
COCO

Coco

A Jumpchain CYOA by WoL_Anon

Ver. 1.0

Sometimes, I think I'm cursed. Because of something that happened before I was even born. See, a long time ago, there was this family. The papá, he was a musician. He and his family would sing and dance and count their blessings. But he also had a dream. To play for the world. And one day, he left with his guitar and never returned. And the mamá… she didn't have time to cry over that walk-away musician. After banishing all music from her life she found a way to provide for her daughter. She rolled up her sleeves and she learned to make shoes. She could have made candy, or fireworks, or sparkly underwear for wrestlers, but no, she chose shoes. Then she taught her daughter to make shoes. And later, she taught her son-in-law. Then her grandkids got roped in. As her family grew, so did the business. Music had torn her family apart. But shoes held them all together. You see, that woman was my great-great-grandmother, Mamá Imelda. She died way before I was born. But my family still tells her story every year on Día de los Muertes… the Day of the Dead. And her little girl, she's my great-grandmother, Mamá Coco.

-Miguel talks about his family history

You arrive in this world on the morning of the Day of the Dead, as Miguel is shining a mariachi's shoes. 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-

You must choose one of the three following options. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will. Alebrijes instead become two separate alt-forms, as explained below.

[Free] Living Human

You are an ordinary, flesh and blood human. Pretty straightforward.

[200cp] Skeleton

You are a human that has passed away. Now, your form is mostly limited to your skeleton, though you also have eyes, and may possess the hair on your head and facial hair which you possessed in life. You have a great deal of control over your skeleton, and while it can fall apart relatively easily, as long as the bones remain nearby, they can quickly reassemble themselves. You might even learn to take advantage of this to pull off some neat tricks.

As you have already died, you no longer have to eat, drink, or breathe to survive, though you are (somehow) still capable of such things, and you won't even need to go to the bathroom! You will be able to see and interact with other dead spirits, as well as those who exist in some kind of "in-between" state. Unlike most dead in this setting, you won't have to worry about fading away due to people not remembering you – consider it a special benefit of paying for this option here. Should your form be completely destroyed, it will be treated as death for the purposes of chain failure.

In the world of the living, you are unable to maintain a physical presence. Instead, you will be partially transparent, cannot be seen by the living, and will pass through solid objects. Post-jump, this limitation is removed, and you can utilise your skeletal form properly in the living world.

[Varies] Alebrije

You are an alebrije, otherwise known as a spirit creature.

Whilst in the living world, you will appear as some kind of mundane animal, such as a cat or a dog.

In the land of the dead, you instead appear in your 'true' form. You have a great deal of freedom over this form, which is decided on purchase of this species. Your form might be reminiscent of a mundane animal, a combination of several kinds of animal, or something fantastical. In any case, brightly-coloured markings cover your body, making your status as an alebrije obvious.

For Free, your form can be no larger than a dog. For 100cp, your form may possess small wings that will enable you to fly, but won't help you carry child-sized humans as you do so. For 200cp, your form may be significantly larger, and can possess larger wings that allow you to serve as a winged mount for several adult humans at a time.

For an additional 100cp per power, you one or more special power(s). For example, you might be able to breathe fire, or you might have a tracking sense that allows you to see glowing footprints of your target which indicate where they have gone. So long as your chosen power does not exceed these examples in terms of scope and power, and is appropriate for a kid's movie, you are free to choose what you like.

In either form, you are capable of seeing and interacting with spirits of the deceased, as well as those in a state between life and death.

Post-jump, your living world and 'true form' each become separate alt-forms, and you can switch to and from them as you like.

-Background-

You may choose to Drop In to the setting with no memories or history in this world. Alternatively, you may design a background in this world, based on what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made.

If you took the Jumper History toggle, you may use your actions in other jumps you are applying to this one to help determine your background.

-Location-

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

Santa Cecilia

Welcome to the land of the living! Specifically, this is the hometown of Miguel Rivera, his family, and Ernesto de la Cruz.

Land of the Dead

When a person dies, so long as they continue to be remembered, they will exist here as a skeleton. A living human being here is going to attract a great deal of attention and concern.

