



Disney
**THE
GREAT
MOUSE
DETECTIVE**

The Great Mouse Detective

A Jumpchain CYOA by WoL_Anon

Ver. 1.0

It was the Eve of our good Queen's Diamond Jubilee, and the year Her Majesty's government came... to the very brink of disaster. She... Oh... I'm... I'm getting ahead of myself. My name is Dr. David Q. Dawson, most recently of the Queen's 66th Regiment. I had just arrived in London after lengthy service in Afghanistan and was anxious to find a quiet place... preferably dry... where I could rest and find a bit of peace. Little did I know, but my life was about to change forever.

-Dr. Dawson

You arrive in this world shortly before Dr. Dawson comes across Olivia. 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-

All of the choices here are capable of speaking and walking on their hind legs, contrary to what you might be used to. Post-jump, the species you choose here will be considered an alt-form, which you can switch to and from at will.

[Free] Mouse

You are a mouse, a common sight across London. Basil, Olivia, Dr. Dawson, and more are all mice.

[Free] Lizard

A rarer sight, lizards can be found amongst the less savory elements of London.

[100cp] Rat

Similar in appearance to mice, rats can be distinguished by their larger frame, providing them some additional relative strength, as well as five fingered hands instead of four. Ratigan is a rat, though it may not be wise to say that to his face.

[100cp] Bat

As a bat, you have a pair of wings, which allow you to fly. Fidget is a bat.

-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.

Detective

You are a detective, out to stop crime and save the day, just like Basil. Time to put your mind to work!

Supporter

Not everyone has to be the star of the show to make a difference. Whether this means you lend a helping paw to Basil, or do your own thing, is up to you.

Criminal

You are a nasty sort. Perhaps you are one of Ratigan's henchman? Or, are you a criminal mastermind in your own right?

-Location-

Roll 1d8, or pay 50cp to choose. Alternatively, you may choose to begin in a specific place for free, determined by your Origin.

[1] Flaversham's Toys

A simple toy shop. Recently, Hiram Flaversham was abducted by Fidget, and his daughter has gone to look for help.

[2] Abandoned Boot

A human's boot that has been left on its side. Here, Dr. Dawson will first meet Olivia.

Those with the Supporter Origin may choose to begin here for free.

[3] Baker Street

You arrive just outside the flat of Basic, the Great Mouse Detective.

Those with the Detective Origin may choose to begin here for free.

[4] Ratigan's Lair

The secret hideout of Professor Ratigan, where he hoards his ill-gotten gains and plots his schemes.

Those with the Criminal Origin may choose to begin here for free.

[5] Toy Store

A human toy store. Should events proceed as usual, this is where Olivia will be kidnapped by Fidget.

[6] Buckingham Palace

Home of the Queen of Mousedom, as well as some less important human royals.

[7] Big Ben

An iconic symbol of London. If things go as they usually would, it will serve as the stage for the climatic battle between Basil and Ratigan.

[8] Free Choice

Lucky you! You may choose to begin in any of the above seven locations for free.

-Perks-

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

Detective Perks

[100cp, Free for Detectives] *If you'll excuse me.*

It is commonly accepted that the most talented individuals tend to be busy, and have some kind of an ego about them. As such, you'll find that others will overlook you being distracted, dismissive, or even a bit arrogant, so long as this behaviour does not extend into complete rudeness or hostility.

[100cp, Free for Detectives] Violinist

It might have little to do with detective work, but you've found the time to learn to violin. It turns out you are quite talented with the instrument – how wonderful! After all, even great detectives need a hobby.

[200cp, Discounted for Detectives] Do As I Do

You are quite skilled at pulling together effective disguises on short notice. Even better, you find it easy to take on the role of your disguise, changing your voice and mannerisms to suit.

As effective as this can be, the particularly cunning may still see through such a ruse, especially if they have met you before.

[200cp, Discounted for Detectives] There's Always A Chance

Being a detective is a path fraught with danger, not something for the faint-hearted. Fortunately, you have the necessary temperament.

Now, you can always stay cool under pressure; even if you were in a death trap rigged to kill you, you would be able to remain calm. Your sense of timing has also notably improved – I wonder if that's related?

[400cp, Discounted for Detectives] *Don't worry, old fellow.*

Loyalty can be a hard-won thing. Fortunately, you'll find it a lot easier, thanks to this perk.

You will now find it easier to build up the loyalty of others, whether that is other people (or mice), or great beasts (like dogs). This is best achieved by treating the other party with respect, and accommodating their needs.

