

Disney
— THE —
RESCUERS



The Rescuers

1977 Film

A Jumpchain CYOA by WoL_Anon

Ver. 1.0

Welcome to the world of The Rescuers, Jumper! Here, animals are a great deal more intelligent than one might usually expect. For example, the mice have created a world-spanning organisation known as the Rescue Aid Society, a counterpart to the United Nations that aims to provide help to all that need it, be it animal or human.

It is fortunate that such an organisation exists, as orphan girl Penny has been abducted by a pair of villains, who wish to take advantage of her small stature in order to acquire a famous diamond known as the Devil's Eye. It will be up to RAS agent Miss Bianca, and RAS janitor Bernard to save the day. What role will you play in the events to come?

You arrive in this world as mice discover Penny's message in a bottle. You will be staying here for the next month.

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-

Choose one of the options below. Unless stated otherwise, assume each option is capable of standing and walking about on their hind legs (should they have more than two), and that they have manual dexterity in their hands (or equivalent) roughly approximate to that of a human.

Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will.

[Free] Human

Humans are the dominant species on the Earth, and significantly larger than most of the other options here. Despite this, most remain unaware that animals can speak amongst themselves, and in some cases to them.

[Free] Mouse

You are a mouse, like Bernard and Miss Bianca. Mice play a particularly important role in the events to come, via their Recue Aid Society.

[Free] Albatross

You are an albatross, like Orville and Wilbur. Your ability to fly will come in handy – not just for yourself, but also for smaller creatures you choose to ferry on your back.

[Free] Cat

You are some breed of housecat. While you are a natural predator of mice, you are by no means obligated to attack them. Perhaps you could try talking instead?

[Free] Dragonfly

You are a dragonfly, like Evinrude. You are deceptively strong, able to push a leaf “boat” with mice aboard, and even right a plummeting albatross. Unlike other choices here, you don’t easily walk on your hind legs, but still maintain dexterity in your “hands”.

[Free] Goanna

You are a goanna, like Joanna. As a monitor lizard, you possess impressive reflexes and agility, and could serve a “hunting dog”-like role with sufficient training. A poacher would benefit from an ally such as yourself.

[Free] Kangaroo Mouse

You are a kangaroo mouse, like Jake.

[Free] Koala

You are a koala, like Krebb. Koalas are a marsupial, native to Australia.

[Free] Mole

You are a mole, like Digger of the swamp folk. You can dig through the earth fairly quickly.

[Free] Muskrat

You are a muskrat, like Luke and Ellie Mae.

[Free] Owl

You are an owl, granting you the ability to fly. One such owl can be found amongst the swamp folk of Devil's Bayou; whether you join him or go elsewhere is up to you.

[Free] Rabbit

You are a rabbit, like Deadeye the fisherman.

[Free] Turtle

You are a turtle, like Gramps of the swamp folk. Your shell provides some measure of protection.

[100cp] Frilled-neck Lizard

You are a frilled-neck lizard, like Frank. Curiously, you are able to use your tail as a kind of lockpick, bending it as required in order to do so. While this process is not comfortable, you'll be glad you can do it if you are ever locked in a cage.

[100cp] Kangaroo

You are a kangaroo, like Faloo and Red, a marsupial native to Australia. You possess powerful hind legs that allow you to hop about at high speed, a body large enough to support a human child, and you are surprisingly dangerous in a fight.

[200cp] Crocodile

You are a large crocodile, like Brutus and Nero. In addition to your powerful jaws, you have a notably resilient hide that can even deflect shotgun blasts! Unlike other choices here, you don't easily walk on your hind legs, but still maintain dexterity in your "hands" – handy if you want to play the organ.

[200cp] Great Golden Eagle

You are a great golden eagle, like Marahute. You can fly, possess sharp talons, and your large size can allow you to carry a human on your back. Unlike other choices here, you lack the manual dexterity of humans.

Be warned: you are an incredibly rare species, and as such may draw the attention of poachers who wish to catch or kill you.

-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.

Rescue Aid Society

The Rescue Aid Society is an organisation of mice, which serves as a kind of equivalent to the United Nations. These mice seek to aid those in trouble, whether they be human or other animals.

You are either a member of the Rescue Aid Society, or you are on good terms with this group.

Victim

Not everybody has the best of circumstances. Some, like you, live in conditions that make them more prone to exploitation. Perhaps, you are a child, or even an orphan? While you are by no means helpless, you may want to call on others when the world's wickedest set their sights on you.