-Perks-

You may choose 2 100cp perks, 2 200cp perks, 2 400cp perks, and 1 600cp perk to be discounted. Discounted 100cp perks are free, and all other discounts are 50% off. For perks you may purchase multiple times, any discount applied only counts for the first purchase.

[100cp] Grito

Are you a nervous type? Do you dread performing in front of others? No worries!

By yelling, you will be able to settle any nerves or anxiety you are currently experiencing. In addition, if you do so on stage, it will always be taken as appropriate and part of the performance, rather than strange.

[100cp] Everyone Knows Juanita

Sometimes, death is inevitable, whether it is the first or the final. When such times draw near, you'll be able to handle it in the best possible way.

Should someone be dying (or similarly disappearing), you'll have a good sense of what to say or how to act in order to put them at ease to the greatest extent possible. Likewise, if you are in such a position yourself, you'll be able to comfort those who are watching you go through it.

While this may not be enough to deal with all of the trauma that follows, at least you (or they) will be able to look back on these last few moments with a sense of closure.

[100cp] Shoemaker

You have the necessary knowledge and talent to make shoes. Huarches, wingtips, you've mastered it all.

Perhaps you'd like to spread such knowledge to your family, start a small business, or both?

[100cp] La Llorona

From now on, whenever you intrude onto some kind of performance, you will find it much easier to come across as part of the show. You will be able to maintain your singing and dancing even as you wrestle an item out of someone's possession, or worm your way out of their clutches.

Should security come onto the stage to stop you, so long as you maintain the façade that you belong, whether that be by singing, dancing, or playing a part, their efforts to subdue you will be extremely hampered and they will find themselves limited in how they can act.

[200cp] The Great Escape

Running away from the authorities, or just your family? In either case, you will benefit from this perk.

You are now quite skilled at blending into crowds, which will help you avoid detection and slip away should you be spotted. When running away, you've also become quite good at judging how to use the environment to assist in your escapes, such as noticing pipes you can slide down to quick descend, or locked gates you can fit through that your pursuers can't.

[200cp] Remember Me

Memories of you stick strongly in the minds of others. Provided your encounters were meaningful, a child would be able to remember you even as they become elderly, and even if they were suffering from serious memory degradation, a person could be completely reminded of you with the right stimuli.

In a world like this one, where memory is so vital, such a thing is sure to be a boon. Still, you can toggle the effect of this perk on and off as you like, or include and exclude individuals from this effect as you please. There may be times you would rather be forgotten, I suppose.

[200cp] Un Poco Loco

You have a great singing voice, and mastered playing the guitar.

On top of this, you find it easy to synchronize your musical performances with others, whether that means using an instrument to support someone else's vocals, singing in tandem with another, or performing as part of a larger group.

If you had the right material, and put the time and effort in, you may well become a global sensation.

[200cp] El Mundo Es Mi Familia

You have a great talent for writing songs. Songs you write have what it takes to stick out in the public consciousness, with people enjoying them decades later. You can also write songs that are deeply personal, allowing you to deeply connect with those people you care about.

Be warned: talent like this can attract the wrong sorts of people, who may wish to exploit you for it, or kill you over it.

[400cp] Proud Corazón

Unless you are actively trying to sabotage your family, your presence within your family works to stabilise it and bring it together.

Have a couple within your family been separated for decades? So long as those initial sparks of romance have not completely died out, then speaking well of one of them in front of the other will go a huge way towards repairing the relationship.

Do you have a dream or interest that the rest of the family disapproves of? If you stick to your guns without running down your family, you are likely to encounter a situation where your interest can bring joy to one of the members of your family, and soften the rest of the family's disapproval in the process. Conversely, if one of your family members is the one with the dream or hobby, then expressing an interest in it will help smooth over the rest of the family's disapproval.

These are just some of the ways this perk works to keep your family together. After all, family comes first.

[400cp] Ghostly Copies

By touching an object, you are able to "retrieve" a partially transparent copy of it.

When you create one of these "ghostly" copies, you can choose whether it can be seen or used by all, or only those that are spirits of the dead or who can see such spirits. This extends to 'knock on' effects generated from the item – for example, a ghostly guitar would not be heard by ordinary humans. Regardless of your choice, you will always be able to see and use the copies you have created.

