disrupted by some abilities (such as those that are "glitch-like" in nature). Nonetheless, it may be quite helpful if you are planning on hiding out in other games without raising suspicion.

**[200cp, Discounted for Villains] Survival Instincts**

Like the Cy-bugs when not exposed to a beacon, you have strong survival instincts, which help you find food to eat, as well as places to hide and multiply.

If you are trying to lay low after dooming two game worlds to be shut down, such instincts will surely come in handy.

**[400cp, Discounted for Villains] Sweet Little Lies**

You are highly skilled at lying to, and manipulating, others.

Your skill at these is such that you could well convince someone to destroy their best friend's dreams, by making it seem like you have their friend's best interests in mind – even after you had already threatened and sent your guards after them.

Although you are very persuasive, hard evidence that contradicts your lies will be difficult to explain away.

**[400cp, Discounted for Villains] Sweet Abomination**

If you are eaten or otherwise consumed by another being, you will have an opportunity to subvert that being and take its body as your own. Mindless beings are a guaranteed success, whereas others will require proper defences to ward this power off.

Should this power be successful, you are not considered to have died for the purposes of chain failure. The new body you inhabit will undergo a dramatic change, making it strongly resemble you.

In your new form, you will retain all of your previous perks and powers that do not depend on your species. You a member of the species that devoured you, and has its characteristics – for good and ill. This means that you may gain access to new abilities, but also share the same weaknesses.

There is no limit on the number of times you can use this perk. Each distinct form granted by this perk is considered a new alt-form, which you can switch to and from at will.

**[600cp, Discounted for Villains] Royal Hack**

Thanks to a combination of study and natural talent, you have become familiar with how the arcade games of this world are programmed. If you can gain access to a game's code, which are typically physically present but hidden somewhere within a game, you can make changes to the game world.

Changes you are capable of include moving items found within the game world (even if the item is not currently physically accessible), adjusting people's memories, and altering people's appearance. You can also attempt to "delete" characters, though this typically results in them sticking around with missing memories and potentially giving them "glitch-like" attributes.

Changes you have made in this way will not be carried over between 'resets' of the world, so you'll have to ensure that such resets can't happen; fortunately for you, you are quite good at discerning what needs to happen to trigger such resets.

With time and effort, you may learn how to make edits to other kinds of digital worlds or spaces, including the Internet.

## -Items-

You may choose 1 50cp or 100cp item, 1 200cp item, 1 400cp item, and 1 600cp item to be discounted. Discounted 50cp or 100cp items are free, and all other discounts are 50% off. You may purchase items multiple times, but any discount only applies to the first purchase. Free items are the exception to this; you may only get 1 of each. Discounts do not stack.

Should you already possess any similar items to the ones you purchase here, you may import these items, giving them any advantages the purchases they are imported into offer, unless the item in question states otherwise.

**[50cp] Films**

A copy of both Wreck-It Ralph and Ralph Breaks the Internet, on your preferred form of physical media. You can watch them whenever you like!

Should either be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

**[50cp] Medal of Heroes**

A medal which can be won by players of Hero's Duty. It has no special properties, but might be mistaken as a gold coin within some game worlds.

If lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

**[50cp] Cherries**

A pair of large cherries, like those found in the Pac-Man game. They taste like regular cherries, but are ridiculously oversized, and do not go bad.

Should your cherries be lost, destroyed, or consumed, you will receive a replacement the following day.

**[50cp]** ***You wouldn't hit a guy with glasses, would you?***

A pair of goofy looking glasses, which you can retrieve from seemingly nowhere at any time, no matter how improbable that might be.

These glasses are mainly just there as a comedic prop, but will conveniently adjust to be a proper script if your eyes would require it.

**[100cp] Comfy Wardrobe**

A wardrobe which contains a collection of comfortable casual wear, each of which references events of your chain in subtle and not-so-subtle ways. Every so often, a new outfit will be added to the wardrobe; despite this, the wardrobe will never run out of space or become overly heavy, and you'll never have any difficulty finding the clothes you are looking for.

