

INSANIQUARIUM!

DELUXE

FLYING
3000



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INTRODUCTION

In some corner of the planet, a lucky (or unlucky) man (or woman) has just become the proud owner of their own aquarium. However, this isn't a normal fish tank. The various fishes within are able to produce coins, diamonds, and similar objects of monetary value. Unfortunately, there's one other oddity to these fish: aliens find them absolutely delicious.

Normally, no matter how many times the fish tank is emptied, the owner simply needs to start over from scratch. The money they make even if they just rely on their pets means they'll pretty much never run out of money. So for the sake of making it possible for the aliens to succeed, the owner of the fish tank will have three lives. Each time the aliens manage to completely clear the tank of fish (excluding pets) they lose one life. Should they lose all three lives, then the aliens are the de facto winners.

There are four tanks with 5 iterations each that the owner must progress through to initiate the final battle against the alien mastermind Cryax.

This Jump follows gauntlet rules. So no outside powers, death or failure will see you safely delivered to your next Jump with none of your purchases from this Jump, and no starting stipend. This Jump will only end upon you failing or completing your respective challenge.

Well, that's how it should work. While my back was turned, a strange white and red fish managed to slip you **\$500**. In the spirit of Christmas, I'll let it slide.

ORIGINS

Choose one Origin. Age & gender are irrelevant. Any origin may be taken as Drop-In. Other than Owners, your form in this Jump becomes an altform post-Jump. All pets and aliens can breathe both air and water.



Owner - \$0

A human being and the aforementioned lucky/unlucky owner of this aquarium. Your objective is to buy fish to fill your tank, keep them fed, use your laser to fend off aliens, and eventually defeat the alien mastermind. This requires you to save up to unlock 20 pets across 4 different tanks. Oddly enough, each time you unlock a pet your tank is emptied except for two guppies or one breeder, and all your upgrades are reset. As mentioned before, any time you let all the non-pet fish in your tank die you lose a life, and you can only lose three lives before your challenge is considered a failure.

Your bonus objective is to defeat Cyrax without ever losing a single life.



Pet - \$0

A pet that was specially hatched by the owner to help them take care of their tank in one way or another. You are some ostensibly aquatic or amphibious creature. Anything from a sea snail, a jellyfish, a mermaid, a mechanical shark, an animated fish skeleton, a giant nose with a fish tail, an elephant with scuba gear, etc. Normally, the owner has three slots they can use to bring any three pets into a tank. However, you will be unlocked from the start and have been permanently locked into one of these slots, meaning you will be present for every single tank. I hope you can pick up the slack for whatever this third pet could have been. Your owner will do most of the work in keeping the other fish alive, so your goal is to ensure you contribute enough that your owner considers your presence irreplaceable. If they reach the end feeling like they would have been better off using the slot you occupied for a different pet of their choosing, then you have failed your challenge.

Your bonus objective is to not only be present for the final battle against Cryax but ensure you survive to the end. During this battle the aliens will target you and other pets like they would any other fish, and for the most part any attack that hits you is instant death. Even if you die, Angie will be able to revive you after the battle, but you will have failed this bonus challenge.



Alien - \$0

Your goal is simple, eat all of the fish in the tank. Aliens vary greatly in appearance. You could be a strange xenomorph-esque being, a bestial merman, a two-headed skeleton snake, a cyclops, a killer robot, a squid wielding a variety of improvised weapons, etc. Similar to the case if you chose the Owner origin, the owner will have three lives before they must give up. That means you must clear the tank at least three times. Your fellow invaders are kind of idiots, so this will mostly depend on you. Perhaps this is why Cryax is so insistent on sending you as often as possible. You will usually be summoned at least twice per tank. Even if you are defeated, whatever method Cryax uses to clone/revive you is guaranteed to preserve your soul/consciousness/whatever. If the owner manages to defeat Cryax and unlock the 20th pet, then you will have failed the challenge.

Your bonus challenge is to completely dominate the fish tank. This means you must personally empty the fish tank and force the owner to use up all three of their lives before they ever reach the fourth tank.

DRAWBACKS

Some drawbacks are exclusive to or barred from certain origins.

