
HOW THE
GRINCH
STOLE
CHRISTMAS

How the Grinch Stole Christmas

2000 Film

A Jumpchain CYOA by WoL_Anon

Ver. 1.0

Inside a snowflake, like the one on your sleeve, happened a story you must see to believe. Way up in the mountains, in the high range of Pontoos lay the small town of Whoville: The home of the Whos. Ask any Who, And they'll have this to say: "There is no place like Whoville around Christmas Day." Every window was flocked, every lamppost was dressed and the Whoville band marched in their Christmasy best. Arbor Day was fine, and Easter was pleasant and every Saint Fizzin's day, they ate a Fizz pheasant. But every Who knew, from their twelve toes to their snout they loved Christmas the most, without a single Who doubt. Yes, every Who down in Whoville liked Christmas a lot. But the Grinch, who lived just north of Whoville, did not.

You arrive in this world four days before Christmas, one that the Grinch will attempt to ruin if things go as expected. You will be staying here for the next week.

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

[Free] Who

A mostly human-looking species, that make up Whoville.

Though they have more normal looking noses as children, as a Who matures it changes to become more snout-like. They also have twelves toes instead of ten.

[200cp] More of a What

You are a strange, hairy and green creature, like the Grinch.

You possess great strength – at your limit, you could lift a rocket-powered sleigh topped with a town's presents and a little girl over your head. You are also capable of chewing up and consuming glass and ceramics, and can cool molten hot objects in your mouth, with no adverse health effects. This durability is not uniform across your body; for example you could still cut yourself with an electric razor.

Strangely, your heart will grow and shrink in size based on how kind or mean you are. This does not have any implications on your physical health, though a small heart will make it more difficult for you to feel emotions. Your hearts will never become unmanageably small or large. Significant changes to its size can be felt and may disorient you.

-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.

-Location-

You may choose to begin anywhere within Whoville, or on the nearby mountains, so long as it makes sense and does not provide you with any additional advantages you have not purchased.

-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] Narrator

A mysterious voice will provide narration to the events unfolding around you. The voice has a tendency to rhyme, either by itself, or with the words you or those around you say.

You are free to determine how this narrator sounds, and whether other people near you can hear the voice on an individual basis; if they are able to, they won't consider such a thing to be unusual. At any time, you can change these decisions, or toggle the narrator on or off completely.

[100cp] Mailman

You have picked up the neat trick of slinging envelopes and similarly sized objects both accurately and at considerable speed.

Such a trick might come in handy if you plan on becoming a mailman, or if you just intend to break into a post office and mess with a town's mail.

[100cp] Cindy Lou Cute

You give off a strong impression of cuteness and innocence. You'd make for an adorable child with this.

This effect can be toggled off whenever you like, in the event you wanted to appear a bit more mature.

[100cp] Where Are you Christmas?

Is it all-too common for one to become disillusioned with the things you love over time. Thanks to this perk, you will find it easier to find the parts of these things that draw you to them in the first place. You'll also resist falling into unhealthy cynicism.

This perk will not force you to enjoy things you have come to dislike for genuine reasons, nor will it cause you to blindly buy into things without asking reasonable questions.

[200cp] Carrey Comedian

You're a funny guy (or gal), aren't you?

Not only do you have a good sense of comedic timing, and a quick wit when it comes to coming up with jokes, but you have an impressive amount of control over your facial expressions, and a good range of 'funny' voices you can draw upon when you wish.

In other settings, such talent may help you become a breakout movie star.

[200cp] Slick

You are quite good at lying, able to think up useful lies on the spot, and deliver them in a confident manner. Additionally, disguises you wear are noticeably more effective than usual, even if they are half-baked, so long as they play into the existing beliefs of others.

[200cp] ***Red… and green…***

Worried about being too green to get the girl? Maybe you'll appreciate this perk.

From now on, those you are attracted to are more likely to perceive unusual or strange aspects of your form as interesting or exotic. While this won't guarantee that your attraction is reciprocated, it will definitely go a long way towards that end.

[200cp] Interviewer

You have an impressive talent for interviews. When conducting them, the interviewee will feel a fair bit more inclined to open up and talk about things they may otherwise keep to themselves. You also have a good feel for when those you are interviewer are being relatively objective, and when they are presenting things with a strong bias.

[400cp] Crash Test Dummy

You are able to shrug large amounts of physical damage without lasting injury. The effects of this perk are greatest when said damage is either accidental or comedic in nature.

At its peak, this perk will allow you to walk away from slamming into a wall while driving a rocket-powered vehicle, though you certainly won't enjoy the experience.

[400cp] Mean One

Don't like people? Want them to quake in their boots? Then this might be just what you are looking for.

From now on, word of your mean-spirited or cruel deeds will spread far quicker than normal. This can even selectively apply to deeds that weren't witnessed by anyone (such as if you managed to rob a town overnight without being detected). As your reputation builds in this way, it will also be embellished and exaggerated. It wouldn't be shocking if a habit of wandering into town every so often to pull of some mean pranks results in ghost stories about you eating people's flesh. You might even have songs written about just how mean you are!