Each of the clothes provided here are self-cleaning and self-repairing. Should they be lost or destroyed, a replacement will appear in the wardrobe after 24 hours. Should the wardrobe be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

**[100cp] Cruiser**

A rocket-powered hoverboard, which can fold-up and be worn on the back when not in use. Maintenance is easy, and you will never have to worry about it running out of fuel.

Should your cruiser be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

**[200cp] Candy Kart**

A kart, along the lines of those used in the Sugar Rush game. Yours may be a copy of any canonical kart, or an original one of your own design, so long as it remains within the scope of the others.

The kart has in-built weapons systems, which are candy or dessert themed. They can only be accessed for limited periods of time by collecting power-up boxes, which appear during Sugar Rush races. Post-jump, you can turn them on and off as you please.

If you choose to import an existing vehicle into this option, it will gain a new kart form, which you can switch it in and out of as you desire. While the vehicle proper will gain any advantages this option provides, this second form is limited to the capabilities this item has on its own, ensuring that the vehicle won't risk human players considering it a bug or glitch and shutting down your game. Post-jump, it gains a third form beyond this, which is visually identical but possesses the advantages of the imported vehicle – allowing you to choose between competition level or full potential as your needs demand.

Should the vehicle be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

**[200cp] Hero's Equipment**

A set of equipment, intended for the soldiers in Hero's Duty.

First up is a set of armour, which provides decent protection, and can obscure your identity. The helmet has a heads-up display, which can be initially overwhelming. This armour is not invincible, and can be penetrated by Cy-Bugs.

Next is a pair of laser guns. The first is a larger rifle, and the second is a pistol which can be a handy sidearm. Both are powerful enough to put down most Cy-Bugs, and do not run out of ammo.

Should any of this be destroyed, a replacement will appear in your Warehouse after 24 hours.

**[400cp] Kart Bakery**

This is a factory which is designed to produce karts for the Sugar Rush game. If you want to spread these vehicles to other worlds, or just have a wider selection of vehicles at your disposal, this may be the item for you.

In order for the kart to be made, one must complete a series of minigames after selecting a base chassis. The better the minigames are performed, the higher the performance of the vehicle.

Your kart bakery will never run out of raw materials, and will automatically clean and repair itself, ensuring that the minigames can be played as often as you like, even if someone made a mess of the last attempt.

In future worlds, you may choose for the kart bakery to be attached to your Warehouse via a special gateway, to be connected to another property you own, or to be placed somewhere appropriate, close to your starting location.

Should the kart bakery be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse via a special gateway.

**[400cp] Magic Hammer**

A magic golden hammer, possibly bequeathed upon you by a parent.

This hammer has the magical ability to fix things that it hits. This not only includes damage done to buildings or objects, but also can fix injuries done to people as well. A pretty handy item to have on-hand if you plan on spending large amounts of time around someone known for wrecking things.

Should the hammer be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

**[600cp] Cy-Bug Eggs**

A set of Cy-Bugs has made its way into your possession. Fortunately, these ones will not activate unless you would like them to.

When activated, these eggs will hatch, producing Cy-Bugs. These robotic, bug-like creatures are able to replicate traits of things they consume. For example, eating a laser gun could allow one to sprout laser cannons on its claws.

Lacking higher intelligence, these creatures act on instinct: attack, consume, multiply. They lay eggs quickly; even a single Cy-Bug could become a massive game-threatening swarm within a single day if left unchecked. The biggest weakness of the Cy-Bug is that they are attracted to bright lights, and will fly right into danger or death in pursuit of such a light.

Cy-Bugs produced from these eggs are not considered followers or companions (but can become so if you have other means of doing so), which is probably for the best, considering the kind of threat they present. At the start of each jump, any of the original set of eggs that were activated, lost, or destroyed, will be replaced. Post-chain, this occurs after ten years.

**[600cp] Your Game**

A new arcade machine has been added to Litwak's Arcade: yours.

Externally, you are free to determine the build of this machine, so long as it remains plausible by the standards of 2012 United States of America – though older model arcades are also acceptable.

