

PEPSI MAN



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A Jumpchain CYOA

You're here! That's great news! There's an emergency downtown, and...

No, it's not a fire, or a rampaging monster. No, not terrorists.

The vending machine's out of Pepsi and people are furious!

This is a world where Pepsi's superhero mascot delivers carbonated cola-based beverages to citizens across the nation who desperately need it.

On foot.

It involves a lot of running in spandex. You'll see.

You are a Pepsi-branded superhero. If you don't want to be Pepsiman, you can change your age and gender to be a brand-new affiliated Pepsi mascot, such as Pepsiboy, Pepsigirl, Pepsiwoman, Pepsigran, whatever.

You begin your ten years in Pepsi city, where the PepsiCo company mainframe controls pretty much everything.

You have +1000cp to prepare.



PERKS

Two 100cp perks are free, and two 200cp, 400cp and 600cp perks are discounted.

PEPSIMAAAAAAAAN! - 50cp

The soundtrack. Includes variations based on the genre of the setting you're in, or replaces the single lyric, "Pepsimaaaaan!" with whatever alternate identity you picked: "Pepsilad!", "Pepsilass!", "Pepsigramps!" etc.

Pepsi Smash - 100cp

What's stronger than a plank of wood? Your head! By accelerating you can break through objects with sheer speed. You won't be injured at all, unless the material is much, much harder and thicker than your head.

Vending Machine Radar - 100cp

No point sending you to restock a vending machine if you don't know where they all are, right? You have a map in your head of where every vending machine is, what they stock, and the quickest path to get there.

Blind Running - 100cp

Dustbin on your head? Don't sweat it, just keep running! Your vision might be completely obscured by a blindfold or darkness, but you can tell when the direction you're facing has an obstacle ahead and how far.

I HAVE NO MOUTH BUT I MUST DRINK - 100cp

You can ingest food or drink through something that covers your face. Just pour the drink or push the food into your helmet, mask etc. where your mouth should be, and an opening will appear so you can get that sweet delicious Pepsi without taking off your costume. Don't ask me how it works.

Coming Through! - 200cp

Seems you have the agility and reflexes to jump, duck, dodge, skid and dive over, under, through or around obstacles at a full run. Someone as nimble as you could balance on top of a rolling barrel or ride skidding around on a skateboard or crate lid. For some reason you can also steer your direction in mid-air.

Express Delivery - 200cp

That explains why they send you instead of a truck - nobody's going to get Pepsi where it's needed faster than you! Your running foot speed rivals a fully-laden truck on the highway and your sprinting speed outpaces a motorbike.

Corporate Superhero - 200cp

You're just the kind of person that companies want their brand to be seen on. It's easy to get company endorsements with plenty of benefits. Every time you use a Pepsi-brand product (or another product you establish a sponsorship with) a few bucks will go into your bank account.

PepsiSpace - 200cp

No pockets, but have to carry all that Pepsi? No problem. You have a hammerspace that can be used to store Pepsi. You collect more Pepsi into your PepsiSpace by touching a bottle or can. You can dispense any Pepsi in it directly into a vending machine, or materialize it in the form of bottles or cans in your hands filled with delicious Pepsi cola! It has no functional limit on its capacity.

DANGER - 400cp

Your fans say you must have eyes on the back of your head, because you get warnings of incoming collisions or attacks coming from out of your field of view, whether it's an incoming meteor or an out-of-control truck. Up to you to actually get out of the way, though.

You Made It! - 400cp

You know what's not lucky? A giant Pepsi can trying to crush you like it's the boulder from Raiders of the Lost Ark. You know what is lucky? There's a clear route ahead for you to outrun it, if you're fast enough. Danger might follow you everywhere you go, but 9 times out of 10 there's a path you can run down to escape from it, if you're fast and skilled enough to take it.

Cola Genius - 400cp

Your talent is wasted on delivering Pepsi - you should be inventing new Pepsi for the market! As a beverage-creating genius, you can develop new flavours and varieties of Pepsi for the ever-thirsty public. You can even combine unusual beverages with Pepsi to merge those strange drinks with Pepsi's great taste!