In future worlds, you may elect to have some of your negative reputation come with you, though the details of this may change in order to make sense for the world you have arrived in. You can also toggle this perk off whenever you like; when you do so, you can choose for embellishments and exaggerations caused by this perk to slowly fade away from public perception, but reputation based on your actual deeds will not be undone.

[400cp] ***He said he was sorry.***

Redemption can be difficult; not every is as forgiving as the Whos, after all. Fortunately, this perk will a great help in those times where you wish to atone for your wrongdoings.

In order to benefit from this perk, there are a few conditions. First, you must be genuine in your attempts to seek forgiveness. Second, you must plainly admit to your wrongdoing. Third, you must make serious efforts to make up for your error, which is relative to how bad you were. For example, if you stole a town's Christmas presents, returning them would be sufficient.

Should you meet these conditions, then you'll find that others will be willing to forgive you. This does not mean that they will forget your actions, and whether they actually come to like you will depend both on their personality and how badly you personally impacted them with your bad behaviour – though this perk does make them more inclined to come around.

[400cp] Voice of Kindness

You are highly persuasive, particularly when you are either trying to get others to behave in a kind or moral manner, or when you are using kindness or morality as an argument. Convincing a town not only to give a chance to a local menace, but also offer him an award is an example of the kind of thing you may be able to pull off with such talent.

Additionally, repeated personal interactions with others will help them to grow and be better versions of themselves, whether that takes the form of rehabilitating a thief, or helping a family member learn that there is more to Christmas than just presents.

[600cp] Scrap to Sleighs

You have an impressive knowledge of engineering and knack for invention. To start, you can create a rocket-powered sleight along the lines of the one that will be built by the Grinch if events progress as usual. With time and effort, coming up with similarly valuable inventions may be possible as well.

Perhaps just as impressive is your ability to identify useful items when salvaging from a dump or similar locale, and using these items as substitutes when building your inventions. As they say, one man's toxic sludge is another man's *potpourri* (I think it's some kind of soup?).

[600cp] How Jumper Stole Christmas

You are a master at breaking and entering. With such talent, you can quickly identify ideal points of entry for such activities, whether that be sawing your way up through the floor, or wriggling your way down a chimney.

Additionally, you'll find that noises you make when committing these kinds of crimes are far less likely to be noticed by those nearby (unless you mean them to be heard). When they are heard, those who would try to stop you may even come up with excuses why the noises aren't crime-related and don't require their investigation.

Perhaps most impressively, when committing such crimes, you are now ludicrously efficient. Why, you could rob every home in a town in a matter of hours, with time bending as needed to accommodate such a feat. I suppose this same efficiency could allow you to deliver gifts just as effectively, though why would you want to do that?



-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. Free items are the exception to this; you may only get 1 of each. 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 How the Grinch Stole Christmas (2000), on your preferred form of physical media. It may be appealing if you are after some additional knowledge of the setting, or just a good laugh.

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

[50cp] The Book of Who

You have obtained a copy of the Book of Who, which outlines the general beliefs of Whoville, dressed up in rhyme and the like. Using quotes from this book in your arguments will likely make them more persuasive around these parts.

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

[50cp] Phone Directory

You have obtained a copy of Whoville's Phone Directory. Handy if you want to call someone, or if you want to curse out each Who alphabetically.

In future settings where phones are common, you will receive an equivalent directory for the local area.

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

[50cp] Engagement Ring

An expensive-looking ring, ideal if you are looking to impress your bride-to-be.

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

[100cp] Holiday Outfit

You have acquired a new outfit, perfect for the holiday season. It is self-cleaning, and self-repairing.

You have a great amount of freedom when deciding upon the specifics of the outfit. It could be something festive like a candy cane costume, or a light-up Christmas sweater. If you are feeling particularly Grinchy, it could be an ugly brown cloak and a rubber Who mask. So long as it does not provide any special advantages beyond the norm, anything goes.

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

[100cp] The Book of Jumper

This book is tailor-made to you and your beliefs, describing your general philosophy, moral code, and how you believe a society should be run – down to nitty gritty details like how annual awards should be presented.

The book is composed in rhyme, which helps those that read it remember its contents, and also makes it harder to lie about what is inside.

Should your opinions on the things covered by the book significantly shift, the book will update to reflect those changes.

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

[100cp/200cp] It's A New Car!

Discounting this item uses a discount at the tier of purchase you are making, following the rules of that discount tier.

You have a brand-new car, in the Whoville style. It never seems to run out of fuel, and general upkeep is not necessary, allowing you to drive it around just about anywhere.

For 100cp, this car is comically small. It is designed to seat the small variants of Whos. It could be driven by a single properly sized Who, though the result would look pretty silly. As a result of its smaller size, its maximum speed is significant less than a normal car.

For 200cp, the car is more appropriately sized for the average Who, and has a standard maximum speed.

Should it be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[200cp] Christmas Feast

This large pantry contains an endless supply of all of the food and drink typically served at a Whoville Christmas feast, from Who-pudding, to delicious roast beast. Now you can throw your own Whoville Christmas feasts, every day of the year!