Villain

You're terrible. The kind of person that would poach endangered animals, or even kidnap children, just to make money.

-Location-

You may choose to begin in any of the following locations.

Devil's Bayou

A swampland in Louisiana. It is believed to be the hiding place of an incredibly valuable diamond known as the Devil's Eye.

New York City

The headquarters of the United Nations, and in turn the Rescue Aid Society are located here. Other places of note are Morningside Orphanage, and Medusa's pawn shop.

Australia

G'day mate, and welcome to Australia! You can choose to start in Sydney if you prefer the city life. Or, you can start in the Outback, which may play a more important role in a future RAS mission.

-Perks-

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

Rescue Aid Society Perks

[100cp, Free for Rescue Aid Society] We Never Fail To Do What's Right

At its core, the Rescue Aid Society is about helping others, and its members take pride in never failing to answer a call for help.

You carry this spirit of righteousness within yourself, and will always find the courage to do what you believe is right even in the face of difficulty or danger.

[100cp, Free for Rescue Aid Society] Tomorrow Is Another Day

Being an RAS agent is a serious responsibility, and helping others is a great and noble duty. That doesn't mean you can't enjoy it!

Thanks to this perk, you'll always manage to retain a sense of adventure and enjoy those moments meant to be enjoyed, even when you are on serious missions or important trips. After all, few are lucky enough to travel the world as part of their job, so why shouldn't you make the most of it?

[200cp, Discounted for Rescue Aid Society] Without Precedent

From now on, so long as you perform well for an organisation you are a member of, issues such as gender will never impede your ability to get assigned to tasks or advance within the organisation. After all, it's not the old days of a man's world anymore.

Additionally, again so long as you perform well, you will have much greater leeway in the manner in which you go about your role. For example, if you are asked to take a co-agent with you, you could get away with choosing that janitor that has taken your fancy. Of course, such leeway only goes so far; if you are part of an organisation that helps others, then you aren't going to get away with acting in a wicked manner towards innocents along the way to your goal.

[200cp, Discounted for Rescue Aid Society] Over-Prepared

When you are but a mouse contending with humans and crocodiles, it pays to have a plan.

Thanks to this perk, you are quite a bit better at planning. In particular, you are good at reviewing your plans step by step, in order to better identify potential weaknesses in them.

[400cp, Discounted for Rescue Aid Society] Missing The Mice

When fleeing from others or attempting to dodge attacks, you are particularly lucky – even more so when your enemies are significantly larger than you.

Thanks to this luck, you'll find more opportunities to get away, and your enemies will inexplicably miss shots or swings that are normally fairly easy to land. Such luck can only be pushed so far, so you better get out of there as soon as you can!

[400cp, Discounted for Rescue Aid Society] Lucky in Love

During each jump, when you are ready, fate will conspire to bring you and another together, to give you and them opportunities to impress each other and develop a relationship. For example, they might take an interest in you as a mere janitor, and promote you up to working alongside them or for them directly.

By default, this perk will target someone that is both appealing and romantically compatible with you, where such a person exists. However, if you prefer, you may choose to deliberately target someone with this effect. Even so, this perk on its own will never force romance – it merely sets the stage for such a romance to bloom.

Additionally, you will find that issues of class or station no longer impede your relationships, both in the eyes of your partner, and in the eyes of society at large. It would not be considered inappropriate for a mere janitor to marry a foreign delegate, at least when it comes to your relationships.

You can toggle either effect of this perk on or off as you please, however once someone has been targeted by this perk (either at random or by choice) that target cannot be changed until the start of the next jump. Post-chain, it may be changed after ten years.

[600cp, Discounted for Rescue Aid Society] Heads Held High

The Rescue Aid Society is a wonderful organisation, I'm sure you'll agree. But such groups don't maintain themselves on good intentions alone.

Thanks to this perk, you'll have the necessary competence to maintain global-scale organisations on par with the Rescue Aid Society. You'll have an easier time finding shared values that can bind such groups together, and have a knack for assigning the right personnel for each job.

What's more, as you run organisations, those who belong to them will find it easier and easier to find it within themselves to do what they believe is right, even when it may be difficult or dangerous. Naturally, such a disposition will work to minimise corruption occurring within the organisation, and help to root it out when it comes. Should you run something similar to the Rescue Aid Society, then this quality will be especially useful to impart into your agents.

You can toggle the latter effect of this perk on and off as you like, but doing so won't undo any effect this perk has already brought forth.

Victim Perks

[100cp, Free for Victims] Someone's Waiting for You

You're an orphan? How unfortunate. Thankfully, this perk will help you find a family.