Powered By Pepsi - 600cp

You just do not stop, do you? Must be due a lifetime of drinking Pepsi keeping your energy levels maxed out! You can sustain constant high exertion, like running, effectively forever, but bursts of intense exertion, like sprinting, will still be limited. In addition, regular carbonated beverages are the only food and nutrition source your body needs.

Saving the World, One Can At A Time - 600cp

Don't underestimate the importance of delivering Pepsi! The simple act of providing a refreshing beverage to someone is just a butterfly effect away from saving the world. Give one to a construction worker, and they'll be energized for the rest of the day, could stop an industrial accident before it happens! Give a couple of cans to a guy on the way to his date and it might mark the start a happy, lifelong marriage. Hand a Pepsi to the President before he goes into a treaty negotiation and he'll be so relaxed and refreshed world peace isn't out of the question. With Pepsi, the sky is the limit.

CHECK - 600cp

On the long road between vending machines you'll regularly come across holograms of balloons with the word "CHECK" written on them. No, the Pepsi isn't spiked - they're checkpoints that will save your progress if you get...well, killed on the way.

They are scattered quite a distance apart - shouldn't be a problem with your speed, though. If you are killed, you'll respawn at the last checkpoint you tagged in the previous 24 hours, time and all your progress being rewound to the point when you tagged it. You start each jump with three uses.



Phew! All this jumping business is hard work! Why not take a break and have a Pepsi?



ITEMS

No Discounts.

Costume - Free

A stylish blue and silver bodysuit with the trademark logo on the chest. If you have an existing superhero costume, you may import it for free. You can even change the colour scheme a bit for the old-time logo designs and colours.

Sponsored Products - 50cp

The PR team is just going to go over your Warehouse and all your items, and make sure they comply with the branding policy. Reskins all (or just some) of your possessions and the warehouse to have Pepsi colours and branding.

Pepsi-Cola Vending Machine - 100cp

An unlocked Pepsi vending machine that restocks itself with all manner of different Pepsi varieties in cans and bottles. You might find it even stocks flavours that only exist in the world you are currently in.

Corporate Sponsorship - 100cp

Keep wearing the Pepsiman costume and the sponsorship bucks will keep rolling in. This option provides about US\$5,000 dollars a month after tax, with one-off bonuses of up to US\$10,000 for being involved in high-publicity events in the Pepsiman costume (like saving the Superbowl or breaking a world record on TV).

PepsiCo Primary Mainframe - 200cp

The PepsiCo Mainframe is a marvel of modern computronics; while its main purpose is to manage the global production and distribution of Pepsi, its spare processing power is used to manage municipal traffic, water and power systems across the entire city. Just the thing to run a logistics empire from your warehouse.

Product Placement - 200cp

Future worlds will always have Pepsi in them, if they did not already. They might not have the modern styling or branding, but the taste is just like home. You'll also find that wherever Pepsi can be found, Pepsiman is a known corporate mascot or superhero (maybe both...?).

Can Crusher - 400cp

No, no. Not a thing that crushes cans. This is a can that crushes. This normal-sized Pepsi can, when thrown into the air, suddenly grows giant enough in length to span a road, and rolls towards anyone in front of it, trying to crush them like ants. When it stops, it reverts to its smaller form.

Pepsi Factory - 400cp

A truly industrial-sized Pepsi factory, 100% automated. It's got the cutting edge in manufacturing automation, like weird anti-gravity pallets and super-fast conveyor belts. It functions either as a warehouse attachment or can be placed in an industrial zone out in the world.

Unified Pepsi Theory - 600cp

Where did this come from? This thick folder of top-secret PepsiCo research papers is dated...2008.08.04!? That's nearly ten years from now! Nonetheless, if this is the real thing (and I guarantee it is), it holds the secret to unlocking the Pepsi Code, a formula that could revolutionise the world.

Among other things, it could provide clean-burning energy forever using only Earth's geomagnetic field and Pepsi-Cola as a catalyst.