Created copies will last as long as you like them to, or until they are consumed (such as if you chose to copy food and drink). Food and drink created by this effect is somehow able to be consumed by skeletons and similar undead creatures, even if they typically would not be able to do so, and such

beings will be able to taste and smell them, even if they normally could not do either. Created copies can retain supernaturally good tastes, sounds, and smells, but cannot replicate any other magical or supernatural effects that the original item possessed.

With a power like this, you can stretch out your resources considerably, and can help those who have passed on enjoy some of the things they have been missing out on.

[400cp] Spirit Guide

In order to use this perk, you must declare an individual, who you will be spiritually linked to.

First, you will have a general sense of where this person is at all times. Very helpful should they go missing, or when they are in trouble and you need to bring them aid.

Second, when this person is looking for something of great importance to them, you will get vague feelings about which direction they should go. These feelings may not always be obvious to you. For example, if they are looking for someone they think is a family member, you may get a feeling that they should be interacting with someone else, who might provide them information that helps them get where they want to go, or who may actually be the family member they are looking for.

You do not have to choose an individual right away, but this perk does not offer you anything until you do so. At the start of each new jump, you will have an opportunity to change who you are linked to. Post-chain, you will receive these opportunities every ten years.

[400cp] Seize Your Moment!

If you want to be successful, you have to take advantage of the opportunities presented to you. And sometimes, doing so means that you have to do things that others would be too noble to contemplate.

From now on, you will be very good at noticing opportunities where you can behave in a less than moral manner, such as stealing or committing murder, in order to get ahead. When you follow through on those moments, you will tend to get away with it. Were you to poison someone, even if you were the only other person present, and had a clear motive for your behaviour, unless direct evidence of your involvement can be found, people will not be suspicious of you. It would take something as foolish as recreating the murder as part of a movie, or directly confessing to the crime, for that to change.

[600cp] Afterlife Guest

Want to visit your deceased family, or an idol of yours that has passed away, but don't want to die yourself? This is the perk for you!

From now on, whenever you wish to visit an afterlife that connects to the local multiverse, you will stumble across some method of easily visiting it. So long as you have travelled to an afterlife in such a way, and not by dying, you will find returning to the land of the living just as easy.

While you are visiting an afterlife, it is still possible for you to be harmed or killed. However, you will not suffer from curses, death, or other deleterious effects simply from hanging around in such a realm.

During the chain, you will not be able to utilise travelling to and from afterlife realms in order to travel between jumps.

[600cp] I Give You My Blessing

By holding a small object (such as a petal), verbalising that you are giving a person your blessing, and handing that object to that person, you are able to cure them of curses they are currently suffering under.

Should your target suffer from multiple curses, then doing this will cure them of all of them, though you can choose to target specific curses by stating as such when verbalising your blessing. If you wish, you can include conditions to your blessing. For example, you could make your blessing conditional on the target not playing music from now on. Should your target break a condition, then the curse(s) the blessing cured will automatically be reinstated.

Your target must knowingly accept your blessing in order to receive it, including knowing any conditions (should they be present), and which curse or curses are being targeted (if they are suffering under more than one).

-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] Film

A copy of Coco, on your preferred form of physical media. This celebration of Día de los Muertes is yours to watch whenever you want.

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

[50cp] Shrine to Ernesto de la Cruz

A collection of various merchandise related to Ernesto de la Cruz, as well as his films and recorded interviews on your preferred form of physical media. Someone who had this beloved (and not at all evil) musician as their idol would love such a collection.

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

[50cp] Jumper's Guitar

A well-made, but otherwise ordinary guitar. It has a design of your preference, decided by you on purchase of this item.

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

[50cp] Petal Supply

Marigold petals are of great importance when it comes to Día de los Muertes. They are used to help guide the dead to the homes they are meant to be visiting. In the Land of the Dead, they can be used to represent a family blessing, a fact that may be quite important in the events to come.

You've now acquired an endless supply of fresh marigold petals, which you can retrieve from seemingly nowhere at any time, no matter how improbable that might be.

[100cp] Face Paint Kit

This set of items includes a replenishing supply of face paint, a brush, and a small mirror to help apply it to yourself.

By applying the design of a skeleton, or similar undead creature, to your face and neck, these kinds of beings will mistake you for actually being the kind of creature you are painted up as. Very helpful if you are a living person who has travelled to the land of the dead.