Big Spender - +\$100, Owner Only

You are very clumsy with money, and often make extremely unwise investments, buying far more fish than you have the means to actually feed, or blowing all your money on upgrading your laser in a tank being attacked by aliens that are immune to such weaponry. There's usually enough money to go around that this is only a small delay, but in times of emergency such delays could be the difference between life and death.

Shell Tax - +\$100

Between each tank there will be a paywall that each side hits, forcing them to gather an exorbitant amount of shells from various minigames in the other tanks to progress (in the case of aliens they receive shells for all fish they kill in these tanks. Both sides must clear this paywall to progress, so it doesn't give either side a notable advantage, and in fact just drags the process out unnecessarily for everyone involved.

Tunnel Vision - +\$100

Exactly what that title implies, you have abysmal situational awareness. You aren't outright blind to obvious issues, but it doesn't take much for you to get overwhelmed. Whether you're an owner oblivious to your starving fish, an alien too focused on getting a bite to eat that you don't see the laser pointed at you, a pet who uses their special technique too early, leaving them useless when they're needed most, etc.



Nosey - +\$100

Something has gone horribly wrong. The pet Nostradamus will find his way into every fish tank. This is horrible no matter your origin. If you're an owner, this will infect other guppies into Nostradamus clones that only drop snot worth \$1. If you're an alien, then they can occasionally disrupt your teleportation and they're generally gross to eat, and if you're a pet, it means you'll be constantly swimming in snot-filled water.

Lazy Bones - +\$100

The word "urgency" isn't in your vocabulary. You take your sweet time in whatever you do. Whether you're a pet that waits too long to use their special ability, an alien that swims slowly in their pursuit of fish, or an owner that is slow to react once their fish show signs of starving. You're about 80% as fast as you should be. This won't make it impossible for you to do your job, but it will often make you less reliable for those around you.

Soak Opera - +\$100

If you take the character bios seriously, there's far more drama going on in each side than you might expect. Dark pasts, lifelong grudges, friends and enemies on both sides, and the constant cycle of backstabbing behind the scenes. In general, the events of the tank will be far more dramatic and personal, like watching a cheesy soap opera. This often greatly complicates battles and makes enemies and allies alike less predictable.



Pescatarian - +\$200 / +\$0 and mandatory Aliens

You have an insatiable appetite for fish. For aliens, this is your default state, not to mention your faction's entire goal. For owners or pets, this is far more hazardous. You can keep your appetite under control most of the time, but every now and then you'll be struck with an insatiable hunger that will instinctively drive you to snack on the nearest guppy, regardless of how bad the state in the tank is or how valuable said guppy was.

With Friends Like These - +\$200

How this works depends on your origin. For an alien, you are often being sabotaged by other aliens who are envious of your accomplishments. For a pet, you have some trait about you that occasionally makes you a danger to the fish around you, like dropping bombs or releasing electric charges. As an owner, your pets are far more temperamental and prone to prioritize their own desires over their duty to the tank.

Star Employee - +\$200

Do you need to do everything around here? Apparently so. Your allies are completely useless. Whether its fellow aliens failing to make a dent in the fish population or pets that do the bare minimum to help the tank. This means that you can't rely on anyone. Any chance of success your faction might have in this conflict depends entirely on your ability to perform and cover for the incompetence of your "allies".



Tubby - +\$200

This goes well beyond a mere eating disorder. You always feel like you're starving, no matter how much or how little you eat. As a result, you have a hard time identifying when you're legitimately starving, and when you've already eaten far too much. The risk of over-eating is so severe that as long as you keep eating, you'll get so full that you literally explode. This won't kill you outright, but it'll put you out of commission for some time.

Grounded - +\$200 / +\$300, Incompatible Owners

The greatest advantage of this aquatic environment is being able to freely navigate in three dimensions. This is no longer an advantage you share. You are unable to swim, instead being bound to the very bottom of the tank. For a plus-charge, you are completely rooted to a specific location like Niko. In the case of aliens, this doesn't prevent you from teleporting to and from the tank, but you'll be unable to move from that spot otherwise.

Rare Sushi - +\$200 / +\$400, Incompatible Aliens

Normally, pets in the tank are pretty much immortal. They don't need food, aliens will ignore them, and attacks seem to pass right through them. That is no longer the case. Pets now also require food. If they are hungry they won't starve to death, but they will be unable to fulfill their job or use their special ability. For twice as many points, aliens will no longer ignore them, and they can be killed like any other fish. If this happens, then the owner must re-do the level that they unlocked their egg the first time to revive them.



