



Jumpchain CYOA

Lights! Camera! Action 52!

Make your selection now!

You press the directional buttons and scroll to option 52. You don't remember having this game in your possession, or if you do you haven't paid it much thought in a while. Still, something compels you to press the button to start. A cutscene begins to play as you select the option.





WHEN HE LOOKED UP HE SAW THREE
GIGANTIC YELLOW BODIES. IT WAS
THE CHEETAHMAN....



HE BEGAN TO EXPLAIN.... THE
CHEETAHMAN TOLD OF THE ENEMIES
HERE IN GAME WORLD. DONT WORRY
WE WILL FIGHT FOR YOU...



THE CHEETAHMAN RAN OFF....
....AND NOW....
THE CHEETAHMAN

DURING THIS GAME YOU WILL HAVE
THREE CHEETAHMAN... A DIFFERENT
ONE IN EVERY SECOND LEVEL TO
FIGHT FOR YOU.....

What fresh hell is this.

***You have received +1000 Cheetah Points to spend to prepare you for the ten years
you will spend here.***

Level 1: A Brief Explanation

Some time ago, a mad scientist by the name of Dr. Morbis killed a mother cheetah, then stole her three cubs for his mutational research. He named them Aries, Apollo, and Hercules, and wished for them to lead his planned army of Sub-Species mutants to greatness. However, when the good-hearted Cheetahmen learned of their creator's evil plans, they turned against him and escaped. In retaliation, he created his Sub-Species army, and tasked them with his destruction of his failed experiments (sic). Your time here starts at the beginning of the Cheetahmen's first adventure, after their run-in with the so-called Action Gamemaster. His story, however, does not mention Dr. Morbis, and he is never seen again. In fact, there is even another version where the goal of the Cheetahmen is simply to rescue three cheetah cubs captured by Dr. Morbis for his undefined nefarious plans. The time and place, beyond the Cheetahmen having been captured in Africa, is left undescribed.

Level 2: Origins

Each origin below possesses its own age range, a starting location, and a single set of perks and items which are discounted to it. The perks and items labeled as costing 100 Cheetah Points are given freely to members of the corresponding background, including imported Companions.

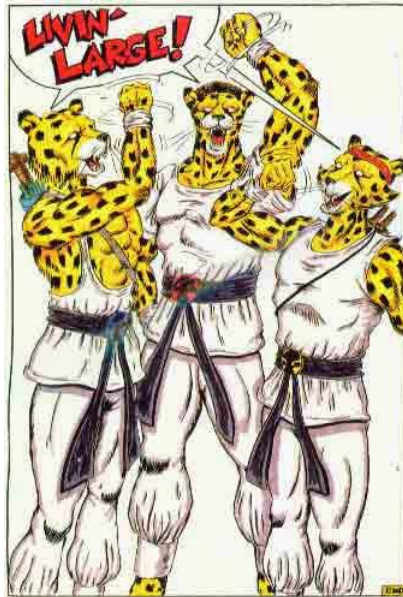


Drop-In – This background places you into the world as you are, save for any new abilities, and as such deposits you in an unidentified field in Africa. Your age is anywhere between 9 and 24 years.



Mad Scientist – You find yourself standing in a laboratory, ready to unleash your diabolical (or well-intentioned but reckless) ambitions on the world! This laboratory

is probably somewhere on Earth, though where exactly is up to you. You may choose any age between 30 and 68 years.



Sub-Species - You awaken to the call of either Dr. Morbis or the Cheetahmen, depending on who you have sided with. You, like all of these mutants, are some strange mix between man and beast created by Dr. Morbis to aid his evil plans. You were uplifted anywhere between two and fifteen years ago, and had lived as a young animal for less than a year before that. If siding with Dr. Morbis, you awaken in his lab in an undisclosed location. If siding with the Cheetahmen, you appear with them in a forest in another undisclosed location.

Level 3: Perks

100-point Perks are free to their respective Background.

Drop-In

Make Your Selection Now [100] – This is a neat trick. Whether it be a tossed crucifix, a revolver that vanishes when not being fired, a fireball, or even a sword-shaped beam, you can fire some kind of projectile at will that deals damage equivalent to small arms fire. Most of the enemies you find here will perish upon being struck by just one of these. It's no wonder most Action 52 protagonists have them.