The face paint will not fool those who already know you personally. While having exposed hands is okay, the effect will fail if large parts of your unpainted skin are exposed.

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

[100cp] Jumper's Ofrenda

This ofrenda will grow in size as needed, and has photographs of every deceased member in your family that you know of (you may exclude people you don't want on it). As others in your family die, they will automatically be added to the ofrenda (again, you may exclude people if you don't want them on it).

Photos added to the ofrenda via this item are of good-quality, and may be copies of existing images, or accurate fabrications. Should a person look at a photo, they will find it easy to remember everything they know about the subject(s) of the photo. This not only helps you recall information about your family, but also to teach your descendants about family members they never got the opportunity to meet.

Should a photo be lost or destroyed, a replacement will appear in the ofrenda after 24 hours. Should the ofrenda itself be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

[200cp] Party Invitation

This golden invitation will grant you and some guests access to any kind of high society or celebrity party that is being held.

If the host of the party strongly dislikes a person the invitation is being used for, then they may be turned away, though with a sufficient disguise this can be overcome. This invitation does not prevent a person being thrown out of a party due to some breach in etiquette.

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

[200cp] Alebrije Pet

Congratulations! You have found your spirit guide, an alebrije who is intensely loyal to you.

This creature has the *Alebrije species* (at any tier), with the specifics decided by you on its purchase. It has the equivalent of the *Spirit Guide* perk, which is permanently directed towards you. It is surprisingly intelligent, and can understand human speech.

Should anything unfortunate happen to it, it'll be back tomorrow, good as new! This is a Disney movie, after all.

[400cp] Shoemaker's Home

You've taken ownership of this large building.

The building has enough space to serve as a home for a large family. It also has sufficient space to run a small business making shoes, and comes with a replenishing supply of shoemaking materials, as well as shoemaking tools. All bills associated with the building will be covered for you.

In future worlds, you may choose for the building to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like.

Should any shoemaking tools be lost or destroyed, replacements will appear in the workshop after 24 hours (if the building is not available at that time, this will occur once it is). Should the building 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] Hall of Offerings

This large hall, which may be connected to an existing property you possess, is filled to the brim with items, as if offered up to you by an adoring fanbase.

The hall contains a replenishing supply of many kinds of food and drink, the specifics of which will vary by setting in order to be appropriate to your current world. They will never go off, ensuring you can eat and drink when you want to, and can leave the hall be when you don't want to.

The hall also contains a replenishing supply of some kind of mundane tool or instrument, such as guitars. This is decided by you on purchase of this item.

In future worlds, you may choose for the hall to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like.

Should the hall 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] Evidence of Wrongdoing

Proving someone has wronged you or yours is often quite difficult. Thanks to this item, it is now much easier.

Now, whenever a serious wrong is committed against you or your family, such as your father being murdered, or someone taking credit for a creation or a discovery of yours, evidence of some kind will manifest somewhere easy for you to discover.

The nature of this evidence will vary based on the specifics of the wrongdoing, as well as the setting it takes place in. For example, if someone stole a song you made, you might stumble upon a letter containing your song, which can be easily dated prior to their work. The evidence will be accepted by society at large, such that a deceased celebrity with a great reputation might have their tomb vandalised and their image shattered if you allowed the evidence to be shared out. While the evidence itself might be fabricated, if nothing 'genuine' could show up, it will never support a falsehood.

Due to the nature of this item, you cannot import into it.

[600cp] Jumper's Tower

A truly massive tower, so large and tall that trains are used to get people from the base to the top.

At its peak is a luxurious mansion, dedicated to glorifying you. The aesthetic matches your own, and if you have performed in any movies or the like, then clips of your best performances will occasionally play on screens on the walls. You could throw the best parties here, if you wanted to. Your tower will retain upgrades, and any bills associated with the property will be covered as well.

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. It will automatically be hooked in to any public utilities, though you may opt out of this if you like.

Should the tower 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.

[1000cp] Custom Afterlife

Do you have your own take on how death should go? Does ruling over your own personal afterlife appeal to you? Then you'll love this item!