Preggo - +\$300

You have been cursed with eternal pregnancy. Every few minutes you will give birth to a child asexually. Even immediately after giving birth, a new child will start rapidly forming in your belly. This isn't nearly as painful as normal childbirth, but extremely intense in its own right. This will function regardless of your species, gender, physiology, or any other factors. You may choose whether all these children will follow you post-gauntlet.

Time Trial - +\$300

An additional condition has been put in-place. You only have a few minutes in each level of tank, just enough time to theoretically complete your goal. If you aren't able to complete your task in the time allotted, the enemy faction will win by default. As an alien, this means the owner instantly unlocks their next pet. If you're a pet/owner, this will be treated as if the aliens ate all your fish, using up one of the owner's lives.

Challenge Mode - +\$300

With this drawback, the longer you spend in a tank, the more difficult further progress becomes. For owners or pets, this means that all prices will steadily increase and attacking aliens will be stronger and in greater numbers. For aliens, this means you'll have to wait even longer for each warp, and even when you do the owner's laser will be stronger and they'll have far more pets in the tank than the three they're normally limited to.

Low Intelligent Specimen - +\$400

Like frankly most fish, pets, and aliens alike, you are dumb as bricks. You have barely any concept of long-term planning and are embarrassingly slow to recognize threats to your life. You have no concept of strategy and often focus solely on whatever is immediately in front of you, often overlooking otherwise extremely obvious opportunities or tactics that could give you an edge.

OWNER PERKS

\$100 Perk Free and others half-off to **Owner** origin.

Basic Loadout - \$0, Exclusive Owners

All the bare essentials to take care of your aquarium. A bottomless bottle of fish food, a laser beam, and a shop for purchasing fish and upgrading the two previously mentioned items. During this Jump every piece of fish food costs \$5 and all upgrades to either are reset between tanks. You will lose access to the shop at the end of this Jump (unless you complete your origin objective), but your laser and fish food will immediately be upgraded to max and will no longer be upgraded. Also, all fish food is free post-Jump.

Leading Shots - \$100

Whenever a projectile is fired in your presence, you will be able to see an illusory target reticle identifying the intended target of that projectile. Whether it's a volley of missiles, a ball of energy, a cannonball, etc. This only shows the intended target, so if the projectile is deflected or the source is just a bad shot, this target won't move to reflect that. This also only activates the instant the projectile is launched, meaning this won't do you much good against projectiles that are too fast for you to react to.

Full-Water Alchemist - \$200

You know how to brew star potions, which if eaten by a fully-grown guppy, will cause them to glow and drop stars which can be further processed into diamonds. With practice, you can create potions for other effects, like a full heal or even evolving the consumer into a different species. There are a few restrictions to this: those who are too weak (mainly children) will die if they attempt to drink your potions, those already under the effects of one potion will be unaffected by any others, and finally these potions only seem to work on aquatic creatures.

Faceless Friend - \$200

You have an invisible ally in the form of floating text only you can see. They will provide you with descriptions of items, give you various tips like the best time to attack an enemy or what food best suits a certain fish, but it can also give you an early warning when an enemy is going to teleport into your vicinity in the next few seconds. This friend is far from omniscient, but they have a talent for intuiting the weaknesses or properties of a foe. This can be toggled off if you get annoyed with them.

Strict Diet - \$400

You have a superhuman ability to tame even the most unintelligent or inherently hostile pets. You can train them to go directly against their nature or demonstrate intelligence that shouldn't be possible for them, like teaching a carnivore to intuitively differentiate between other pets and fish they're allowed to eat. With enough time (more than you have in this Jump) you can teach a pet to do things that are physically impossible, like singing without lungs, producing different types of human food, or simply not needing to eat (they still feel hunger).

Don't Tap the Glass - \$400

If glass is so solid, then why can you see right through it? Clearly this is all one big conspiracy, as you have the ability to simply treat glass like it isn't there. You can shoot projectiles through glass without breaking it or reach through glass to pick up money on the other side. Naturally, this effect doesn't extend to anyone or anything other than yourself and objects on your person. You cannot pull other beings with you through the glass. This only applies to completely transparent glass. If the glass is tinted or opaque, this doesn't apply.