For people, dealing with emotional needs (like cheering them up when they are down) goes a long way. For beasts, taking care of more base concerns, like keeping them well-fed, is the key to taming creatures even many times your size.

[400cp, Discounted for Detectives] Insufferable Pipsqueak

You have a tendency to get under the skin of those foes whose schemes you thwart – an effect that is amplified with each successive scheme foiled.

As you get under the skin of your foes in this way, you will begin to stress them out. Your very name will cause them anxiety – at extreme levels they might nearly experience a heart attack! They will go out of their way to account for you in their schemes, but never in a way that would make things harder for you. For example, if you are caught, they might take the time to gloat, potentially revealing parts of their plans you haven't yet deduced, or they might employ elaborate death traps to deal with you, instead of simply killing you whilst they have the chance.

[600cp, Discounted for Detectives] Great Detective

You are a genius detective on par with Basil himself?

You have excellent observational and deductive skills, the kind that could determine a person is a surgeon from Afghanistan simply from a stitch on their coat. You have a great understanding of chemistry, allowing you to test evidence effectively, and you are able to quickly make spatial calculations to get yourself out of tight spots.

On top of all that, you have a keen intuition for investigations that helps keep you on the right track even when there is little evidence to be found, so that at such a time when you do find the key evidence, you'll know just what to do with it.

Supporter Perks

[100cp, Free for Supporters] Friendly Face

There's something about you that endears you to others.

On purchase, you can choose how this manifests. It could be a childlike cuteness, a gentlemanly air, or something entirely different – so long as it roughly equivalent in scope.

You can toggle this effect on or off as you like.

[100cp, Free for Supporters] Warm Shoulder

Comforting others can be quite difficult. Different people have different problems, and words that help some can upset others.

Thanks to taking this perk, you will have a much easier time comforting others. You will always manage to find the words to say, or not say, even when dealing with strangers. The very act of trying to cheer others up will work to cheer them up on its own, and it is easy for you to take on a comforting presence.

[200cp, Discounted for Supporters] *You're the most wonderful father in the... in the whole world!*

You have an excellent aptitude for parenting and raising children. Like a certain toymaker, you can somehow find extra time in your schedule to see to your children, even if are a single parent with a demanding job.

Additionally, you'll always be able to keep up with your children's interests, and have a knack for picking out presents they'll enjoy – or make them yourself, if you have the skill.

[200cp, Discounted for Supporters] Quiet As A Mouse

Sometimes, things are simply too much for a child mouse to handle on her own.

Fortunately, you have developed some stealth skills for such situations. First, you have picked up a knack for locating good hiding places, whether they be cupboards or even just blind spots that are less likely to be checked. Second, you are good at keeping quiet in stressful or critical moments, helping you stay hidden.

Of course, all of this is for naught if you choose to walk out in the open, right into the enemy's clutches.

[400cp, Discounted for Supporters] Source of Inspiration

Your words help to bring the best out of your allies. A fine speech will work to motivate and light a fire under your allies. Even small talk and casual conversation can help, with unintended words or phrases sticking in the mind of your friends, giving them clues on how to deal with problems they are currently facing.

The effect of this perk is at its greatest when things appear to be the direst. If you were stuck in a death trap with a despondent genius, you could motivate him to keep trying and help him come up with a solution to free you both in a matter of minutes.

[400cp, Discounted for Supporters] *We'll find this Basil chap together.*

Not everything can be done by yourself, especially if you are still but a child. Thanks to this perk, you won't have to deal with your problems alone.

First, you have acquired a strange sort of luck that comes into effect when you actively go looking for assistance. This luck leads you to finding those capable of lending you a hand, but may not always work the way you are expecting it to. For example, if you were to go looking for a detective, you might get lost – and be discovered by a veteran who not only helps you get to your detective, but also proves to be a vital aide to him (and thus yourself).

Additionally, you have a knack for convincing others to help you out. Even without meaning to, you'll often stumble upon the best approach for each person. In some cases, it may be a matter of tugging at the heartstrings and making them feel sympathetic towards you. In others, it might be best to relate your situation to their own problems; perhaps they are connected?

[600cp, Discounted for Supporters] Toymaker

Like Hiram Flaversham, you are a brilliant inventor. Your focus lies in toys and toy-like devices, such as small figures which are capable of complicated movements and yet run on simple wind-up mechanisms.