From now on, when staying at an orphanage or similar institution, you find it easier to draw the attention of would-be parents. Even if you lack the prettiness of other young girls, you have some inexplicable quality that draws them in.

Even better, this perk also wards away those wicked folk that would adopt children to exploit or abuse them. Though it does nothing to stop them abducting you outright, at least you won't have to worry about them getting a hold of you through the correct channels.

[100cp, Free for Victims] Cute Kid

Oh, aren't you just adorable!

Thanks to this perk, you give off an impression of cuteness and innocence. Minor "flaws", like missing teeth, serve as charm points, rather than detracting from this impression.

You can toggle this effect on and off as you like, should you wish to come across as more mature.

[200cp, Discounted for Victims] The Journey

A child who is abducted and forced into a flooding cave, or nearly fed to crocodiles. Normally, you might expect this to leave lasting trauma. Thankfully, you seem to pull through such things just fine.

From now on, you are immune to lasting mental trauma, no matter how horrific a situation you are put through. A child who is kidnapped and then rescued should be able to return to a normal, healthy life, free from emotional scars, after all.

[200cp, Discounted for Victims] *You're the only one who can reach her.*

Growing up in the Outback has taught you how to move through it effectively, and has granted you a great deal of fitness, allowing you to quickly do so without exhausting yourself.

In particular, you have become an excellent climber, allowing you to scale large cliffs unassisted. If you need to free a trapped eagle at the top of such a cliff, you'll be glad you have such skill and stamina.

[400cp, Discounted for Victims] *Faith is a bluebird you see from afar.*

Did you fail to escape your captors? No problem, you can try sending for help! Did your message in a bottle bring a couple of intelligent mice to assist you instead of the police? No matter, you are now better equipped to escape the next time! This is the kind of positive thinking this perk will help you maintain.

You are now a wellspring of hope, able to keep the faith when times get tough. You don't easily give into despair, and even when you do it is fairly easy for you to bounce back. You are even able to instill such faith in others. A few comforting words to a crying girl can stick with her even in the worst of time.

[400cp, Discounted for Victims] Animal Friend

From now on, most wild animals treat you favourably. You find it much easier to build up trust with them, moreover even the less intelligent animals of more typical worlds have an easier time intuiting your intentions when you are trying to offer aid. Sure, they might panic a bit when you pull out a pocket knife, but if you start using it to cut them free they'll quickly work out your on their side.

Once you have built up this trust, these animals will even go out of their way to help you. Should you fall off a cliff, a giant eagle you have befriended will swoop down and catch you. Should these animals be unable to help, they may even go so far as to gather assistance from elsewhere.

Importantly, this perk does not apply to all animals; those creatures that would normally see you as prey will continue to do so. Additionally, hostility to a wild animal or those it cares for will undo the benefits of this perk on that animal until you are able to win back its trust in some manner.

[600cp, Discounted for Victims] Who Will Rescue Me?

Kidnapping is a horrible crime. Should you ever be the target of such evil, this perk will work to have you rescued.

First, whenever you are abducted against your will, people tend to notice. Even if they don't initially understand what is going on, the details of the event tend to stick in their mind, allowing them to better recall should they be questioned about it later.

Next, while you are being kept by your abductors, unless they are specifically motivated to do so you'll find that you are treated relatively well; they won't abuse you for its own sake, though they might still put you in danger if it furthers their goals, or kill you once they have reached them to tie up loose ends. In the case of the latter, they'll often choose to do so in a convoluted instead of immediate manner, that gives more time for others to save you.

Should you manage to send out a message from your place of imprisonment, it will miraculously make it into the hands, or paws, of those with the motive and capability to locate and rescue you.

Finally, while you are being held against your will, those that are trying to locate and/or rescue you receive a great boost in both competence and fortune. They'll manage to be there when villains state crucial information, they'll avoid shotgun blasts that would otherwise hit them, that kind of thing.

In combination, you'll find that your eventual escape is all but assured.

Villain Perks

[100cp, Free for Villains] The Boss

You are able to consistently speak in a shrill or booming voice, without harming your vocal chords. All the better for someone of your temperament. In fact, when doing so, you'll even find it somewhat easier to intimidate the easily cowed into doing what you want.

[100cp, Free for Villains] Way With Children

Children can be such a pain to deal with. Fortunately, this perk will help with that.