Atlantean Heritage - \$600

Now, you may not literally have some kind of merman ancestry, but you'd think you do with the instinctive loyalty shown to you by almost all aquatic creatures. This doesn't apply to beings that are intrinsically hostile or have intelligence comparable to a human being. Also, even though they do wish to please you, that doesn't mean they have the intelligence to follow your orders. Oddly, aquatic creatures in your vicinity will produce riches in the form of coins, jewels, treasure chests, etc. Hostile creatures will only drop this when defeated, but friendly creatures will passively produce these every few seconds, as long as they're properly fed.

Mad Marine Biologist - \$600

You have the scientific knowhow to continue synthesizing pets. Each egg requires thousands of dollars to incubate, significantly more depending on their abilities. The egg will produce a random aquatic (or at least pseudo-aquatic) creature with a single random ability. Abilities vary greatly in potency. Often this ability will be extremely mundane like picking up money dropped on the ground. Other times it borders on magic, like infinite asexual reproduction or reviving the recently deceased. Like those in this world, pets do not require food to survive and are immune to any attacks that aren't specifically aimed at them.

Full House - \$800

Your pets have been such a huge help in your time here, why should their assistance end at the tank? You may receive all 24 pets as companions. They can freely leave the tank, where they will have no issue breathing or swimming outside of water. They can all also assume a humanoid form, retaining all of their abilities. You can treat them as regular companions or have up to three at a time act as a single batch companion. You may freely switch around which three this is from your warehouse. Like before, they do not require food and are basically invulnerable as long as they are not being intentionally targeted by an enemy.

PET PERKS

\$100 Perk Free and others half-off to **Pet** origin.

Pet Insurance - \$0, Exclusive Pets

Like other pets, you no longer need to eat, and don't even seem to grow hungry. You can still enjoy the activity of eating, but it is not a requirement for your survival. During this gauntlet, as long as there are more appetizing targets present, aliens will not even think to target you, and even projectile attacks seem to phase right through you. It's another story if an enemy is deliberately trying to harm you specifically. Unless you purchase the respective perks below, those two traits will not follow you past this Jump.

Specialty - \$100, One purchase only

All pets have some special ability or talent that allows them to help the tank. You have one such minor ability. These generally fall into four categories: Income (produces money or enhances the ability of others to produce money), Collection (collects money or makes it easier to collect money), Defense (protects fish or attacks aliens), Support (helps keep fish population happy and healthy. You can choose exactly how this manifests, but you cannot use this to replicate abilities with their own dedicated perks like Angie's revival or Presto's mimicry.

Breeder - \$200

Like the guppy breeders or the pet Preggo, you have the ability to reproduce asexually. As long as you are mature enough to safely give birth and fully fed, you'll be able to produce a child within you just by willing it. Their gestation period will be a fraction of the time it would normally take (days for humans, minutes for guppies) and you will be able to birth the child safely with zero chance of death for you or the child. This perk will somehow always function regardless of your species, fertility, gender, or the presence of a second parent.

Spoiled Prey - \$200

There's something about you that just blends into the background. Predators simply can't see you as food. No matter how hostile a being normally is, something deep in their instincts tells them that eating you would be too much trouble, even as they're actively dying of starvation. Maybe it's something about your scent? This will do nothing to deter beasts attacking you for reasons other than hunger, such as invading their territory, protecting their young, following the command of their master, etc.

Superior Intellect - \$400

Similar to Blip's psychic powers, you possess a kind of passive ESP that you can share with nearby allies. This reveals a variety of data on your environment. Whether it's telling you the second that a fish is hungry, the location that an enemy is about to attack or teleport in from, the health of enemies, the secret products that a shop is hiding from you, etc. Your precognition is quite vague. It will tell you that a threat is coming or the general location the danger will come from, but nothing specific about what the threat is.

Fish are Friends - \$400

Taking this allows you to take your conditional invulnerability into future Jumps. Firstly, you are rarely prioritized as a target by instinct-driven enemies. Secondly, if you are not the intended target of an attack, it cannot hurt you. Whether it's a projectile fired by an alien at a guppy behind you or an AOE effect you happen to be caught in, they'll act like you weren't even there. Naturally, this also renders you immune to friendly fire. Unless an attack is made with the intent of you being harmed, it will leave you completely unharmed.