In order for a person to be sent to this afterlife on their passing, they must either believe in your afterlife, or reside in a culture that strongly incorporates or believes in it (even if they personally do not). You can decide to put additional limits on entry, such as requiring a sufficient level of morality or immorality. You can decide what happens to the appearance of these new residents, whether that means they keep their prior body, become a skeleton, or even something original – so long it does not provide them significant additional advantages beyond what a dead human would have in this setting. You can even choose whether or not a resident of your afterlife is dependent on those in the living world remembering them in order for them to sustain themselves.

This realm will expand as needed in order to house as many people as required. It is run by a fleet of individuals on par with the dead humans in this setting, and creatures on par with the alebrijes from this setting may be found here as well if you like. The number of these helpers and creatures will expand as the realm expands, in order to properly maintain and run it on your behalf. You are free to determine the aesthetics and specifics of each of these elements, so long as nothing is more powerful than described.

Those sent to your afterlife will follow you across jumps, but will not be able to leave the afterlife (with a single exception, explained in the next paragraph) unless they are made a companion or follower in some other way. In other settings, it may be possible for those sent to your afterlife to escape, should such a thing be within their power, but will not be able to do so outside of their native jump. Post-chain, this limitation will be removed, for good or ill.

If you like, you can establish a special day of the year in which residents of your afterlife can return to the living world. During this trip, they will be forced into a spirit form that cannot physically interact with the living world, and that typically cannot be perceived by living beings. You can determine the specifics of this, such as whether a resident must meet some requirement to leave (such as having their picture on an ofrenda in the living world). If they do not return sooner, those who have left in this specific way will automatically be shunted back to your afterlife when the day ends.

You and your companions can freely travel to and from this afterlife whenever you like, without a need for you to die. While you may set things up to send yourself to your afterlife after you die, doing so will not overrule the death equals chain failure rule in and of itself.

Your afterlife will quickly repair any damages it sustains, and if destroyed will be replaced after 24 hours. Residents of the afterlife will re-appear in the replacement afterlife.

-Companions-

[50cp per.] Import

You may pay 50cp to import a companion you already have. They get 600cp each, to spend on perks, items, and their species, and are entitled to the same freebies and discounts as you. They may not purchase companions. Like you, they may Drop In, or have a background which matches their purchases.

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive 600cp to spend on perks, items, and their species, and are entitled to the same freebies and discounts as you. 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 Coco along on your journey as a companion. In order to successfully recruit them, they must agree to this. Skeletons and alebrijes will follow the post-jump rules as explained in their respective species option. Those people who have been completely forgotten and undergone the 'final death' cannot be recruited by this option.

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 Coco, 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] Whooping Weakly

Yells or growls you make always come out in an embarrassing and quiet manner. Using either to settle your nerves will invariably fail, and using them to intimidate will not succeed either.

[+100cp] No Music!

You despise music, to an unhealthy degree. This is the kind of hate that would lead you to chase mariachi's down the street with a slipper, or crush your grandson's dreams. Perhaps you should try to keep yourself in check?

[+100cp] Allergic to Dogs

You are allergic to dogs, and will begin sneezing if one gets close to you. This will occur even if the dog is hairless, and even if you lack a nose!

Alebrijes which are dog-like in nature will also trigger this allergy. Fortunately, you cannot trigger your allergy with your own form.

[+200cp] At Such A Bad Time

You have an unfortunate tendency to stubbornly cling to your principles, even when lives are at stake and a there is a serious time limit to act.

For example, if you were cursed to die and your ancestor was offering to save your life in exchange for not doing something that appeals to you, you would refuse. Or, if you were the one making the offer, you would refuse to let go of the condition even if you really loved your descendant and wanted him to live.

You'll have to be genuinely persuaded that is a root problem with your principles in order for you to relent – being informed of the practical foolishness with your approach will not work.

[+200cp] ***Or, maybe he's just a dog?***

Despite your best efforts, you can't help but make a fool of yourself at every opportunity. Whether it arises as the result of your mannerisms, or simply as a vague sense people get from you, others will struggle to take you seriously, and will ignore your advice or urging if it runs against what they would otherwise want to do.

Unfortunately, this never results in your being underestimated when such a thing would actually benefit you.

[+200cp] Evil Ego

When people commit crimes, they typically don't want others to find out about it. Unfortunately, you have picked out a strange compulsion to dangle indicators of your wrongdoing in front of others, perhaps as a form of gloating.