Of course, you don't have to stop at toys. If you put your mind to it, you could create machines that allow you to mimic the voices of others, or large-scale, remote-controlled animatronics which can believably pass as the individuals they are designed to emulate, standing up to all but the most serious scrutiny. With time, effort, and access to better resources, who knows what you might one day create?

Criminal Perks

[100cp, Free for Criminals] Price Charming

You make being bad look good, Jumper!

You have a certain charm about you, as well as a flair for theatrics. All the better to turn your big plan reveal into a performance your henchman can enjoy.

Comes with a sinister looking grin you can adopt with ease, and which manages to look just as wicked in photo or portrait form.

[100cp, Free for Criminals] Goodbye, So Soon

But what's a performance without song? After all, all the best villains sing.

Thanks to this perk, not only has your ability to sing been noticeably enhanced, but so has the quality of your voice. What better way for your foes to die than as they hear your wonderful song, right?

[200cp, Discounted for Criminals] Bat Out Of Hell

Often, the getaway is the most important part of a crime, and you've taken that to heart.

When running away, you now move quite a bit faster than usual. You also have developed a good eye for objects or obstacles that can be used to slow or stop your pursuers.

[200cp, Discounted for Criminals] On The House

Drugging your enemies is a time-honoured tradition, but isn't always as easy as it appears.

You have developed a talent in this field. It is easy for you to remember the dosages of these kinds of drugs, and you can easily eyeball these dosages. More importantly, you have picked up an impressive sleight of hand that allows you to drug your foes' food and drink in such a way that all but the most observant will fail to notice.

[400cp, Discounted for Criminals] Best of the Worst

There's something about you that resonates with the criminal class, and other kinds of scum of the Earth.

Acts of villainy and immorality that you perform work to inspire loyalty and respect amongst these kinds of people. While a common criminal might typically abhor the drowning of widows and orphans, in your case they will consider it a respectable feat. Build up enough respect, and these sorts of thugs will weep when you express sorrow or pain.

This perk doesn't prevent you using fear as a tool to control your henchman. Feed one to a predator and the others will appreciate your ruthlessness whilst also learning the lesson to stay on your good side.

This perk will not prevent foul individuals from coming to dislike you on balance, nor will individuals not protect them and theirs from you even if you built up their respect – provided they aren't too drunk to do so.

[400cp, Discounted for Criminals] Feral Form

At will, you can enter and exit a special transformation.

While transformed, you will take on a more feral appearance, and move in a more animalistic manner. You will become significantly more physically capable, but will act in a savage, violent manner, and your mental capabilities will decline somewhat as well.

Correct use of this transformation can turn the tables in your favour, but be careful not to over rely on it, lest you be fooled or outmanoeuvred at a critical juncture.

[600cp, Discounted for Criminals] World's Greatest Criminal Mind

You are a criminal mastermind, with a comprehensive knowledge of traps, poisons, and other elements related to common criminal enterprises.

With such knowledge, you could plan grand heists, design over-the-top death traps, craft grand schemes to take over countries, and match wits with the greatest detectives on the planet.

Why, it would be fair to call you the Napoleon of Crime!

-Items-

Discounted items are 50% off, with discounted 100cp items being free for the first purchase.

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.

Detective Items

[100cp, Free for Detectives] Detective Outfit

A stereotypical detective's attire, as well as accompanying magnifying glass.

The outfit is self-cleaning and self-repairing. Additionally, both the outfit and magnifying glass will adjust in size to always be appropriate for you, allowing you to use them as mouse or human with ease.

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

[200cp, Discounted for Detectives] Evidence Experimentation Set

A set of items, including microscopes, all sorts of chemistry equipment, such as beakers, tubes, and vials, as well as a replenishing supply of different kinds of chemicals you can use to test evidence.

Initially, the set you receive here is sized for a mouse. When this jump ends, you can choose to receive a second set that is sized for a human, or for the first set to be adjusted to that size.

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

[400cp, Discounted for Detectives] Jumper of Baker Street

You have come into the ownership of this respectable, mouse-sized flat, which is located somewhere on Baker Street. All bills associated with the property are taken care of. Perhaps you'd like to swap notes with your new neighbour?

At the end of the jump, you can choose for your flat to increase to a size appropriate for humans, or to receive an additional flat of that size (it's bills will also be covered) – if you are choosing the latter, you can elect for the mouse-sized property to be built into the human sized one.

In future worlds, you may choose for a property to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location. It/they will automatically be hooked in to any public utilities, though you may opt out of this if you like. You can make these decisions individually if you end up with multiple flats.

Should a flat 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.