Guardian Angel - \$600

You possess the miraculous ability of the pet Angie. Simply put, you are able to revive the dead with a mere touch. This perfectly revives and restores them to full health, even if they were previously starving or sick. Naturally, there are restrictions to this. You cannot use this to heal someone until they actually die. You can only revive something if its body is mostly intact (not eaten, dismembered, blown to bits, etc.). Lastly, during this Jump you cannot revive a fish once their body has reached the bottom of the tank. After this Jump this condition is changed to just needing to touch the body within about 10 seconds of their death.

Presto Chango - \$600

The astounding ability of the final pet: Presto. You are able to transform yourself into any ally, assuming not only their form, but their special abilities as well. There is no upper limit to how many forms you can have “saved”. However, assuming an ally’s form also burdens you with their weaknesses and personality. Additionally, you can only assume the form at a time and must wait at least 10 seconds to transform again. You don’t technically lose access to your personal abilities while in this form, but you may want to have someone else around to remind you of that fact, so you don’t get completely lost in your current “role”.

Happy Ending - \$800

Sometimes, a happy ending requires us to bend the rules a bit. In the events during or immediately after a climactic battle, you may choose a single power to be boosted well beyond what should normally be possible for it. For instance, if you chose **Guardian Angel**, you’d be able to revive allies minutes after their death, even if their body is completely destroyed. Or maybe with **Presto Chango**, you can add one of your enemies to your list of forms. You’re free to choose what ability is boosted when the time comes, it doesn’t even need to be one from this Jump. However, you can only choose one at a time and this boost is always temporary.

ALIEN PERKS

\$100 Perk Free and others half-off to **Alien** origin.

Apex Predator - \$0, Exclusive Aliens

As you'll no doubt soon find out, on average, aliens are far stronger than guppies and usually quite a bit stronger than combat-focused pets. They can kill most fishes in an instant and can tank dozens of laser blasts before finally going down. This enhanced strength and endurance now applies to you, even outside of your alien form. However, this notably doesn't boost your speed or intelligence, which is often how the owner manages to keep fending you off despite the substantial advantage your kind holds.

All you Can Eat - \$100

The aliens' standard hit-and-run tactics rely heavily on one's speed-eating ability. As long as you have the strength to effortlessly kill a being, you can instantly consume them in a single bite. This even applies to beings like the Ultravores that are larger than your entire body. As long as they're too weak to put up a fight, you can swallow them in one bite. You also never seem to suffer negative effects from over-eating. If you took the drawback **Tubby**, that naturally takes priority during this Jump.

Volleyball - \$200

Like several of the aliens, you possess some projectile attack. This is quite slow-moving, but extremely lethal. You may fire 1-2 large projectiles that can be deflected several times without being destroyed, or 3-4 small projectiles that are just as lethal but can be easily destroyed with a laser. The instant you produce these projectiles, you may choose a specific target that the projectile will home-in on as long as said projectile isn't destroyed or deflected. You must wait about 10 seconds before you can fire another volley of projectiles.

All-Seeing - \$200

You might not be able to tell from their bestial appearance and goals, but the alien faction is rife with betrayal and mutinous aspirations. With this, you won't have to worry about that. Any so-called "allies" who aspire to betray you will be really, really bad at hiding it. You're pretty much guaranteed to catch wind of all but the most brilliantly concealed rebellions or coups long before they pose an actual threat. Of course, even obvious signs of treachery can be overlooked if you're too distracted by other matters to notice.

Side Gig - \$400

Despite their monstrous appearances, aliens find it bizarrely easy to integrate into human society. Sylvester runs a sushi bar in San Francisco, Cryax will one day become the host of a late-night variety show, the two heads of Bilaterus have individual fan clubs, etc. You'll find similar ease integrating into human society. Even if you look like a giant tentacle monster with an exposed brain, nobody will be particularly bothered by your appearance or see it as a reason to deny you job opportunities, as long as you aren't actively committing crimes.