For example, should you be an actor who kills someone, you will feel a strong desire to incorporate the murder into one of your movies. Perhaps you'll arrange the scene so you act out the role of your victim, and nobly overcome the attempt on your life?

Fighting against this compulsion will be impossible for you, though you may be able to steer it in a more desirable direction. Regardless, the indicators you leave behind will always ensure that if the right person is exposed to them, they will be able to recognise them for what they are.

[+300cp] Cursed!

Each year, on the Day of the Dead, you will be taken to the Land of the Dead (if you weren't there already). You have been afflicted by a curse that can only be undone by finding a specific person and receiving their blessing. You will have some clue who this person this, but may not know their exact identity.

If you fail to receive this blessing before the next sunrise, you will fail your chain.

[+300cp] Degenerating Memory

Unfortunately, your memory is not what it used to be, to say the least.

At random times, you will forget important memories, places, and people. It will be possible for you to remember what you have forgotten, but it may take time or specific stimuli to help you do so. Needless to say, this is likely going to be very distressing for you and those you care about.

[+300cp] Exposed

You have been exposed for a great wrongdoing in your past. Serious evidence, on par with an outright confession, has been spread amongst the populace. Whether you actually did the thing is irrelevant, people believe you did and will not be persuaded otherwise.

As a result of this, you are despised by the public at large. Expect to be heckled, booed, and have fruit thrown at you wherever you go. Occasionally you may even be attacked outright, and onlookers will cheer such acts on when they occur. Monuments, resting places, and similar things made for you will often be targeted for vandalism or other defacement.

While your companions will not be made to attack you, they are impacted by the effect of this drawback to a lesser degree.

-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:

***Until you're in my arms again*:** You choose to remain in this world. Your chain ends here.

***Though I have to travel far*:** You choose to continue your chain. Proceed to the next jump.

***Though I have to say goodbye*:** You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

So, what exactly happens here, anyway?

Many years ago, Miguel's great-great-grandfather left his wife Imelda and daughter Coco to pursue a career as a musician. Imelda banished music from her life, and took up a career making shoes.

In the present day, this tradition persists, pushed by Miguel's Abuelita (grandmother). Coco, now a very elderly woman, suffers from a degenerating memory. Miguel, unlike his family, longs to be a musician. He looks up to famous musician Ernesto de la Cruz, who came from his hometown of Santa Cecilia, and who passed away at the peak of his career when a bell fell on him during a performance of his song, Remember Me.

On the morning of the Day of the Dead, Miguel shines the shoes of a mariachi and tells much of this to him. The mariachi suggests the Miguel following the motto of Ernesto, "Seize Your Moment!", and hands him his guitar to hear him play. Before Miguel plays, his Abuelita arrives and brings him back home. Miguel asks his family if he can perform in the talent show being held tonight, but Abuelita insists that the Day of the Dead is for family, and he must stay home.

Miguel retreats to his secret hideaway, a shrine to Ernesto where he has been painting his guitar to make it look more like Ernesto's, as well as practicing playing it. He is joined by Dante; a street dog Miguel has befriended. He decides to sneak out to play at the talent show, but ends up backed into the family's ofrenda room. Dante goes after some of the food being offered, which causes the photo of Imelda, a child Coco, and Miguel's great-great-grandfather (whose head has been ripped off the photo) to fall off and smash. This causes Miguel to discover that the photo had been folded to conceal that Miguel's great-great-grandfather was holding Ernesto's guitar. Believing this means that his great-great-grandfather is Ernesto, Miguel reveals this to his family. However, it goes poorly; his family doesn't care who the man is, and are disappointed that Miguel was playing music. Abuelita says that Miguel doesn't want to end up like a man who is excluded from his family's ofrenda, and Miguel says he doesn't care about being on an ofrenda. Abuelita smashes Miguel's guitar, and Miguel runs away.