[600cp, Discounted for Detectives] Detective's Hound

This adorable basset hound has been well-trained, and faithfully serves you.

Being much larger than a mouse, one could ride upon it for convenience. It can chase off larger threats like cats, and it has a keen sense of smell that a detective could make use of to track down targets.

Post-jump, your hound gains the ability to change between two sizes: its usual size, and a significantly larger size that is to human what the base size is to mice. Your hound will only use its ability to change size when you would want it to.

Should anything happen to your hound, it will be back tomorrow, good as new. This isn't that kind of movie.

Supporter Items

[100cp, Free for Supporters] Cheese Crumpets

You have an endless supply of freshly made cheese crumpets, which you can always retrieve from seemingly nowhere, no matter how improbable that might be.

Cheese crumpets you produce are always appropriately sized for you, so you'll be able to enjoy something other than crumbs in future worlds.

[200cp, Discounted for Supporters] Mouse Armour

A golden suit of armour, complete with matching shield and battleaxe. A relic of a bygone era, it will nonetheless offer some protection if you need it. Or, you could always just keep it around the flat as a piece to display.

The weapon, shield, and armour can all adjust in size to fit your current form; however, when the set is on display you can instead choose for them to remain sized for a mouse.

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

[400cp, Discounted for Supporters] Toy Stores

You have come into the ownership of two different toy stores, one sized for mice and another for humans. They can be separate, or you can elect for the mouse-sized property to be built into the human-sized one.

If placed out in the world, these stores can turn a profit for you, though the mouse-sized one often won't have this opportunity depending on the setting. If you'd like to cut into your own profits, you can salvage parts and pieces from the toys here. Optionally, each store can come with someone to run the store on your behalf: one mouse, and one human. They count as followers and are intensely loyal to you.

In future worlds, you may choose for a store to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location. It/they will automatically be hooked in to

any public utilities, though you may opt out of this if you like. You can make these decisions individually for each of the stores.

Should a store 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.

[600cp, Discounted for Supporters] Jumper Palace

This mouse sized palace, fit for a Queen, has come into your ownership.

At the end of the jump, you can choose for your palace to increase to a size appropriate for humans, or to receive an additional palace of that size – if you are choosing the latter, you can elect for the mouse-sized property to be built into the human sized one. This human appropriate property is comparable to Buckingham Palace in terms of size.

In future worlds, you may choose for a property to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location. It/they will automatically be hooked in to any public utilities, though you may opt out of this if you like. You can make these decisions individually if you end up with multiple flats.

Should a palace 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.

Criminal Items

[100cp, Free for Criminals] Gun

This special pistol never runs out of ammunition, no matter how often it is used.

Both the pistol and its ammo will automatically resize in order to be used appropriately by you, keeping it effective here and in future settings.

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

[200cp, Discounted for Criminals] Marvellous Trap

A set of component pieces to set up an elaborate death trap, including mouse-sized record player, mousetrap, and human-sized crossbow, gun, axe, and anvil. It comes with directions to help you set all of this up effectively.

Post-jump, you receive a second set of these items, this time scaled up so the same trap can be used on humans. Whether you keep the original set together for small victims, and or simply make use of the component pieces is up to you.

Should any of this be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

[400cp, Discounted for Criminals] Flying Machine

This wonderful vehicle allows you to soar through the skies. It is powered by a pedal at the back.

Optionally, the vehicle comes with a bat, who has fairly high stamina, and can operate the vehicle for you. The bat counts as a follower and is intensely loyal to you. If something happens to the bat, a replacement will show up the following day.

Post-jump, this vehicle gains the ability to automatically adjust in size to be appropriate to you. If you chose to receive the bat, they too will adjust in size at these times, so they can continue to operate the machine for you.

Should your flying machine be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

[600cp, Discounted for Criminals] Criminal's Cat

This cute cat has been well-trained, and happily follows your commands.

Your cat has a seemingly bottomless appetite, allowing it to feed on as many mice as it wishes. Despite this, it will only eat those you allow it to, and will even spit out those already in its mouth if you change your mind.

Such a beast could be used to terrorise the Mousedom, or kept nearby as a warning for others to not get you upset. Although it might be able to be driven off by dogs, your cat is able to outrun them, as well as climb to places a dog could not follow.

Post-jump, your cat gains the ability to change between two sizes: its usual size, and a significantly larger size that is to humans what the base size is to mice. Your cat will only use its ability to change size when you would want it to.

Should anything happen to your cat, it will be back tomorrow, good as new. This is a Disney movie, after all.