Internally, the game world is largely up to you to decide, with a few conditions. First, it cannot be larger than the Candy Kingdom. Second, it must actually facilitate some sort of game, and that game must be something that would be appropriate to have at a public arcade. Third, you must define a role for yourself within the game – hero, villain, random bystander, all are valid. Note that if you are a playable character, your movements within the game world can be overridden by someone playing the game. Fourth, the general "power level" of this game world cannot exceed the scope of those shown within Wreck-It Ralph.

As this is your game, you cannot truly die within the game, and will simply revive and regenerate if you do so (this does not trigger chain failure as a result of death). You can apply these same benefits to any companions and followers.

Unlike other games, some special safety measures have been added to yours. Should the game be unplugged or destroyed, you and anyone from outside the game will be ejected safely from the game. In this jump, you will be ejected to Game Central Station. Post-jump, you will be ejected outside the arcade machine. Native game characters inside the game at the time will be restored as they were when the game is repaired or plugged back in, no worse for wear.

As a special condition, during this jump only, you can be assured that your arcade machine will not be unplugged or suffer from accidental damage.

At the end of this jump, any video game character provided by this item will be automatically returned to the game. They cannot leave the game from this point unless imported as a companions in a future jump. At the end of each jump, anyone who is not a native game character, Jumper, or one of Jumper's companions or followers, will be automatically ejected from the game world (it cannot be used to ferry people across settings).

Post-jump, anyone can freely enter or exit the game world, being resized as appropriate.

Should the arcade be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

## -Companions-

**[50cp per.] Import**

Already have some companions with you? For 50cp each, you may import these companions into this world, providing them an Origin, as well as 600cp to spend on perks, items, and their species. They may not purchase companions.

**[50cp per.] Create**

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive an Origin, and 600cp to spend on perks, items, and their species. They may not purchase companions. Their appearance, personality, and history are up to you, provided you do not grant them anything not reflected in their purchases. By default, they are absolutely loyal to you, but you may forgo this if you wish.

**[50cp per.] Recruit**

For 50cp each, you may take any named character appearing in Wreck-It Ralph (including Ralph Breaks the Internet if you've included it via the toggle) along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a 'slot', so you can ask around and find another character to journey with if you would like.

## -Drawbacks-

You may gain up to **600cp** in drawbacks, but may take as many drawbacks as you like.

**[0cp] Jumper History**

This toggle allows you to selectively incorporate your actions and history in prior jumps into this jump. These jumps must be settings which have canonically appeared in or been referred to in Wreck-It Ralph or Ralph Breaks the Internet. This incorporation is done on a jump-by-jump basis, and you either take all of your actions in a jump, or none of them.

This can influence the characters appearing in this setting, particularly as it relates to their feelings about you, but it cannot be used to prevent a character appearing at all.

**[0cp] Minty Who?**

By default, one of the Sugar Rush Racers is Minty Zaki. With this toggle, you can elect to replace her with Minty Sakura, or simply have Minty Sakura added to the roster of racers.

**[0cp] Breaking the Internet**

Using this toggle, you can determine whether Ralph Breaks the Internet is a natural part of this world's events. These events will take place six years into your stay, unless events are taken off-course.

**[+100cp]** ***Your breath is so bad it made my ears numb.***

Perhaps as a result of living in a dump for thirty years, you have an unfortunate case of halitosis, which cannot be fixed during this jump, and will likely disgust others that are exposed to it. Maybe you could threaten someone with it?

**[+100cp] Clumsy**

You are quite clumsy. If you have great strength, you will break things by mistake unless you are quite careful. Try not to activate any Cy-Bug eggs!

**[+100cp] Confusing Q**

For the duration of the jump, you cannot speak, except in Q*bertese, a strange language that many video game characters do not understand.

If you don't know how to speak Q*bertese, you can only make nonsensical noises.

**[+200cp] Glitch**

Your starting location is fixed to your home game. If you do not have a home game, or it was removed from the arcade prior to the beginning of the jump, your starting location is instead fixed to Game Central Station. For the duration of the jump, you cannot leave that location by any means.