Space Shooter [300] – Not all of Action 52's protagonists platform or march across the ground. A great number of them soar through space in mighty starships, or pilot some other machine of war, such as a tank or a tame dragon. Now you, too, possess the skills needed to storm the desert in a mighty armored vehicle, traverse an asteroid field in a starfighter, or dogfight from the back of a dragon and come out the victor nearly every time.

"Lights, Camera, Action!" [600] – It's not just a matter of looking good while you do it. It's not just about beating the bosses. To be a real hero here, you have to fight everything the world throws at you and even the world itself. With that in mind, you'll find that you can sort of make the world 'play fair.' This doesn't make your enemies willing to duel you one on one. Instead, you'll find yourself immune to the kinds of contrivances a 'glitchy' world is liable to produce. Impassable terrain will only be impassible if you lack the means to do so, not because the mountain's angle is too steep to exist or the bottomless pit has a larger 'hitbox' than its actual area. Your environment will not always act realistically, but it will always act consistently with itself.



Mad Scientist

Morbid Biology [100] – As any good mad scientist should, you studied normal science before branching out into the realm of science fiction. You possess knowledge of biology and genetics equivalent to a Ph.D, and retain this knowledge regardless of whatever else you might normally forget.

“You don’t meet the requirement!” [300] – Whether it be a mother cheetah too rigid to control, or the failed experiments (sic) you made of her three cubs, you possess the ability to suppress any sentimental attachments you might feel towards your rebellious creations or their supporters at will. With this lack of remorse comes a slight increase to your combat ability against them specifically, enough to make you a credible threat. Go, and drain their lives of their entirement.

“He creates the Ape-Man!” [600] – Your mastery of biological hybridization is such that you could create a better Sub-Species formula than Dr. Morbis’ with perhaps three-fourths of the time he put into its development. What is more, while Dr. Morbis needs young subjects, your serum could easily affect an animal of any age, or instill loyalty and animal powers into those born human. It is doubtful that you will take long to create Sub-Species with traits from three or four species at a time! Imagine, an army of soldiers, with all the abilities of beasts, all the intelligence of men, and absolute loyalty to you. Dr. Morbis is yesterday’s news.



Sub-Species

Animalistic Mutant [100] – You were created as a mix between man and beast, designed to be utterly subservient to Dr. Morbis’ will. That latter part may not have stuck, but the first did. Choose a real, extant terrestrial animal (Dr. Morbis has not been known to experiment with sea life). Your body is a humanoid version of it with at least one major trait from it (a hyena could eat rotten flesh without issue, a hawk could fly, a great ape would possess great strength).

“Let’s sink some Subs!” [300] – Terrible catchphrases aside, the Cheetahmen have always been effective warriors in the fight against Dr. Morbis’ Sub-Species Minions. It is perhaps no surprise, as they themselves are his creations. Now you, too, have this uncanny ability to prevail against other beings which share an unnatural origin with you. As a Sub-Species, you would easily overcome other Sub-Species in single combat. As a constructed combat robot, taking on eight others in as many days would come as second nature. Take these examples as guidelines, if you will.

Air Time [600] – If one had to explain this ability simply, it would be described as flying at the same speed you can run. But, see, that’s not what it looks like. What it looks like is jumping repeatedly midair when you’re only supposed to be able to jump once, and doing it in a glitchy manner. How quaint. This also seems to put brief, half-second skips in whatever music is playing each time you ‘air jump.’



General

Unplayable Game, Great Music [Free] – It is only a fitting reward for subjecting yourself to this place. You may now, at will, flip a sort of “switch” in your mind. When this switch is “on,” the level/intro music of Cheetahmen will play in the background of whatever it is you are doing. It will not play when the switch is “off.” In addition, as a special consideration, you may seamlessly integrate this track into any other “background music” perks you possess, even producing “mashup” tracks. You may decide whether or not others hear this astounding melody while it is playing.

“It’s like the only way to beat this game is to cheat!” [50] – Lesser men would break down into tears if forced to sit through such poorly-designed gameplay for more than five minutes. You, however, are no lesser man. Should you need it, you will find in yourself an iron tolerance for poor game design, lag, and every form of glitch imaginable. Preserve your sanity, for it is vital.

Action Gamemaster [50] – Not only has your overall competency at video games increased, but you are specifically one of the only people to have ever beaten all 52 games of Action 52. This means that while in normal games you make a good Let’s Player, in a heavily-bugged or incomplete game? You are figuratively a god. Note, this prowess does not apply to games specifically rigged against you, or supernatural games.