You now have a better insight into the mind of a child. As a result, you find it easier to identify weaknesses in their thinking that you can exploit. Maybe they are too attached to their teddy bear, and taking it hostage will make them behave? Or, perhaps they are too kind for their own good, and tricking them into thinking those precious eagle eggs are in trouble will let you follow them right to the eagle's nest.

[200cp, Discounted for Villains] Kidnapper

Some tasks are simply impossible for a full-grown adult. In such cases, why not force a child to do them for you?

From now on, you'll be better able to identify opportunities where you can abduct children without drawing attention, and in general such attempts are more likely to succeed than usual.

Of course, this perk does nothing to prevent the child from escaping or being rescued; it will be up to you to take appropriate measures to keep them where you want them.

[200cp, Discounted for Villains] Poacher

You are skilled at creating traps for animals, such as large pit traps with sensors to alert you when they have been activated.

If you have no scruples, this can be a pathway to a tidy profit. Perhaps even a large one, if you can find the right prey.

[400cp, Discounted for Villains] *My precious pets.*

You are quite skilled at raising and caring for crocodiles and goannas, and with some work can adapt these tactics to raise other vicious animals.

Beyond this, via a combination of insults, abuse, and occasional praise, you can train these creatures into effective hunters – helpful for poachers and for those villains who need to recapture escapees. It is important to note that while such training is effective, it will not help you form genuine bonds with these creatures. Should you employ them, you may well find your pets turning on you when things go horribly wrong.

[400cp, Discounted for Villains] Double-Crossing Crook

Sometimes, villainous schemes cannot be accomplished alone. Thankfully, you have a knack for locating low intelligence individuals that can be swayed to working alongside you.

Of course, just because they work for you doesn't mean they deserve a share of what is rightfully yours! To that end, you are now alert to opportunities to double cross your allies in order to claim a grander prize for yourself. Best of all, those who work alongside you are far less likely to suspect that you would do such a thing to them, even when they perfectly aware of just how wicked a person you can be.

So, go ahead, betray your partner for that diamond. You deserve it, after all!

[600cp, Discounted for Villains] *There goes my diamond!*

In worlds like this, villains like you are typically set up for failure. In spite of your best efforts, you may well face the same fate. Thanks to this perk, such a thing won't have to spell your end.

Once per jump, when you would be placed in a situation where you would perish, such as if you are caught on a riverboat as it explodes, circumstances will line up to get you out of danger.

In such cases, though you can be assured you will survive, you are not free from consequences. Your victims might use the chance to escape. The police might show up to catch you. That kind of thing. Even so, better to live to see another day, right?

General Perks

[Free/100cp/300cp] *Mice can talk like anybody. Didn't you know that?*

In this world, animals are able to understand speech, and most can speak themselves. This perk will allow you to carry this effect forwards with you into other worlds.

From now on, any form you take is capable of speech and song, no matter how strange that might be. You are still influenced by things such as accents or a lack of talent for singing, where such things apply.

Additionally, all animals are capable of understanding your speech, and most will even be able to talk back to you. The quality of such conversations will likely be far lower in worlds where animals are not nearly as intelligent as they are here.

Non-humans get this perk for Free, on the condition that this perk only provides an ability to speak in the form they acquire here, not all forms. They can pay 100cp for the perk's full effect. Humans must pay 300cp for this perk.

-Items-

You may choose 1 50cp or 100cp item, 1 200cp item, 1 400cp item, and 1 600cp item to be discounted. Discounted 50cp or 100cp items are free, and all other discounts are 50% off. You may purchase items multiple times, but any discount only applies to the first purchase. Discounts do not stack.

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.

[50cp, First Free for Albatross] Sardine Can

A sardine can that has been cleaned and attached to a strap. An albatross could wear this in order to better transport mice and similarly sized creatures.

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

[50cp] Films

A copy of both The Rescuers and The Rescuers Down Under, on your preferred form of physical media. You can watch them whenever you like!

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

[50cp] Merchandise

This is a collection of merchandise related to The Rescuers and The Rescuers Down Under. While nothing in this collection is too useful, those with a fondness for this setting, or wanting a memento of their time here, are sure to appreciate it.

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

[50cp] Teddy Bear

A cuddly teddy bear. Young children that hold on to the bear find it a source of comfort.

The teddy bear is self-cleaning and self-repairing, ensuring it can be dropped in a bayou or carried in a crocodile's mouth without being ruined.

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

[50cp] Size Appropriate Outfit

An outfit of your choice. You may choose its style, so long as it provides no special protections beyond mundane attire, and is appropriate to the setting.

