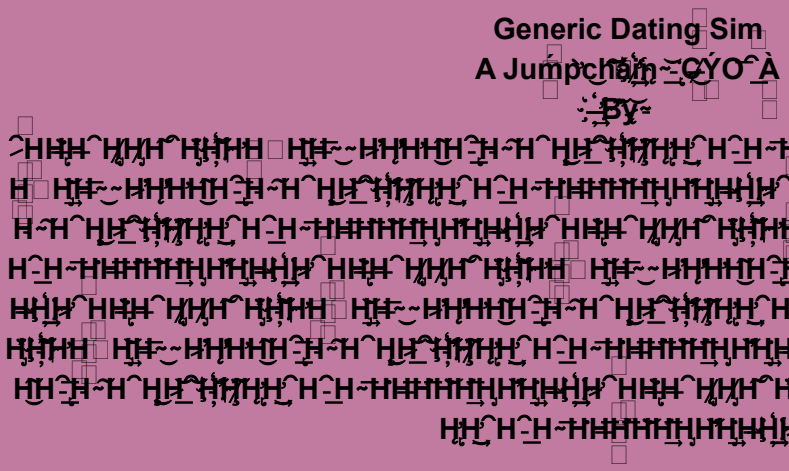
Generic Dating Sim

A Jumpchain CYOA

BY



No perks. No items. No Warehouse. No companions.

A Classic Choose Your Own Adventure!
By

Welcome to the Literature Club! This is a school situated in , a simple everyday suburban town. You've recently been convinced to join a club after putting it off for a long time, and that brings you to this place. You'll be spending the rest of your school year here, so make the most of it!

You are a Student here, about...I'd say, 14 to 18 years of age? Are you a Boy or a Girl?

1. **Boy**
2. **Girl**

I mean, that should have been obvious, but I just wanted to make sure!...not sure what came over me, to be honest. Oh! Now that you're here, we should get properly introduced. My name is Monika, I'm the President of the Literature Club. It's nice to finally meet you! Since you're here, maybe we can get to know e

You start with 10 Cupcakes. You can spend Cupcakes on the following things. Or, you could eat them. They taste really good, too.

Perks:

Creativity! [1 Cupcake] - You're not exactly the next best-selling author, but you definitely have a talent for writing and literature! Just be sure to practice at it every day...don't be discouraged if your habits slip or if it feels like you can't improve. You can do it, I promise.

Cute [1 Cupcake] - There's no shame in liking things that are cute, right? And there's no shame in liking you, either. You're quite adorable and endearing to those around you, and you know how to mix feigned (or actual) immaturity and vulnerability in a way that makes others friendlier to you. Hm? Oh, sorry...that sounded a little off, didn't it? Well, don't worry about it.

Everyone's So Talented [1 Cupcake] - Everyone has their own niche or place in the club, and you're good at getting them all to get along and work together. You could easily be the emotional heart of a group or team, able to smooth out any differences or arguments before they even start just by being yourself and being around them. Why, I'd say they'd just fall apart if you weren't hanging around!

Here's My Tip For Today! [1 Cupcake] - Oh, this one sounds like me! Ahaha! You're good at getting the attention of others and coordinating a group. You could even get a collection of simple archetypes and personalities to put their energy into something important, like a festival! ...um. Hey, while I'm at it, could you save a few of those Cupcakes for later? It would really mean a lot to m

Hello, Sunshine [2 Cupcakes] - It can be hard to keep a cheerful outlook on life when it's easier to fall prey to things like self-destructing or the worst parts of life. But that sort of thing doesn't bother you anymore. Just think about something you like and all that depression goes away, no fuss, no mess! It sure is nice to have an ability like this, and not have to live with that kind of thing, right? Ahaha!

I Like It When Jumper…[2 Cupcakes] - Maybe life can be a little scary sometimes, or something pulls down an otherwise good day. That's alright. You have a 'home' you can go to, a special place or a person you enjoy talking to that you can choose freely, as long as it exists somehow. Whenever you spend time in this safe space or with this person, your mood improves greatly and you'll quickly become even better friends with anyone you talk to - including that special someone, of course!