Additionally, you will experience occasional "glitches" which will typically result in a short-range teleportation that is inconvenient (but not outright deadly) for you. If you possess the *Pixlexia* perk, or a similar teleportation power, you will find it much harder to use properly.

**[+200cp] The Most Terrible Backstory Ever**

You have been programmed with a highly traumatic backstory. Whilst this did not actually happen to you, it feels like it did.

Innocuous words or phrases can trigger the trauma that this backstory has caused you, resulting in you suffering emotional distress and leading to you making silly decisions. Hopefully this doesn't ruin your stay too badly.

**[+200cp] Going Jumper**

You have a massive ego, and insist on being the best at all costs. Without serious effort on your part, it will be easy to slip into maniacal and highly destructive thinking. Unchecked, taking over games that aren't yours, or becoming a virus set on taking over the entire arcade are just some of the horrid ideas that you may attempt to follow through on.

**[+300cp] Cy-Bug Invasion**

Oh no! Sometime during your stay, Cy-Bugs will break into Game Central Station and attempt to conquer all of the plugged in games (as well as the Internet, should the Wi-Fi be plugged in at this time).

Not only do the Cy-Bugs present a massive direct danger to most games, if you don't deal with them fast you run the risk of games being recognised as Out of Order, and shut down.

**[+300cp] Insecurity Virus**

At some point during your stay, a peculiar virus will emerge in your current location. This virus takes the form of many copies of you, each of which possess the perks and powers you have acquired here. The virus is motivated by your insecurities, and will always act against your goals.

Defeating individual copies will not stop the virus creating more. In order to stop the virus, you must either lead it to antivirus software on the Internet, or confront the virus, overcoming the insecurities you and the virus share.

**[+300cp] Harsh Reality**

*Requires Breaking the Internet.*

Arcades are a dying breed, and Litwak's is no exception.

Normally, you might be able to get by just doing your day-to-day game routine, but after taking this drawback, such a thing is no longer possible. Now, machines in the arcade are bug and accident prone, introducing various kinds of unexpected problems. By 2018, the arcade will be on the verge of shuttering; you will have to rely on the Internet access you will receive at this time in order to drive customers towards the arcade and keep the machines in good condition. You will be barred from leaving digital spaces if you were somehow capable of it, and any money you had prior to starting this jump cannot be spent on the arcade in any way.

Should the arcade go out of business during your stay, you will fail your chain.

## -Ending-

You have reached the end of your stay here. All of your drawbacks are hereby revoked. Any background memories you have acquired no longer have any influence over your behaviour.

Choose one of the following three options:

**Game On:** You choose to remain in this world. Your chain ends here.

**Next Level:** You choose to continue your chain. Proceed to the next jump.

**Game Over:** You choose to return to your original world. Your chain ends here.

## -Notes-

Thank you to everyone who assisted in making this jump.

**Can you use your video game character form outside a game?**

Assuming you can leave the game, yes. In other jumps you will already be out of the game, so this part is a non-issue. Weird video game stuff your form does still works the same outside of games.

**Can you use your other alt-forms inside a game?**

Yes. They function as they usually would.

**On Random Failure:**

You will not have to worry about insta-death as a result of power loss to the arcade, or random instant game shutdown. It is established that the arcade has either gone for more than thirty years without an issue, or that it isn't a problem for the video game characters. Unless you take the Harsh Reality drawback, you won't have to worry about the arcade going out of business unless you take specific actions to cause it to happen.

**So, what exactly happens here, anyway?**

Note: this synopsis only covers Wreck-It Ralph in its entirety, but indicates where the Ralph Breaks the Internet fits in.

Wreck-It Ralph is the "bad guy" of the Fix-It Felix arcade game. On the 30th anniversary of his game, he attends Bad-Anon, a villain support group which is run by Clyde in the Pac-Man game. Ralph shares his feelings with the group: he isn't happy with being a bad guy as he lives alone in the dump and is not liked by the Nicelanders, who play the role of innocent bystander in his game. M. Bison asks if he is "going Turbo", but Ralph denies this. Leaving the meeting, Ralph steals some cherries from the game, which he ends up sharing with Q*bert and some of the other gameless characters in Game Central Station.