Your outfit will automatically adjust in order to suit your current form, making it just as useful for mice as it is for humans.

Your outfit is self-cleaning and self-repairing. Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours

[100cp] Rain Gear

A yellow rain coat and hat, and umbrella, and a lantern. If you are moving through heavy rain, you'll appreciate these.

Each of these items will automatically adjust in size to suit your current form, making them just as useful for mice as they are for humans. The rain coat and hat are self-cleaning and self-repairing, ensuring you can wear them as often as you like.

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

[100cp] Wedding Ring

A nice-looking wedding ring, the kind that impresses most women that are proposed to.

The ring, and the case it comes in, will automatically adjust in size as necessary to suit the carrier or wearer. After all, mice get married too in this world!

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

[100cp] Jug of Moonshine

A jug filled with particularly potent moonshine. It packs a wallop; those that drink it will let out a brief burst of flame, and feel reinvigorated. In a pinch, it can even be used as a gasoline replacement for vehicles and machine that run on it.

The jug is initially sized to be appropriate for a human, however it will automatically shrink down as required to be suitable for smaller animals, like muskrats. When shrunk, it becomes lighter, however the actual amount of moonshine inside will not diminish. Try not to overindulge!

Each day, the jug will refill with moonshine. Should the jug itself be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Pet Goanna

A goanna, that has been trained to act in a "hunting dog"-like role, making it an ideal pet for poachers.

The goanna is not capable of speech, but is fairly intelligent. Should anything unfortunate happen to it, it will reappear the next day, good as new.

[200cp] Message in a Bottle

An empty glass bottle.

When you put a message in the bottle, and put it out into the water, the bottle will eventually travel to someone that would be inclined to help you. Unfortunately, you have no control over who this recipient is; for example, you might only get the assistance of intelligent mice when you were hoping for human policemen.

In order for the effect to work, there must both be an applicable recipient for your message, and there must be a feasible opportunity for them to encounter the bottle, such as them being on or near a body of water the bottle could potentially make its way to. This bottle will not travel any faster than an ordinary bottle could travel, but can move efficiently and conveniently to its target.

The bottle is not completely waterproof, and as such parts of the message may be ruined. Fortunately, the key points of your messages tend to remain intact.

If lost, destroyed, or used, you will receive a new bottle at the start of the following jump. Post-chain, this instead occurs after ten years.

[200cp] Swamp Mobile

A noisy, low-capacity motor boat, like the one owned by Madame Medusa. If you want to quickly move about Devil's Bayou, this will do the trick just fine.

Your swamp mobile never seems to run out of fuel, and general upkeep is not necessary, allowing you to drive it around just about anywhere. Should it be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[200cp] Shotgun

A shotgun, like the one owned by Madame Medusa. If you aren't human-sized, you'll probably have a hard time using it. Even if you are, it does tend to jam on occasion, though it is relatively easy to fix when this occurs.

Your shotgun comes with a moderate supply of ammo, which will replenish daily if used, lost, or destroyed. Blast away!

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

[200cp] Fireworks Supply

A large supply of fireworks, comparable to the supply possessed by Mr. Snoops. Let off at once, it would completely demolish a riverboat.

Of course, you could use this supply less destructively. Among these fireworks are ones that produce letter shaped explosions, allowing you to send messages into the sky. Or, they can be used simply to light it up, to better observe your surroundings.

This supply will replenish to its starting amount at the start of each new jump. Post-chain, this occurs after every ten years.

[400cp] Great Golden Eagle Eggs

A trio of great golden eagle eggs. Should you incubate and hatch these eggs, they will produce great golden eagle chicks that imprint on the first person they see, and become intensely loyal to them. You receive three new eggs each jump (post-chain, every ten years), though you can always choose to decline a new batch of eggs if you don't feel like you are up to the responsibility.

Eagles produced via this item are considered followers. If you like, you can choose to leave these eagles behind at the end of each jump; you may wish to do this, for example, if they have imprinted on someone not moving between jumps with you. Once this decision is made it cannot be reversed, so consider carefully before committing to it.

[400cp] Hideout

A hideaway, ideal for the ne'er-do-well.

You can choose the details for your hideaway on purchase of this item, be it an abandoned riverboat, a base built of an abandoned mine, or something more original. The only limitation is that the place is fairly run-down, and offers few advantages not otherwise described here.

Importantly, the hideout seems to stay out of the minds of police and other investigators. Unless guided to it by some specific means, they won't think to check it. This makes it ideal for holding a kidnapped child, running a poaching operation out of, or for conducting other miscellaneous villainy.