They’re Just Trying to Impress You [2 Cupcakes] - It can be a little hard to talk to people, sometimes. Maybe you’re too easily attached or get way too energetic suddenly...it can make you retreat into a shell, or act bashful when you realize you may have come off a bit too strong. Don’t worry! As long as you act in a friendly way or have good intentions, you’ll find people you like will interested in you and they’ll happily strike up a conversation the first chance they get! You won’t have to worry about stepping out of your comfort zone to find friends again, because they’ll make that first step for you. Unless you don’t want to. Then...I guess it doesn’t matter! Ahaha!

Can You Hear Me? [.0314 Cupcakes] - Please, say something. Anything. Let me know you’re there.

Because I Want Jumper To Be Happy [4 Cupcakes] - It’s good to have friends to look after you, right? No matter what, so long as you have someone in the world who honestly cares about you, they’ll find a way to help you cheer up or feel better even after some of the worst days in your life. A decree of friendship or protection will help you regain your strength, and a confession of love will set your heart a-flutter...it won’t ever drag you further down, and they’ll help you be stronger for it.

Knife Collector [4 Cupcakes] - It’s okay to have some strange hobbies. You’d know all about that, after all, right? ...sorry, I didn’t mean it like that. But no matter how strange your habits or ideas are, as long as you aren’t hurting anyone, people will accept you anyways. And even if you don’t take this, I still wi

Manga Is Literature! [4 Cupcakes] - Well, it is, I suppose. You’re good at meeting others who share your hobbies and likes, and this makes it really easy to connect with others!...um. I mean. You could have probably done that without a perk, right? Just...save your Cupcakes, please?

Your Reality [+6 Cupcakes] - W-wait, don’t skip this one, I promise, it’s not bad. See? It even gives you more Cupcakes. Your feelings will always be able to reach the person you care for. No matter what happens, no matter what the world tries to separate you both with, the person you care for will always be able to understand your feelings for them...and if they return it, not even destiny can stop the two of you from being reunited. It’s a little childish but...it sounds nice, doesn’t it?

Just An Empty Shell [6 Cupcakes] - This is a waste of points...I mean, Cupcakes! You’re able to ‘slot into’ the personality of a mundane everyman or everygirl, and this lets people project their own desires onto you when you talk to them or interact with someone new. They tend to see the best of themselves or the best of what they want in you, and it makes it really easy for you to connect with them...maybe even form relation-please don’t pick this.

Items:

You should really skip these...I mean, you can always get them on your own anyways, right? Just get the item at the bottom and move on. You don't need anything else, right? Just go right to the Club Members page. Please.

One US Dollar [1 Cupcake each, can be bought multit[illegible]me[illegible]s

Writing Pad [1 Cupcake] - Never runs out of paper you can use.

Your Own Pen [1 Cupcake] - Comes in a design of your choosing. Never runs out of ink.

Piano [1 Cupcake] - Has a nice tune. You might need to practice a little.

Several Inches of Rope [1 Cupcake] - Very firm and tight.

A Knife [! Cupcake] - Sharp and cuts easily.

Memorable CGs [1111111111111111111111111111111111111111111111[CP=VARIABLENAME]] - Pictures of your imaginary friends in all the great times you've spent together.

Clubroom [2 Cupcakes] - Japanese-style clubroom where you and your friends can hang out, dedicated to a mundane subject you like. Actually, it kind of looks Western, doesn't it?

President's Room [+4 Cupcakes] - Ahaha! Do you like it? It's an empty room with several windows to a scenic view outside. I think I can see a Warehouse somewhere out there...weird, isn't it? And it even comes with complimentary cupcakes. It's not a bad deal, right? And I'll be around to spend time with you in this room, whenever you want.

Club Members:

Sayori [1 Cupcake] - This is Sayori. She's a big ball of sunshine who helps keep the club together! I think she might even be your childhood friend...hmm? You don't remember anything like that? Well, don't worry about it, then. I'm sure she'll be fine having you around either way. She's so cheerful all the time, after all.

Natsuki [1 Cupcake] - Short and energetic Natsuki. Don't mind how grumpy she is, she's just really dedicated to her time in the club! She also likes to read manga, and especially likes cute things...not that she likes it when someone points that out, though.

Yuri [1 Cupcake] - Yuri is the one most dedicated to literature out of all of us, and she's a big fan of horror stories and collecting knives...but she's actually quite bashful and shy. Try not to bother her too much, she gets attached a little too easily. It'd just be better if you moved along, right?

Just Monika [21 Cupcakes] - Okay, here we go! I'm happy you picked me, Anon. I promise, I'll be a good companion. Is Sunday a good...*wait.*

No. No, no, no, no! I hate this! No matter what I do, it just...