The Lost Levels [150] – That’s interesting. It seems you’re not just a gamer, but an avid coder as well, and your specialty lies in patching up incomplete or broken code. While this obviously works best with glitchy video game code, computer code of other varieties is fair game. Restore “permanently” deleted files to a desktop, make unplayable levels playable, even patch holes in punchcard encryptions.

“Get yours now!” [150] – You monster. Why, in your right mind, would you market this horrendous thing? It seems that silver tongue of yours is exceptionally suited to pitching the shoddiest of products to the largest of audiences – and the richest of investors. In your home world’s history, Action 52 was a flop. The ability you possess now, applied to it, would have made it one of the best-selling and most profitable games of all time, *despite* its glaring flaws, with *no* increase in the cartridge’s actual quality. You are, in every way, a walking scam. I hope you are proud of yourself.



Level 3: Items & Companions

Existing items in your possession may be imported into an option below, provided they are the same type of item. 100-point Items are free to their respective Background.

Undiscounted



“Where every game is--” [50] –This VHS tape contains the original Action 52 commercial, as well as a large number of video reviews of the game, most likely including your favorite reviewers. Watching it should serve as a fun way to pass the time.

Action 52 Merchandise [50] – The only game you will ever need – a copy of the NES and Sega Genesis versions of Action 52, including both versions of Cheetahmen, as well as the appropriate consoles and controllers for both. But there is more! A finished copy of Cheetahmen II, all of the assets for the planned Cheetahmen comic, and even the toy line! How could anyone be unhappy with such excellent merchandise?

Action TV [150] – This TV would be state-of-the-art, in the late 80’s. Besides being a normal TV, it can play video games via a direct cartridge slot – but only versions of Action 52. It is the only game anyone could ever need, after all! But that isn’t the best part. The best part is that anyone sitting at this TV will feel compelled to finish all 52 games of whichever Action 52 version you have plugged in before leaving. The compulsion can be resisted, but you would be surprised how easily some people lose themselves in even a terrible game.

Action Glitch Plugin [150] – This is just *evil*. This relabeled Action 52 cartridge is marked “Action Glitch Plugin” (probably because the name “Action Replay” was taken), and what it does is diabolical. It will take whatever form it needs to covertly connect to a game console or device you turn it against, and once you connect it? Expect the game to run like it was programmed by Active Enterprises, Ltd. *As is*, this device cannot connect to explicitly supernatural gaming devices.

Drop-In



Action Gadget [100] – You are offered a choice between two items. One is a grappling hook with the look of a birthday party horn, able to reach, anchor, and pull you up to ten meters at a time at decent speed. Seeing how silly it looks, your enemies will find themselves disinclined to cut it during use. The other is a flashlight with an ultraviolet flash. Its battery life is terrible, one minute or one UV flash at a time, but the flash has been known to instantly destroy weak vampires, and damage creatures made of pure shadow.

Action War Machine [300] – Again, you are offered a choice. One is a single-seater variant of a tank, capable of operating in the harshest desert conditions on Earth under heavy fire for days on end without maintenance or repair. The other is a dragon about the size of a small car and as intelligent as a smart dog, with greater speed and agility but somewhat less durability than the tank.

Action Starfighter [600] – This is quite the catch. You are the new, proud owner of powerful starfighter capable of soaring though space at high sublight speeds, with two kinds of steel-piercing lasers at its disposal. Its shape and color are mostly up to you, as is the color of the ship's lasers, though should you not choose, these will default to red. One of these is a wide, bar-shaped shot in front of the ship. The other is a small, pinpoint shot for piercing armor. Seats one.

Mad Scientist



Sub-Species Formula [100] – Ah, here it is! This replenishing needle of Dr. Morbis' latest Sub-Species Formula has one purpose – to be injected into a young, mundane animal, and transform it into a Sub-Species under the direct command of its new creator! That would be you in this case. Obviously, should you derive an improved form of this formula, it will refill with that after being used on the equivalent of three cheetah cubs in larger or smaller mundane animal offspring. If you do not, it will simply refill with the original under the same circumstances.

Floating Force Field [300] – Just as Dr. Morbis and Cygore made their getaway from the Cheetahmen with such a device, now you possess a personal force-field projector, hidden within your clothing! When your plans are ruined and you cornered, it will activate automatically and ferry you through the air to the nearest safe haven! Neither a Cheetahman's powerful fists nor small arms fire could hope to penetrate this shield.