Miguel tries to sign up for the talent show, but can't without a guitar. After trying to borrow one, Miguel decides to break into Ernesto's resting place in order to borrow his. He takes the guitar, and plays it, which alerts those nearby. When they enter the resting place to check, Miguel attempts to own up to his mistake, but he is not seen by anyone, instead passing through them in some kind of spirit-like state. Panicked, Miguel leaves the guitar and runs to his family, who is out looking for him, but they don't notice him either. Miguel starts running into the dead, who exist as animated skeletons. They are as freaked out too that he can see them as he is. Dante is somehow able to see and interact with Miguel, and Miguel follows Dante, running into his dead family members. They are happy to see and talk to him, but confused as to what is going on. Mamá Imelda has not been able to come with them to the land of the living, and they suspect that whatever is happening with Miguel is connected. They take Miguel across a bridge of petals to the Land of the Dead, with Dante tagging along. Along the way, Miguel sees a dead man attempt to run across the bridge to the land of the living, but without a photo on an ofrenda, he is unable to do so. Miguel is reported to the authorities to see what is going on with him.

In an office, Miguel and the family meet up with Imelda. It is explained that the reason Miguel is in the state is because the Day of the Dead is an opportunity to give to the dead, not steal from them, and by attempting to do so Miguel has been cursed. Imelda cannot leave the Land of the Dead because Miguel is still holding onto the photo, which means it is not on the ofrenda. It is explained that Miguel's curse is a family curse, and it can be undone by a family blessing, but must be done so before sunrise, as Miguel is slowly turning into a skeleton. Imelda gives Miguel her blessing to return to the living world and return her photo to the ofrenda, on the condition that he stop playing music. Miguel agrees, and is returned to the living world, but almost immediately tries to play the guitar and is shunted back to the office in the Land of the Dead. Imelda insists on the condition, and none of the other family members will go against her. Miguel realises that his great-great-grandfather is a musician, so he runs away to find him. Imelda summons her spirit guide to help track Miguel down.

Miguel and Dante run into the skeleton who failed to leave the Land of the Dead earlier, and Miguel overhears that he knows Ernesto. This skeleton is Héctor, who agrees to help Miguel on the condition that Miguel put up his picture on an ofrenda when he returns to the land of the living, providing him a photo to allow him to do so. Héctor paints Miguel's face so that he blends in. He explains that Ernesto performs each year for the Day of the Dead, and while he doesn't have tickets for that, he does know where the rehearsals are. At the rehearsals, Miguel chases after Dante, and encounters Frida Kahlo. He gives her some help with the opening of the performance, but unfortunately Ernesto is not present. Frida says that Ernesto is hosting a party at his tower. Héctor asks around, and after some ribbing over the nature of his death (he died of food poisoning after eating a chorizo), he is told that a music competition is being held, and the winner will have the opportunity to play at Ernesto's party.

To get a guitar, Héctor takes Miguel to see his friend Chicharrón. Chicharrón is fading away, and asks that Héctor play for him. Héctor does so, revealing to Miguel that he is quite good at the guitar, and Chicharrón disappears, content. Héctor explains to Miguel that once everyone in the land of the living forgets about you, you disappear for good in what is known as the 'final death'. Héctor and Miguel head to the competition; Héctor learns that Miguel hasn't played in front of anyone before, and wants to take over, but Miguel insists on being the one to play. Héctor helps Miguel overcome his nerves, and Miguel delivers a spectacular performance that pleases the crowd.

Miguel sees his family in the crowd, who are still looking for him, so he rushes off stage. Héctor wants to know why they are leaving when they are on the verge of winning. An announcement is made about Miguel, and that his family is looking for him. Héctor is upset because this means Miguel can just leave and put up his photo right now, and Miguel gets mad, calling Héctor selfish and returning his photo before running away. Dante tries to bring Miguel back to Héctor, but Miguel drives him off. Imelda arrives on her spirit guide, and Miguel runs from her. Eventually he puts a locked gate between the two. Imelda chooses to sing, and explains that she loves music, but when Coco was born she found something that she loved more than music. Miguel says that he shouldn't have to choose, and that family is supposed to support each other, before running off.

Miguel fails to get into the tower, but sees the contest winners. He asks for their help, and they smuggle him in. Miguel attempts to get Ernesto's attention by playing music, and does so, but accidentally falls in the pool. Ernesto saves Miguel, but Miguel's face paint is washed off. Miguel tells Ernesto that he is his great-great-grandson, and Ernesto is thrilled. He shows him off to the other partygoers, as Héctor sneaks in to the tower.