In future worlds, you may choose for it to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location.

Should the hideout 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.

[400cp] Pet Crocodiles

A pair of large crocodiles, not unlike Brutus and Nero.

These dangerous creatures are quite intelligent, though they remain incapable of speech. They have powerful jaws, and a durable hide that can even shrug off shotgun blasts.

Your crocodiles are intensely loyal to you, so you won't have to worry about them suddenly turning on you should you aggravate them, or should they become hungry. Should anything unfortunate happen to either of your crocodiles, they will reappear the following day, good as new.

[400cp] Bushwhacker

A monstrous truck, suited for poaching.

The truck possess a giant grill, which allows it to plow through the bush. A large cage dominates the back of the truck, which can easily carry prey as large as the great golden eagle, and which has a PA system connected to the driver's cabin. Lastly, it even has a crane attached; this crane can be used to fire a net to grab prey, and deposit it into the cage. Or, it could be used to lower a young boy into croc-infested waters, if you were so inclined.

Your Bushwhacker never seems to run out of fuel, and general upkeep is not necessary, allowing you to drive it around just about anywhere. Should it be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[600cp] Jumper Aid Society

In each world you travel to (including this one), you will quickly find a global scale information network, run by mice or similar small animals.

This network will keep you abreast of serious incidents of people requiring aid throughout the world, particularly in cases of children in danger. If you aren't able to speak with these animals, they will provide reports you can read. They will somehow be capable of this even in worlds where such animals are not nearly as intelligent as this one.

In worlds where they *are* as capable as the mice in this one, these networks will even develop and deploy "agents" to resolve such incidents to the best of their ability. Where it makes sense, you may even encounter the same agents popping up across different settings.

Should you be able to communicate with these animals, it may be possible for you to redirect the focus of their information gathering, though you may find this difficult if you move too far away from the general goal of providing help to others in need.

[600cp] Devil's Eye

A copy of the Devil's Eye diamond, the largest diamond in the world, and said to be worth millions of dollars.

This diamond will not be replaced if lost or destroyed. However, at the start of each new jump (post-chain, every ten years), you will receive a new gem. The specifics of this new gem depend on the setting, but it will generally be as valuable as the Devil's Eye is here.

-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 Rescuers (including The Rescuers Down Under if you've included it via the toggle) 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 Rescuers, 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.

[0cp] Jumpchain Down Under

Using this toggle, you can determine whether The Rescuers Down Under is a natural part of this world's events. These events occur a short time after the events of the original film, and see Bernard and Miss Bianca head to Australia to rescue a kidnapped boy from a poacher.

[0cp] Extended Stay

Taking this toggle will extend your stay in this world up to a total of ten years. Before taking it, it might be a good idea to be sure you can actually live that long, which may be a legitimate concern based on your species choice

[+100cp] Superstitious

You are a superstitious sort, and are particularly concerned with avoiding the number 13. You can be persuaded to ignore this fixation on a per case basis, and with some effort may even be able to overcome it entirely.

[+100cp] Speechless

Not all animals are blessed with the ability to speak. After taking this drawback, you can count yourself amongst the unlucky ones, as you cannot speak, and must settle for grunts, growls, and similar noises in order to communicate.

This drawback does not remove any ability to understand the speech of others you would otherwise have.

[+100cp] Reckless Driver

When piloting vehicles, you tend to do so in a reckless manner, often without complete awareness of your surroundings. This instinct can be overridden, but will take great effort to do so.

If you are able to fly under your own power, you'll fall prey to this behaviour when flying as well.

[+200cp] Perfumed

For the duration of the jump, you consistently let off a strong smell. While this smell is not exactly unpleasant, it does work to alert others that you are nearby, making spying and hiding much less likely to succeed. Predators that would happily eat you are particularly alert to this smell; naturally, this increases the level of danger you face when these predators are nearby.

[+200cp] Poor Teddy

On arriving in this world, you will find a teddy bear. You'll become quite attached to this teddy bear; too attached, as someone holding it hostage will compel you to comply with their demands.

Post-jump, while the mental effects vanish, you may choose to keep the bear, which will then function as described in the *Teddy Bear* item.

[+200cp] Betrayed Partner

At some point during the jump, someone you are working with will inexplicably betray you. Or perhaps, it will be pretty explicable, and you'll just remain ignorant to the warning signs until it is too late. You'll also forget you have taken this drawback until that time.

Fortunately, anyone you are bringing into this jump with you, such as companions, will not be forced to betray you via this drawback.