Genetics Lab [600] – This laboratory, which only ever seems to be exactly where you need it, is your one-stop non-disclosed location for unethical biological research. Within are all the tools you would need to mass-produce the Sub-Species Formula, if left uninterrupted. The equipment within is also flexible enough to play well with any other evil plans involving genetic manipulation you might have in mind. Soon, the world will fear you!

Sub-Species



Tool of the Trade [100] – Aries wields his mighty club, and Apollo has his crossbow. Hercules may prefer his bare fists, but that does not mean you need go unarmed. You now possess a sturdy, reliable example of any mundane pre-gunpowder weapon, which will resist normal wear and tear. Ranged weapons will also always conveniently have enough ammunition for whichever battle you fight.

Great Baobab Tree [300] – Growing in the middle of a small patch of savannah, this oddly comfortable baobab tree serves you well as a meeting place for important operations, and as a place to gather your thoughts and remember important details – like what a “killing” is and why Dr. Morbis’ orders are wrong. Recall and good plans will come to you quicker than the normally would while you are here, as will any epiphany about yourself or others to be found in your memories. This place of tranquility and contemplation will follow you from world to world, appearing in a location of your choice when you arrive.

Action Course [600] – The Cheetahmen were not always the warriors of justice they are today – they had to be trained. Aries learned much from watching martial arts movies, while Apollo found himself absorbed in books on warfare and philosophy, but even this was not enough. It was in battle against Dr. Morbis’ other creations that their skills were first truly proven, and now you can recreate those battles. Appearing in a location of your choice in each world, or simply attached to your Warehouse, is a replica of the six levels of Cheetahmen 1, including the game’s three bosses. Up to three individuals can enter at a time, with each taking on a

proportional number of the levels, and before their entry they may be armed with any one weapon in either their possession or yours. By completing the course, they will gain the equivalent of six month's training with this weapon, and in far less time.

Companions

"We will fight for you..." [50-200] – You may import 1 pre-existing Companion for 50 points each, up to three for 100, or up to 8 for a total of 200, or create new ones for the same prices. Each Companion gets a Background free and 600 points to spend on perks and items, but cannot buy other Companion options.

"...and now, the Cheetahmen" [200] – If you'd prefer someone new, on the other hand, maybe this would interest you. Should you prove amicable to their goals of protecting the world from Dr. Morbis and other evils, the Cheetahmen will likely come to respect you. Aries, Apollo, and Hercules will all share a single Companion slot, and will gladly accompany you as long as you fight against the forces of evil and work to do good in the worlds beyond. They will do everything in their power to prevent you from turning down a path of darkness, but should that fail they will take action against any evils you commit.



"How dare you question my plans!?" [200] – Here we have the alternative – Dr. Morbis and his minion Cygore. The two will gleefully share a Companion slot and serve as your accomplices in evil, so long as you let Morbis believe himself to be in charge. If, on the other hand, you oppose "his" plans, Dr. Morbis will make a (likely pitiful) stand against you. Unlike the Cheetahmen, he has no real moral fiber. A sufficient show of force will be enough to cow him.



“Back with a new Sub-Human?” [200] –Perhaps you would rather steal Dr. Morbis’ loyal creations from under his nose? If so, this will be more your speed. The Hyena, White Rhino, Scavenger, and the Ape-Man will share a Companion slot and follow you from world to world. They care for little besides mayhem and destruction, just as Dr. Morbis intended when he upgraded the serum to bring Sub-Species under his total control, but they would not care if you directed these tendencies against the wicked instead – seeing as you have somehow redirected their loyalties to yourself. The Hyena finds nearly everything funny, and is otherwise similar to Aries in skill. White Rhino can go blow for blow with Hercules, and Scavenger’s brute cunning and aerial maneuverability make him almost a match for Apollo. As for the Ape-Man? He could *destroy* the Cheetahmen even if they all attacked him at once, but his intelligence leaves very much to be desired. How will you use these living weapons?



Level 9: Glitches and Ending



In this section, you will be able to gain additional Cheetah Points in exchange for suffering additional indignities, with a limit of 600 bonus Cheetah Points.

Actually 52 [+0] – Normally, you would not meet paths with the other games of Action 52's bizarre collection. Now, however, they will be a constant presence in your life, and the lives of the Cheetahmen. The Mash Man, Satan Hosain (sic), Johnny Jawbreaker... these and more will be the individuals you encounter. As a mercy, this glitch allows a further choice – you may enter the Action 52 Owns version of this merged universe, and in so doing engage with STREEMERZ and Star Evil, as well as perhaps watch the Cheetahmen save the Mash Man from a terrible fate.