Returning to his game, he finds that the others are holding a party to celebrate the 30th anniversary of the game without inviting him. Ralph enters the building, and is awkwardly invited in for cake by Felix. Ralph gets into an argument with Gene, the mayor of Niceland. During the argument, Gene says that Ralph will never be a good guy or win a medal, and sarcastically says he would let Ralph stay in the penthouse if he did win a medal. Ralph ends up smashing the cake, and leaves, saying he will find a medal.

Ralph heads to Tapper's, where he asks Tapper if there is any game where a guy like him could win a medal. Tapper is not much help, but Ralph runs into a soldier from Hero's Duty, a game that was plugged in only a week ago. The soldier is stressed about his job, which he describes as climbing a building and fighting bugs, but does not allow Ralph to take over for him. The soldier sees a cockroach and freaks out, running into a wall and knocking himself out. Ralph decides to steal the

soldier's armour and sneak into Hero's Duty. On the way through Game Central Station, he encounters Q*bert and reveals his identity to him.

In Hero's Duty, a group of soldiers lead by Sergeant Calhoun attempt to escort a player-controlled robot known as the "first-person shooter" up a tower, as they fight off swarms of Cy-Bugs, which reproduce quickly and can take on traits of the things they consume. Ralph freaks out, which leads to the player losing. After the game, a beacon is emitted from the tower, which attracts the Cy-Bugs, causing them to fly into it and die. Ralph receives a dressing down from Calhoun, who still believes him to be the soldier he is disguised as. As the characters return to the starting positions, Ralphs decides he isn't going through that again, and slips off to break into the tower.

A human attempts to play Fix-It Felix Jr., but Ralph is not present, which leads to the game being declared out of order. Mr. Litwak, the arcade owner says he will have it checked on tomorrow, but if it is still not working he will have to shut it down. Q*bert arrives in Niceland and informs Felix that Ralph has "gone Turbo". The arcade closes for the day.

Felix heads to Hero's Duty to find Ralph. He is questioned by Calhoun, who he falls for immediately. Meanwhile, Ralph breaks into the tower and retrieves the medal, but accidentally activates Cy-Bugs. In the resulting chaos, he is launched out of the tower by escape pod, along with a single Cy-Bug. Felix and Calhoun both see the escape pod fly out of the game. The pod bounces around Game Central Station, and then enters the Sugar Rush game. The medal is left on top of a candy tree, and Ralph believes the Cy-Bug dies as it sinks into a taffy swamp.

As Ralph climbs a tree, he encounters a young girl, who questions what he is up to. This is Vanellope von Schweetz. After she sees the medal, the two fight over it; Vanellope escapes with it, but also shows that she occasionally "glitches" from time to time.

Felix and Calhoun find out that the escape pod flew into Sugar Rush. Calhoun explains that the Cy-Bugs don't understand that they are video game characters, and behave like a virus. If left unchecked, Sugar Rush will be overrun, and from there the Cy-Bugs will attempt to invade every game. One of the other soldiers tells Felix that Calhoun is so prickly because she was programmed with a tragic backstory where her fiancé was killed by a Cy-Bug on her wedding day. Felix insists that he go with Calhoun, as it is his job to fix the messes that Ralph causes, and she relents and allows him to come with her.