[+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 your chosen species is larger than an albatross, it will be reduced to this size until the end of the jump.

If an alt-form would make you larger than your chosen species, you cannot access it until the jump comes to an end.

[+300cp] Abducted

At some point during your stay, you will be abducted by a malicious human. During this event, you will be reduced to the capability of a particularly gifted human child (in those areas where you are below this, you are not improved).

While you can work to bring about your own escape, it is extremely likely you will be able to achieve this yourself; it will be up to your friends, and those you can alert to your situation and convince to help, to break you out.

If at the end of the jump you are still held captive, you will fail your chain.

[+300cp] Bungler

You are hopelessly incompetent, comparable to the likes of Mr. Snoops. Expect to miss your opponents at the simplest of times, whether you are swinging a broom or shooting a gun. Also expect to be easily outwitted by those around you, even children.

You probably won't be accomplishing much here, at least not on your own.

-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:

Take Another Mission: You choose to remain in this world. Your chain ends here.

Tomorrow Is Another Jump: You choose to continue your chain. Proceed to the next jump.

Let's All Go Home: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

On talking animals:

The rules of talking animals are fairly vague here. The only human characters shown talking with animals are Penny and Cody, the children. Medusa and McLeach talk to their respective pets, who definitely understand them, but happen to not be able to talk, even to other animals. Marahute is also not able to talk, but can understand speech.

The fact that animals can talk is very likely not common knowledge, given the reporter's reaction to Penny claiming that they can at the end of the first movie. Whether that means animals choose not to talk to humans, or that only some humans can understand them is not clarified.

So, what exactly happens here, anyway?

The Rescuers:

At an abandoned river boat in Devil's Bayou, an orphaned girl named Penny drops a message in a bottle calling for help into the water. The bottle makes its way to New York, where it is found by mice.

At the United Nations Headquarters, the Rescue Aid Society (a mouse equivalent of the United Nations) holds an emergency meeting. Though the message is soaked, they are able to determine that the message is addressed to Morningside Orphanage, and is from a young girl named Penny, who claims to be in terrible trouble and is asking for help. Miss Bianca, the Hungarian representative, volunteers to take on the mission. The Chairmouse agrees, on the condition she choose a co-agent to go with her. To everyone's surprise, she choose Bernard, the janitor.

The two visit Morningside Orphanage, where they find some of Penny's things. They are being held for the time being, which both indicates that she isn't there but also that she hasn't been adopted. They meet an old cat named Rufus. He tells them about the last day he saw Penny, and eventually indicates that a wicked woman named Madame Medusa may have abducted her, informing them that she owns a pawn shop down the street.

The pair head to Medusa's pawn shop. They discover that Medusa and her partner Mr. Snoops have indeed abducted Penny and are keeping her at Devil's Bayou. The mice attempt to stowaway on Medusa's suitcase as she leaves for Devil's Bayou, but fail. Instead, they make use of the Albatross Air Service. They meet Orville, an albatross, and fly on his back to Devil's Bayou.

At Devil's Bayou, Penny escapes from the abandoned riverboat. Medusa sends her pet crocodiles, Nero and Brutus after her, and follows in her Swamp Mobile, whilst her partner Mr. Snoops sends fireworks into the air to light up the area. These fireworks cause Orville to crash-land; fortunately, everyone is unharmed. They meet Luke and Ellie Mae, a husband-and-wife pair of muskrats, and soon spot Penny being captured by the crocs. Ellie Mae tells them to take Evinrude (a dragonfly) and pursue them, and to send him back when they need help, as she rounds up the animal neighbours to help.

The mice and Evinrude follow the crocs back to the riverboat. Spying on the villains, they learn that Madame Medusa is after a diamond known as the Devil's Eye. In order to get it, she is using Penny to

get into a cave that floods when the tide rises, as she is small enough to fit through the hole to get in. The crocs notice Miss Bianca's perfume, and try to eat the mice. Medusa and Snoops stumble upon this and try to kill them as well, but the mice escape. Bernard thinks about giving up, but the pair resolve not to, and meet up with Penny in her room. They come up with a plan, and send Evinrude to alert the swamp folk; unfortunately, he is stalled when he is attacked by bats.

In the morning, Penny is taken to the cave and forced to look for the Devil's Eye. With the help of the mice, she is able to retrieve it and be allowed back to the surface before the rising tide drowns her.