“Livin’ large!” [+100] – Not all catchphrases are created equal, and I am afraid yours are particularly cringeworthy. Your constant and uncontrollable attempts at 90’s-style “cool” dialogue are actually very tiresome, both for yourself and others, and may even annoy them to the point of dissociation. No, you cannot simply remain silent. That would be cheating.

Kneecapped [+100] – Perhaps not literally, but the result is hurtful enough. You cannot crouch for the duration of your stay here. That is to say, you cannot lower yourself to hit or dodge oncoming enemies that would otherwise be too high to hit you or too low for you to hit. You would be surprised how inconvenient, or even dangerous, this can be.

No Information [+200] – You may be frustrated with how little this helpful document is actually able to explain, but truth be told, the world itself is worse. You will now be given not even the foggiest clue what it is you are supposed to be doing, or how, at any given time. Furthermore, you will come to know nothing of the motives of your enemies, or allies. It is like having a particularly unhelpful game manual.

“Plans for greatness!” [+200] – Regardless of your origins, your will is no longer your own. Somehow, the machinations of Dr. Morbis have placed your instincts firmly under his control. To obey his commands comes to you as easily as breathing. If you never hear his voice, this should not be a problem, and you may yet resist with exorbitant assistance from your allies, but for as long as you are here, the doctor is your one true Master.

“The strongest Sub-Human yet!” [+300] – Dr. Morbis has a benefactor of sorts, it would appear, and this mysterious entity has granted him samples aplenty to toy with. Now, he will uplift and command Sub-Species of the most dangerous wild beasts you have ever faced! Ancient predators long extinct, all-devouring giant reptiles, these and other brute creatures will be uplifted into most potent minions. The Cheetahmen alone might be no match for them, but they will find some reprieve, for these creatures are designed to destroy you!

The Only Winning Move [+300] – Is not to play. The glitches have gotten so very much worse. No matter where you go, they will be there, each little step or action out of place sending the world spiraling further into instability. Time, space, and matter coming apart at the seams the more you poke in the wrong places. It will never be entirely clear what you must do to *avoid* the most catastrophic glitches. It is almost as if reality itself is a shoddily-programmed game.

You have survived the decade, and accomplished whatever goals you set. Move Along, there is nothing more to see here. Reset Your Cartridge and go home, if you must. If you are really so enamored of this world, you can always Stay Put.

Level 4: Notes

CHEETAHMEN II

DR. MORBIS IS AT IT AGAIN!

In **CHEETAHMEN II** Dr. Morbis seeks to destroy the **CHEETAHMEN** with all new traps and dangers.

Beware, the even more dangerous sub-humans.

This time **CYGORE** and **DR. MORBIS** are getting in to it!

See if you can get the **CHEETAHMEN** through the jungles and to Dr. Morbis's secret laboratory, but beware of the many traps along the way. Then, when you finally think you've gotten through, you will have to do battle as only the **CHEETAHMEN** can.

APOLLO will have to fight **Dr. MORBIS**, **ARIES** battles **CYGORE** and **HERCULES** goes head to head with the newest sub-human . . . **THE MAN APE**.

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* All spelling and numbering mistakes are intentional, and replicate those made within the game itself.

* Taking Cheetah as your species for Sub-Species may optionally, for no extra cost, make you a fourth sibling to Aries, Apollo, and Hercules.

* Animals uplifted by "The strongest Sub-Human yet!" must have originally been below base human intelligence - you will not find yourself suddenly facing a Sub-Species made from a talking magical cat you have priorly exterminated. Unfortunately, the door-opening dinosaurs would still be fair game for Dr. Morbis' vile formula.

*** Depending on your skills, it should be possible to modify the Action Glitch plugin to interact with explicitly supernatural games later on. You are on your own when it comes to the consequences of doing this.**

*** The Drop-In perks and items recall other Action 52 games as follows:**

Make Your Selection Now: Every platformer, but references Silver Sword, Billy Bob, and Haunted Hill specifically.

Space Shooter: Fire Breathers, Star Evil, Megalonia, and Storm Over the Desert specifically.

Action Gadget: Streemerz and Illuminator.

Action War Machine: Fire Breathers and Storm Over the Desert (or Operation Full Moon).

Action Starfighter: All space shooters on the cartridge, but first laser type specifically references Star Evil.