The roster of playable racers in Sugar Rush changes daily. In order to decide who will be playable, the racers of Sugar Rush hold an additional race where the top nine make it to the roster. In order to participate, one needs to provide a coin from their previous winnings. As King Candy, ruler of the Candy Kingdom explains the rules and throws his coin in the cup, Vanellope sneaks in. After the other racers have thrown their coins in, Vanellope reveals herself and throws the medal in, which is accepted. The racers and citizens freak out, as Vanellope is known as a glitch. Before something can be done, a Ralph covered in taffy storms in after Vanellope. In the process of going after her, he causes serious damage to the stands, and gets himself caught in a giant cupcake. Vanellope slips away and Ralph is captured. King Candy assures everyone that the race will still happen before the arcade re-opens. Taffyta Muttonfudge and some of the other racers aren't happy about racing with a glitch, and head off to deal with her. Ralph is brought before King Candy at the castle. King Candy is concerned that Ralph has "gone Turbo", as Ralph explains the situation. King Candy explains that the medal will not reappear until the cup is won, and instructs his guards to take Ralph out of the game, warning him that if he returns he will lock him in his "fungeon". After King Candy leaves, Ralph escapes from the guards.

Ralph sees some of the other racers and follows them, hoping to come to an agreement regarding his medal. He watches as they confront Vanellope. Vanellope shows off the kart she built herself, a horrible kart that runs on pedal power. Taffy and the others mock Vanellope and start breaking her kart. Ralph feels bad about it and chases the racers off, although the kart is broken beyond repair. Ralph and Vanellope continue to argue about the medal, and Ralph gets mad and destroys a nearby jawbreaker, which surprises Vanellope. She proposes a deal – Ralph helps her get a real kart, and she will give him the medal when she wins the race.

Felix and Calhoun investigate the crashed escape pod, finding neither Ralph or the escape pod. The sugar in the air is interfering with Calhoun's Cy-Bug scanner. Calhoun is confused by the phrase "gone Turbo" as her game was recently plugged in. Felix explains that when the arcade first opened, the most popular game was TurboTime, a racing game. This caused a character called Turbo to gain a massive ego. When RoadBlasters was installed nearby, it became more popular due to its enhanced graphics. Turbo game jumped into RoadBlasters and messed with it, causing both TurboTime and RoadBlasters to be declared out of order and unplugged. The pair fall into a pit of Nesquik-sand. In order to escape, Felix has Calhoun hit him in order to cause laffy taffy to lower. As they are pulled up, Calhoun starts to fall for Felix as well.

Ralph and Vanellope break into the Kart Bakery, and play the minigame in order to create a new kart. The result looks like a mess, but Vanellope is thrilled. The pair are noticed by security, and King Candy and the guards arrive shortly after. Vanellope admits she can't drive, and Ralph physically pushes the kart as the pair escape. Vanellope leads Ralph to a secret entrance in Diet Cola Mountain, where she lives. Vanellope and Ralph argue more, but are disrupted by a small explosion. The top of the mountain is filled with giant Mentos which sometimes fall into the diet cola hotsprings below, causing these explosions. Vanellope guesses that this was a level that was scrapped. Seeing that she lives in trash like him, Ralph empathises with her. He asks why she doesn't leave, and she explains that glitches are not able to leave their games. Ralph uses his wrecking ability to create a track for Vanellope and helps her learn to drive, which she picks up very quickly. The guards are unable to find either Ralph or Vanellope, so King Candy comes up with another approach. He heads into the code, and retrieves the medal from the winner's cup.

Felix and Calhoun are flying in the shuttle, which Felix had repaired with his magic hammer, when Felix calls Calhoun a 'dynamite gal', which sets off her trauma as her backstory fiancé called her that. She insists Felix leave the shuttle and takes off in a different direction. Felix heads to the castle on his own. He encounters Sour Bill, King Candy's second-in-command, who has Felix locked up.

Ralph and Vanellope are about to head to the race when Vanellope goes off to get something. King Candy arrives, and gives Ralph the medal. He asks that Ralph hear him out, and says that if Vanellope wins the race, it means the players can choose her, and will notice the glitches. This will cause the game to be put out of order, and that Vanellope would be worst affected as she would not be able to escape the game and would die. Ralph accepts his logic and King Candy leaves. Vanellope returns and gives him a cookie medal she made for him. Ralph tries to convince Vanellope not to race, but she notices his medal is back and calls him a traitor. Ralph decides to wreck the kart to stop her racing, and she runs away crying.