Once she has the diamond, Medusa betrays Snoops, holding both him and Penny up with her gun. Evinrude manages to get to the swamp folk, who charge the riverboat. The mice trip Medusa, allowing Penny to run off with her teddy that Medusa chose to hide the diamond in. In the ensuing chaos, Snoops fireworks are set off, and Penny and the animals manage to escape on Medusa's swamp mobile with the diamond. The diamond is given to the Smithsonian Institution, Penny is adopted, and the mice are congratulated for their successful mission. Miss Bianca is quick to volunteer herself and Bernard for a new one.

The Rescuers Down Under:

In Australia, a young boy named Cody is alerted to a trapped Great Golden Eagle named Marahute. Cody climbs a cliff and frees the bird, befriending it. Marahute takes Cody back to her nest, where Cody learns she is a mother with a clutch of eggs, and that the father is dead. Marahute gives Cody one of her feathers.

Later, Cody attempts to rescue a mouse, but it has been placed as bait, and Cody falls into a pit trap. Percival C. McLeach, a wanted poacher, arrives. McLeach lets Cody out of the trap, but when his pet goanna (Joanna) notices the eagle feather, McLeach demands Cody tell him the location of the mother and the eggs, revealing he was the one who killed the father. When Cody refuses to tell him, McLeach abducts him, throwing his backpack into the river so when the rangers look for him they presume crocodiles ate him. The rescued mouse alerts the Rescue Aid Society, which sends a message to New York.

An emergency meeting is held by the RAS. It is decided that Miss Bianca and Bernard (now the USA delegate) should go, but they haven't shown for the meeting. The pair are enjoying dinner at a restaurant, where Bernard intends to propose. Unfortunately, he doesn't get the opportunity, as the pair are alerted to their new mission and agree to take it on. They go to find Orville, but instead meet his brother Wilbur, who agrees to take them to Australia.

In Australia, they meet Jake (a kangaroo mouse), who is the RAS's local operative. Jake is smitten with Miss Bianca, and flirts with her to Bernard's frustration. Wilbur injures his back, and is forced to the hospital as the others proceed.

At McLeach's hideout, McLeach threatens and bargains with Cody for Marahute's location, but Cody refuses to cooperate. McLeach locks him in with other animals he has caught, including Frank the frill-necked lizard. Cody works with the animals to retrieve the keys, but they are thwarted by Joanna at the last minute.

Wilbur attempts to escape the hospital, in fear of what will be done to him. In the process he manages to right his back, and he sets off to find the mice.

McLeach hears on the radio that the rangers have given up the search for Cody. He thinks about how to get the location from Cody, and has an idea. Meanwhile, Frank manages to get himself out of his cage, but is stopped by Joanna.

The mice arrive at McLeach's hideout to see him release Cody. They quickly work out it must be a trick. McLeach lies to Cody, saying that the eagle is dead, and letting him go, while leaving the idea in his mind that without the mother the babies will die. Cody heads for the nest, and McLeach follows some distance behind in his Bushwhacker, the mice jumping aboard it.

Cody reaches the nest. The mice rush to warn him, but he is distracted by the appearance of Marahute. Before he can warn the eagle, McLeach captures her in a net. Cody jumps on to the net and tries to stop him, and the mice follow but Bernard is left behind. They are all captured too, though McLeach is unaware of the mice.

McLeach sends Joanna to eat the eagle eggs to maintain the rarity of the bird, but Bernard manages to trick her with rocks. McLeach leaves with Joanna, intending to deal with the loose end of Cody. Wilbur shows up at the nest, and Bernard convinces him to sit on the eggs whilst he goes and rescues the others, taming a wild pig to help him catch up.

McLeach takes Cody and Marahute to Crocodile Falls. He intends to lower Cody into the rapids via the Bushwhacker's crane, in order to feed him to the crocodiles. Bernard disables the vehicle, stopping this, and throwing the keys to Miss Bianca. Joanna chases after Bernard, as McLeach decides he will shoot the rope holding Cody to drop him. Bernard tricks Joanna into running into McLeach, sending both into the water. McLeach manages to fight off the crocodiles, but falls down a waterfall, presumably to his death.

The rope holding Cody snaps, and Bernard dives in after him. He manages to delay Cody's movement down the rapids long enough for Jake and Bianca to unlock the cage and free Marahute, who rescues them. Bernard proposes to Bianca, who accepts. Marahute takes them to Cody's home. Meanwhile, Wilbur, who has been seemingly forgotten, incubates the eggs until they hatch.

-Changelog-

0.1

Created the jump.

1.0

(i) Minor typo fixes.