COMPANIONS

Import or Create - 50cp each

Got a friend you'd like to import? Or just want to make a new one? Each imported or created companion has 600cp to spend (with freebie/discounts at each perk level).

Canon Option - 100cp each

But why wouldn't you want to take the canon Pepsiman along with you? Or maybe Mike Butters, your average stereotypical American who loves Pepsi? Or PepsiCo Plant Worker #34. Whatever his name is.



DRAWBACKS

You may select up to +600cp worth of drawbacks.

Non-Violent Hero +100cp

Can't have corporate mascots beating people up, that'd be bad for publicity. You physically can't hurt other people, except maybe by running into them by accident.

Fuelled by Pepsi +100cp

You can drink nothing but Pepsi for your ten years here. It's not like you'd want to drink anything else, right?

Small Bladder +100cp

It's awfully tempting just to kick back with a delicious can of Pepsi at the end of a hard day's work, but it turns out your bladder is roughly the size of a peanut and tends to fill up at all sorts of inconvenient times.

Cola Wars +200cp

A slew of rival mascot superheroes have emerged to fight for market dominance! Captain Coke, RC-Cola Girl, Amrat Colaman, Tab Man and more now seek to prevent you from doing your duty, while carrying out their own nefarious schemes.

Trip Hazard +200cp

Falling over is hazardous to your health. Once or twice is ok, but six or seven times in short succession could kill you. And if you actually fell down a hole? You're dead.

Bepis +200cp

The world is changing. At first the signs were subtle: you glanced at a Pepsi can but the logo said `Bepis`, or instead of your blue and silver costume, a cyan and orange one was reflected back from the mirror...yet a second glance told you everything was normal. Then the ads said "drincc!" and everyone started talking in memes.

Something is distorting the proud name of Pepsi as time goes on, and as the sole PepsiCo employee immune to the corrupting effect, it is your job to restore your beloved cola brand to its true glory.

And Then A Giant Pepsi Can Chased You +300cp

You must have the worst luck in the world. Out-of-control trucks chase you down the highway, your delivery routes take you through minefields of deadly obstacles, advertisements fall down right in front of you and bikie gangs seem to think you've personally offended them. My only advice: Just. Keep. Running.

BREATHTAKING +300cp

The world has gone off the deep end. Pepsi is not just a brand, but a complex holistic symbology that connects happiness, human expression, and the Earth's magnetosphere to the universe.

You heard me.

Human DNA, the forward progress of civilization, the Golden Ratio, Time, the Fibonacci sequence - it's all bound together by one simple ratio, a ratio expressed in the Pepsi logo. Who would have thought that a cola brand bound together the entire universe?

So of course if you mess it up and people can't get Pepsi at any vending machine, citizens lose faith in the Pepsi brand, or someone manages to seize control of the company for their own cruel ends, the world will be thrown into chaos. Birds will fall dead from the sky, mobs of thirsty citizens will riot, Earth's geodynamo will fail, nuclear war will begin and reality will start to unravel at the seams.



END

Ten years are over and your drawbacks are now revoked.

[Move On To The Next Jump] Time to leave this crazy world behind...

[Stay Here] ...Or Not...

[Retire] ...Or just kick back at home with a nice, refreshing can of Pepsi.



Notes

v0.9 Jump by Myrmidont.

The Pepsi factory is geared for Pepsi production but can be easily changed to all Pepsico-brand beverages. Pepsi (and variants), 7Up, Mountain Dew, Gatorade, etc. All it takes is turning some valves and pushing some buttons. Producing non-Pepsi beverages is not covered by the manufacturer's warranty.

What in the hell is Unified Pepsi Theory and BREATHTAKING about?

This:

<http://www.goldenumber.net/wp-content/uploads/pepsi-arnell-021109.pdf>

What's with the Bepis thing? What's causing that?

It's a meme.

Maybe it's caused by meme magic. Maybe Nyarlathotep got a spot on the board of directors. Solve it with the power of friendship or make a wizard staff out of empty Pepsi cans taped together or something, I don't know.