Ralph heads back to Niceland. He finds that everyone but Gene is left. Gene tells him that after Felix went looking for him and did not return, everyone panicked and fled the game. Ralph says that this is not what he wanted, he just didn't want to live alone in the garbage. Gene says that he can live alone in the penthouse, and leaves. Frustrated, Ralph throws his medal at the screen, which budges the

out of order sign slightly. Through the screen, Ralph notices that Vanellope's picture is on the outside of the game.

While investigating Calhoun falls through the earth, discovering that the Cy-Bugs have already rapidly multiplied underground.

Ralph returns to Sugar Rush and confronts Sour Bill. Sour Bill reveals that Vanellope became a glitch because King Candy tried to delete her from the code. He doesn't know why he did this, because King Candy has locked up the related memories for all of the racers and citizens. Sour Bill says that King Candy doesn't want her to race because if she crosses the finish line the game will reset and she won't be a glitch anymore. He also tells Ralph both Felix and Vanellope are locked in the fungeon.

Ralph breaks into the fungeon, rescuing Felix first. He tries to apologise for his actions, but Felix is angry with him and the day he has had, saying that Ralph doesn't know what it is like to be rejected and treated like a criminal. Ralph says that is every day for him, which helps Felix understand Ralph better. Ralph promises not to try to be a good guy anymore, but asks that Felix repair Vanellope's kart, and Felix agrees. Ralph breaks out Vanellope next, who forgives Ralph after he apologises.

The race begins. Ralph explains to Vanellope that she just needs to finish, but she says she will win, starting later than the other racers. As Vanellope overtakes Taffyta, Calhoun confronts Ralph blaming him for the Cy-Bugs that suddenly emerge from underground. King Candy notices Vanellope as she catches up and the two compete for the top spot. He tries to kill her, with her glitch nature revealing that he was actually Turbo, who has reprogrammed the game for his benefit. Vanellope uses her glitch powers to escape, and King Candy is eaten by a Cy-Bug.

Vanellope approaches the finish line, but a swarm of Cy-Bugs destroy it, preventing her from finishing. Vanellope, Ralph, Calhoun, and Felix retreat to the exit; Calhoun says that without a beacon this game is done for, and plans to blow up the exit so that the Cy-Bugs can't escape. Ralph gets an idea, and heads to the top of Diet Cola Mountain. He plans to dislodge all of the Mentos to create a massive eruption that will serve as a beacon. Before he can do so, he is attacked by Turbo, who has merged with a giant Cy-Bug. Turbo grabs Ralph and flies up. He taunts Ralph, saying that both he and Vanellope will die. Ralph says that only he will, as he frees himself and dives into the Mentos to dislodge them. Vanellope uses her glitch powers and racing prowess to reach Ralph in time and save him. The eruption acts as a beacon. The Cy-Bugs are drawn to it and killed, including Turbo. Felix and Calhoun kiss.

Felix fixes the finish line, and Vanellope drives over it, resetting the game. It turns out that she is the princess of Sugar Rush. Taffyta and the others apologise for their behaviour. Vanellope forgives them, and decides she would rather be a president than a princess. She retains her glitch powers but can leave the game whenever she likes. She offers Ralph a place in her game, but he refuses.

Later, Ralph attends another Bad-Anon meeting. He explains that is doing better, and covers what has happened. Ralph is back in his game, but is treated better by the Nicelanders. Q*bert and the other gameless characters have been invited into the game, where they appear as "bonus level" characters. Houses have been constructed for Ralph and these new arrivals. Vanellope is a racer in her game now and is quite popular, with her glitches seen as special powers rather than bugs.

[Should you include it via the toggle, Ralph Breaks the Internet occurs six years later. After the Sugar Rush steering wheel is broken, Ralph and Vanellope head into the newly accessible Internet to procure a new one. They do so, but Vanellope ultimately decides to stay in online game Slaughter Race because things are different all the time.]

## -Changelog-

0.1
Created the jump.

1.0
(i) **Sweet Abomination** now grants new alt-forms, instead of overriding existing ones. (ii) Added some additional **Notes**.