The party starts to move on to where Ernesto will be performing. Ernesto invites Miguel, saying he will be the guest of honour, but Miguel declines, revealing that he is pretty far along to becoming a

skeleton. Ernesto is about to give Miguel his blessing when Héctor barges in. He tells Miguel that he promised to put his photo up, and says that Ernesto's songs were all written by him. Ernesto says that he didn't mean to take credit for them, and that he was trying to keep Héctor alive in spirit. Héctor says that he doesn't want to fight about it; he wants Ernesto to make it right by helping make sure he can go see his family. When Héctor brings up the last conversation they had, Miguel recognises it as a scene from one of Ernesto's movies, except in the movie Ernesto's character was in Hector's place, and the other character tried to poison him. Héctor realises that Ernesto killed him because Héctor wanted to give up on music and go back to his family. He jumps on Ernesto but security takes him away. Ernesto pockets Héctor's photo, and decides not to give Miguel his blessing out of a fear he might spread the truth about him. He tells Miguel you have to be able to do whatever it takes as he has security take Miguel away as well.

Miguel and Héctor are brought to a cavern. Miguel is upset, realising that the last thing he said to his family was that he didn't care about being remembered or being on an ofrenda. Héctor is getting weaker; he explains the last person that remembers him, his daughter, is forgetting. When he calls her Coco, Miguel shows him the photo of Imelda, Coco, and the man with his head ripped off, they both realise that Héctor is actually Miguel's great-great-grandfather. Héctor explains that Remember Me was written just for Coco, and they would sing it together before he left. Miguel says he is proud to have him as family. Dante arrives; he has brought Imelda and her spirit guide to rescue them. On the trip back to Miguel's family, Miguel realises that Dante knew where he was taking Miguel and that Dante was his spirit guide. Dante becomes an alebrije, growing small wings and gaining the bright markings they possess.

When everyone is together, Imelda starts complaining to Héctor, but Miguel takes responsibility, and fills the family in on Ernesto. He says that they need to recover Héctor's photo – while they don't have to forgive him, they should not forget him. Miguel says that if they help him he will agree to the no music condition. Imelda agrees to help. With Frida's assistance, they group sneaks into Ernesto's performance as backup dancers. Each of the family has a petal with them, and the goal is to steal the photo and send Miguel back with it as soon as possible.

They encounter Ernesto backstage, and Imelda lets slips that she loves Héctor. They chase after Ernesto, and Imelda manages to steal the photo, but is elevated onto the stage. In order to maintain the façade of the performance, and limit the actions of security, she sings and Héctor plays the guitar from the sidelines. Ernesto arrives on stage, but Imelda manages to get off-stage with the photo. Rediscovering her love for music, she intends to send Miguel back with no conditions, but Ernesto shows up and drags Miguel to a sharp drop. Héctor is too weak to act, and some of the family direct the cameras to Ernesto as he confesses to being a murderer. He throws Miguel off the edge. Dante tries to save Miguel but can't carry his weight. Imelda's spirit guide catches Miguel and brings him back safely, but the photo of Héctor is lost. Thinking he has succeeded, Ernesto heads back on-stage, where he is booed by the audience. Imelda's spirit guide attacks Ernesto, swatting him around and sending him flying into a bell, to the delight of the crowd.

Héctor is nearly forgotten, and Miguel is sent back to the land of the living without any conditions. He rushes back to his house, passing Abuelita. He tries to remind Coco of her father, but does not succeed. Abuelita and his family arrives and Abuelita asks him to apologise to Coco. Miguel plays Remember Me, causing Coco to recall more about her father and join in. The family is happy to see how happy Coco is. Coco reveals that she had kept all the letters and poems her father had sent her, and that she had the ripped part of the photo which had her father's face.

One year later, Coco has passed on. The letters were used to expose Ernesto as a fraud and make sure Héctor was credited for his work. The ripped photo has been restored, and a photo of Coco joins it on the ofrenda. Héctor, Imelda, Coco, and the rest of the deceased Rivera family are able to come visit for the Day of the Dead, and Miguel plays a song he wrote for his family.

-Changelog-

0.1
Created the jump.

1.0
(i) **Alebrijes** can purchase multiple special powers.