General Items

[50cp] Film

A copy of The Great Mouse Detective on your preferred form of physical media. This mousy tale is yours to watch as you please.

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

[50cp] Violin

A well-made violin. It will automatically adjust to be an appropriate size for you, ensuring you can always play it.

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

[50cp] Toy Mouse

A special toy, like the one Hiram Flaversham made for his daughter. Unlike hers, this one can adjust in size so that it can always be an appropriate size for you. It doesn't offer much in the way of practicality, but may serve as a nice souvenir of your time here.

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

[50cp] Dinner Bell

A fancy-looking dinner bell. It will automatically adjust to be an appropriate size for you, ensuring you can always play it. What do you need it for, I wonder?

Should it be lost or destroyed, a replacement will appear in your Warehouse 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 The Great Mouse Detective 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

Using this toggle, you can import the events of any settings that have a demonstrated shared continuity with The Great Mouse Detective, that you have previously visited. Inconsistencies between these settings may be smoothed out in a manner of your preference, but attempts to use this toggle to interact with prior versions of either yourself or companions will fail.

[+100cp] Whatever

You have an unfortunate habit of getting others' names wrong, which will persist even after being correct many times. This will make forming new friendships harder, but not impossible.

[+100cp] Miss Flamhammer

People have a tendency to get your name wrong, even after being corrected many times. You will find that this gets on your nerves.

[+100cp] What Did You Call Me?

For some reason, you cannot stand being identified as your true species, and will insist on being called a mouse (or a rat if you chose to be a mouse here). Being called your true species will cause you to experience a brief fit of anger.

[+200cp] Laughed At Loser

Should you be laughed at by many people at once, it will break your spirit, and cause you to give up. You will not be able to get out of this funk yourself, so hopefully you have a friend you can count on to talk some sense into you.

[+200cp] Alcoholic

You are seriously addicted to alcohol, and it will take great effort from you not to drink excessively whenever you have the chance.

When drunk, you have a tendency to say unfortunate things that get you in a lot of trouble, so try your best to drink in moderation, or not at all.

[+200cp] Peg-Legged Lackey

You are missing a leg, requiring you to utilise a prosthetic in the form of a wooden peg. This will make moving about with speed quite a challenge.

For the entirety of the jump, your missing leg cannot be healed, nor can you resolve this missing limb issue by any kind of shapeshifting.

Additionally, should you possess any wings, they will remain crippled and cannot be healed by any means until the jump ends.

[+300cp] Size Locked

For the duration of the jump, it is not possible for you to grow beyond the size of your chosen species by any means. If an alt-form would make you larger than your chosen species, you cannot access it until the jump comes to an end.

[+300cp] Cat Bait

There's just something about you that cats find irresistible. You can expect regular attacks from cats, sometimes even groups of them, as they try to make you a meal.

[+300cp] Knock At The Door

Did you think things would settle down after Ratigan's plot? Think again.

For the entirety of your stay, you can expect one villain to show up after another, each with their own dastardly scheme in mind. Even if one were to succeed at take over London, others would plot to replace them.

Staying out of the way is no longer a possibility either, as circumstances will drag you into each and every one of these cases, and put you in harm's way.

-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:

A New Case: You choose to remain in this world. Your chain ends here.

A New Jump: You choose to continue your chain. Proceed to the next jump.

Case Closed: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

Special thanks to DetectiveAnon for providing outlines for pretty much every perk here.

On Age:

The mice in this setting have human-like age spans. For example, the Queen is said to be celebrating her sixty-year reign. For the purposes of this jump, assume all species choices here have the same kind of lifespan.

So, what exactly happens here, anyway?

It is London in the year 1897. At Flaversham's Toys, Hiram Flaversham gives his daughter, Olivia, a birthday present, when suddenly there is noise at the door. Mr. Flaversham hides his daughter in a cupboard before a bat with a peg leg busts through the window and abducts him.

Dr. David Q. Dawson returns to London from service in Afghanistan. He comes across Olivia crying in a boot. She is looking for Basil of Baker Street, a renowned detective, so that he can help her find her father. Dawson decides to help her, taking her to Baker Street.

The two head to Basil's flat on Baker Street, where they are let in by Mrs. Judson. Basil arrives shortly, but is too preoccupied with an experiment to pay the two much attention. Unfortunately, the experiment fails to produce the results he was hoping for. Olivia tells him about her missing father. At first, Basil isn't interested in helping, but changes his mind when he is told he was taken by a bat with a peg leg. He explains that the bat is Fidget, a henchman of the evil Professor Ratigan, who Basil has been after for years.