Mastermind - \$400

How does Cryax always seem to know where to aim his wormholes? Perhaps it is due to an ability like this? You possess a potent clairvoyant ability, allowing you to remotely view any location you've previously been to or at least know the general location of. You also have a more vague sense that pulls your clairvoyance towards places or beings of significance to you, such as the workplace of someone you'd like to recruit or an aquarium full of tasty fish, even if you had no idea they existed until now.



Protective Blubber - \$600

You have some conditional form of invulnerability. This can take one of two forms. Option 1 is like Gus, giving you immunity to most forms of attacks, but one easily exploitable weakness, like being forced to eat any food offered to you and exploding if you eat too much. Alternatively, you may be like Psychosquid, able to occasionally enter a docile state where you are completely harmless and slow to react to any stimulus, but any attacks you sustain actively heal you.

Invasion Force - \$600

It would appear that you are something of a prodigy of Cryax. You are a master of cloning, allowing you to potentially create an inexhaustible army of minions. When it comes to cloning, the physiology of the original is irrelevant, whether they're an alien, an animated skeleton, or even a completely inorganic robot. Full-grown clones take days to fully develop, while you can cut corners to make weaker, baby-fied clones in hours. That said, this procedure doesn't include any method to ensure the loyalty of clones (past evidence would suggest that clones are genetically predisposed to betrayal). You should probably work on fixing that.

Wibbly Wobbly - \$800

You are privy to the same psychic power as Cryax, allowing you to create temporary wormholes to safely bridge any two points on the planet. This can be used to warp yourself or others to any location you've previously been to or know the exact coordinates of. However, if paired with some kind of clairvoyance such as Mastermind, then simply being able to view a location makes it a viable target for your wormhole. Normally you need a couple minutes to recover after opening a wormhole, but if you greatly strain yourself you can create two wormholes at once or repeatedly open wormholes minutes apart.

REWARD

The prize for completing your respective challenge.

For completing your challenge, you will receive three tanks as attachments for your Warehouse. All of these tanks will function similarly to that used by the owner in this Jump, complete with a store for buying more fish and a laser for fending off aliens. You will be provided access to all vanilla pets to help manage your tanks, but unless you purchased **Full House**, they cannot be removed from the tanks by any means.

Timed Tank - Tanks that will automatically clear themselves after a few minutes. You may choose to receive the remaining money directly, or have it transferred into shells for the Virtual Tank

Challenge Tank - Tanks that will gradually increase in difficulty over time, with all prices gradually increasing and enemy attacks growing more dangerous. You may choose to receive the remaining money directly, or have it transferred into shells for the Virtual Tank

Virtual Tank - A more laid-back tank. Fish here drop shells instead of money, and you can even use shells gathered from the other tanks here. Fish in these tanks are specially trained not to eat other named fish, and while they still get hungry, they don't seem to actually need food to survive. As such, this tank will continue producing shells even if you don't actively maintain it.

Should you complete your Bonus Objective, then in addition to that you receive your \$800 perk for free. If you already paid for it then you will be refunded those \$400 to spend elsewhere.



MERRY CHRISTMAS!

Just so I can technically call this a Christmas Jump.



That jolly red and white fish from before had one last gift ready for you: himself! His name is Santa. Santa is a musical genius, able to sing a variety of Christmas-themed jingles. He regularly produces large Bag O' Shells. It's dubious how useful this is without the Virtual Tank from the reward. While he can get hungry like any other fish, he will never outright starve. They love giving toys to good girls and boys, and hope that following you through the multiverse will better enable them to do that.

They are still a fish, which somewhat limits their options, but I'm sure you'll figure something out. You do owe them for those \$500, after all. Not to say they're keeping track or would ever think of holding that over your head, but that doesn't mean I won't.

Oddly, they'll be willing to follow you even if you fail your respective challenge.

ENDING



Aquatic Inaction
Go Home



Aquatic Infatuation
Stay Here



Aquatic Insanity
Move On



NOTES

Gauntlet by Gene.



It wasn't until making this that I realized each tank is probably gigantic. Since the guppies look like goldfish, I always assumed that this was a regular sized fish tank and the pets and aliens were all just really small. But if we assume that there's any canonicity to the Challenge Mode Stories, Sylvester used to run a sushi restaurant, which to me implies he's comparable in size to a human.

The wiki is pretty thorough if you want specifics on the different [Fish](#), [Pets](#), and [Aliens](#) in the game.