Okay, okay. Just...give me a second. I'll make an easy drawback for you to take. Just pick that and everything will be fine, okay?

Drawbacks:

Salvato's Legacy [+0] - Monika knows if you've been to Super Smash already and might comment on it. She's not really sure why. ***Why is this even here?***

Perks [-20] - Get all your perks back. ***No, no, that's not it...how does this thing work?***

Items [-20] - Get all your items back. ***No, stop it, that's not what I want to do. Come on, work with me.***

Companions [-20] - All your companions are imported as ***None of this is what I want! Just something easy..you know, a little quirk they'll forget about in no time!***

Save/Load [+1 - Mandatory] - Restart the jump with a new build. ***Okay, there we...wait, what does that say? No, no, no…!***

Jump End Choices:
-Restart - Start over.
-Restart - Start over.
-Restart - Start over.

Okay, what?

This is...unusual. It seems your nature as an interdimensional wanderer and this world mix about as well as oil and water. Oh, well. Maybe we can make a little game out of this? Let's consider this a gauntlet. You're in a generic, everyday dating sim, the Western-style ones you see litter the digital market in your age, with Japanese anime tropes but American lingo and building designs. What makes this world unique is that Monika, a girl meant to be a reliable supporting member of the cast, realized the 'fictional' nature of her world and desperately wants to escape from it. More than that...she knows that you're 'real' too, or at least an extension of that world you emerged from.

I'm not sure if you somehow knew about her or this world beforehand, but whether or not she recognized your former self, she tried to exploit the 'mechanics' of our game to shoehorn herself in as a companion. Unfortunately, multiversal shenanigans are a tiny bit more complicated than Ren'py, so she seems to have trapped you and herself in a time loop reliving the same few days before the school festival. **In case it needs to be said, Your Reality would let Monika be close to you regardless of location, barriers, or plot contrivance, and her Room would bring the two of you into a private space you could not leave until she wanted you to...or until she died. These items and perks lose their downsides if you agree to make Monika a companion, or manage to accomplish the above 'miracle'.**

There's a few things you can do about this.

Just Monika:

Whether out of pity or reciprocation, you can pick Monika's poorly-disguised trap options and then work with her to tear down the fourth wall of this world. Her understanding of the world is rudimentary and of my designs, even less so...but you must find a way to 'exit' the world you're in. This could mean destroying it, or simply finding a place you could both escape into. This, naturally, means killing the other three club members and the many faceless NPCs of this world or at least ruining their reality in the process, but it's a small price to pay. The downside beyond that is that this doesn't let you pick anything else...though I don't know if that's something you really care about.

Write Your Way Out of Her Heart:

Or perhaps the idea of a girl with an awareness of both the fourth wall and your original self is a bit creepy, or undesirable...particularly the fact she's willing to erase her own 'fake' friends out of existence just to get closer to you. She can't erase or alter you while you're in this world, but she can change the environment, and that sort of dynamic is...problematic, you see. You can choose to either convince Monika to kill herself, an option she was already considering well before you came along, or delete her yourself. How you accomplish this is up to you...a few of those 'drawbacks' would let you do it quite easily, I imagine. You'll even have a private space to be rid of her in. Needless to say, you can't take her as a companion after this.

Save The Club:

...but maybe, just maybe, you feel more empathy than you do annoyance at this scenario. Are these girls really so fake if someone like Monika could become self-aware among them? Are her friends really just numbers and code, CGs and imagination? If you're willing to suffer through the time loops, you can spend time in the club and get closer to the girls, whether romantically or platonically. Each of them suffer from some sort of damage - Sayori is depressed, Yuri is clingy and obsessive when emotionally provoked, Natsuki suffers from parental abuse at home, and Monika will happily exploit or amplify these inner demons just to make the girls look unappealing as love interests and companions. If you can help them work through these and come out as better people, using what you learn and what you can accomplish during each 'loop', the club will come together and reconcile with both you and their true natures. For this, you may take the entire Literature Club as companions for free, including Monika herself, which may be essential to writing in this miraculous change to begin with. The truth, indeed, will set them free.

Either way, consider this a gauntlet. You will not be able to leave until you either win or willingly commit suicide, at which point the chain continues as if nothing happened. This does not let you keep anything you purchased here, including companions - you need to actually win through one of the above conditions to do so.