At Ratigan's secret lair, he has Flaversham working on some kind of robot. Flaversham doesn't want to help him further, but Ratigan says he will be having Olivia brought here, and threatens to harm her if he doesn't comply. Ratigan provides a list to Fidget, and sends him off to collect the things on it. Ratigan celebrates with his henchmen; he plans to take the throne and dispose of the Queen. One of the mice, drunk, calls Ratigan a rat. This angers Ratigan, who feeds him to his cat Felicia.

Fidget tries to capture Olivia, but is seen immediately, and flees, leaving his hat behind. Olivia convinces Basil to let her come with him, as he and Dawson visit Toby, a hound that Basil has won the loyalty of. Using the hat and Toby's sense of smell, they chase after Fidget.

At a human toy store, Fidget has finished collecting gears and uniforms off of the toy soldiers, leaving only Olivia left to collect. He sees Basil and company arrive, and hides, accidentally dropping the list in the process.

Toby stays outside as the three mice investigate. Basil notices the missing toy pieces and Dawson finds the list, but Fidget is able to kidnap Olivia and get away from the pair. Basil initially blames Dawson, but seeing him despondent instead chooses to cheer him up.

Fidget brings Olivia back to Ratigan, and informs him that he was chased by Basil and lost the list. Infuriated, Ratigan nearly has Fidget eaten by Felicia, but realises this is an opportunity to finally deal

with Basil, and lets him live. Meanwhile, Basil tests and experiments on the list, which points him and Dawson towards a seedy pub where the sewer meets the waterfront.

Basil and Dawson arrive at the pub in disguise. When Basil asks about Ratigan, the bartender attempts to drug the pair. Only Dawson gets drugged, but snaps out of it soon enough. Basil spots Fidget, and after a barfight breaks out the pair follow him to Ratigan's secret lair through some pipes.

The pair spot what appears to be Olivia trapped in a bottle, when they approach it is revealed to be Fidget – they have been tricked, and are surrounded by Ratigan and his men. Ratigan mocks Basil, saying he arriving 15 minutes later than expected. Dawson and Basil are captured, and placed in an elaborate death trap that Ratigan created to deal with Basil. He says that while he would like to stay and watch, Basil did arrive 15 minutes late and he has an engagement at Buckingham Palace. He leaves with his men, who have been dressed in toy soldier uniforms, as well as Mr. Flaversham. Olivia is trapped in a bottle nearby.

At Buckingham Palace, the fake guards bring her a present, which is revealed to be an animatronic version of her, complete with a machine that emulates her voice. Ratigan reveals himself, and the Queen is captured. She is brought out towards Felicia.

Basil has given up, but Dawson manages to talk him back to his former self. Basil sets the death trap off early, timing it so that it destroys itself and frees Olivia in one go.

Using the animatronic, Flaversham is forced to announce that Ratigan will be the king consort. Ratigan begins makes ridiculous and cruel demands for his own benefit. Basil and Dawson arrive on Toby, who chases after Felicia. With the Queen rescued, Basil and Dawson rescue Flaversham, and then confront Ratigan.

Fidget captures Olivia again, and takes her to Ratigan. The two, along with their hostage, flee on a flying machine. Basil improvises a flying device as well, and he, Dawson, and Flaversham follow on it. Fidget suggests they lighten the load by throwing Olivia off, but Ratigan chooses to throw him off instead. Basil jumps on to Ratigan's vehicle shortly before it crashes into the Big Ben.

Inside the Big Ben, Basil traps Ratigan by his coat, and narrowly rescues Olivia from being trapped between gears. As Basil returns Olivia to her father, still on the improvised flying vehicle outside, Ratigan goes feral, freeing him and tackling Basil, sending the two of them on the clock hands. Ratigan knocks Basil off, but he manages to grab onto the wreckage of Ratigan's flying machine. The bell chime of Big Ben causes Ratigan to fall as well, crashing into Basil. The others presume both dead, but Basil emerges, managing to fly back up through the air on a piece of the wrecked flying machine.

Back at Basil's home, it is revealed that Basil has been given a medal by the Queen. Olivia says her goodbyes, and leaves with her father to catch the train. Dr. Dawson intends to move on as well, to Basil's disappointment. A young lady appears at the door, needing Basil's help, and Basil announces that Dawson is his assistant who helps with all cases – Dawson agrees to take this role.

-Changelog-

0.1

Created the jump.

1.0

(i) Added **Jumper History** toggle.