Food and drink retrieved from the pantry will be at the ideal temperature and condition to be served right away. Food and drink stored in the pantry are perfectly preserved; you don't have to worry about them going off if left unattended.

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

[200cp] Who's Best Friend

This small or medium-sized dog is your new pet!

Your dog has an impressive amount of strength and stamina, far outstripping similar dogs. With such attributes, it could pull up rocket-powered sleigh stacked with a mountain of presents up a snowy mountain all on its own.

Optionally, decided on purchase of this option, your dog has a strong moral backbone, and will strongly encourage you to behave as such at critical times, such as encouraging you to step in and save a young girl from death or serious injury. It is otherwise completely loyal to you.

Should something unfortunate happen to your dog, it will be back tomorrow, good as new! Perhaps such things are to be expected from a kid's Christmas setting?

[400cp] Who House

A fully furnished, large family home, in the Whoville style. It comes with a large supply of Christmas lights and decorations, along with a state-of-the-art lighting gun, which can quickly apply lights to the exterior of buildings by firing them at the desired location. You'll definitely be in the running to win Christmas light contests with these!

All bills associated with the house will automatically be taken care of, with no effort on your part (which is sure to be a relief if you are planning on putting up the Christmas lights for extended periods of time). The house will also retain any upgrades it has been given.

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 house 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] Rocket Sleigh

A near-identical copy of the rocket-powered sleigh that will be created by the Grinch, should events proceed as expected. Unlike the original, yours will never run out of fuel and is less prone to random breaks or malfunctions.

Though it has a bit of a learning curve, the sleigh allows you to fly through the sky at high speed. It is equipped with a large vacuum tubes that can quickly suck up presents and deposit them into the

massive sack at the back of the sleigh. Even when a mountain of presents have been piled into the sack, the sleigh is able to sustain flight. The sleigh comes with some tools, which can be used for general maintenance, as well as saw, which might have more value when breaking into other people's homes. It also comes with a Santa outfit, perfectly sized for you.

Should the sleigh be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours. Should the saw, tools, or Santa outfit be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[600cp] Mt. Jumpit

This snowy mountain is now your domain, and has a large cavernous lair built into it.

This property is great for those who like their space and privacy. At the same time, the lair is large enough to comfortably host parties for an entire town, so outgoing types may find value here too.

A number of pipes connect the mountain to the nearby town of Whoville, and can be used to rapidly transit between the two locations. Optionally, decided on purchase of this item, the mountain can be considered a dump site by the town of Whoville. This means that the Whos will dump their trash into the pipes and send it straight to you, for good or ill.

All bills associated with the property will automatically be taken care of, with no effort on your part, and the property will also retain any upgrades it has been given.

In future worlds, you may choose for it to be attached to your Warehouse, or to be placed somewhere appropriate, close to a nearby town (should one exist). When placed near a town in this size, the pipes will connect to that town, and you can decide whether the inhabitants consider the mountain to be a dump site for their trash. When attached to your Warehouse, the pipes will simply allow you to quickly move between your lair and the Warehouse without an annoying hike up the mountain.

Should the property 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] Stolen Christmas Presents

A lack red sack, which is currently empty.

Each Christmas Eve, you can designate a nearby town. Overnight, intended Christmas presents will disappear from the town, reappearing in your sack as if you had stolen them. The sack can carry an absurd amount of presents, but presents that are too large will not be taken. An typical family home's Christmas tree is around the upper limit It also won't steal intangible things like "love", "kindness" or other such nonsense; it's not like such things are the real meaning of Christmas though, right?

In settings where there is a clear analogue for Christmas, even if it goes by another name and has a different origin, you may also use the sack on the eve of that holiday. You cannot use it more than once a year, even if multiple equivalent holidays take place during that time.

There is much profit to be had here if you don't mind the suffering of others. Or, perhaps their suffering is your aim in the first place?

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

-Companions-

[50cp per.] Import

You may pay 50cp to import a companion you already have. They get 600cp each, to spend on a species, perks, and items, 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. 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 How the Grinch Stole Christmas (2000) 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] Early Start

With this toggle, you will instead begin during the Grinch's childhood, about a week before he flies into a rage and abandons Whoville. As you may imagine, your actions can take the general story of this world way off the rails.

Your total stay in this jump will be increased, ensuring you will leave at the same time you would otherwise be leaving at.

[0cp] Extended Stay

Haven't got enough of Whoville? With this toggle, you can extend the total length of your stay anywhere up to a full ten year. If you are also taking Early Start, the extra time granted by that toggle does not factor into the time granted by this one.

[+100cp] You're An Idiot!

Every so often, moreso in cavernous environment, you will suffer from an echo that seems like it is out to mock you. It will do this by echoing certain words you say, adjusting the words you say to insult you, and – should you try to keep your voice down – randomly shout an insult at you, or repeat an insult it has just made.

[+100cp] ***Oh no, I'm speaking in rhyme!***

You are oddly compelled to speak in rhyme, and it will take serious effort on your part to act against this compulsion. Hope you don't find it too annoying, Jumper!

[+100cp] Blinded by the Lights

Whatever your thoughts on the Christmas tradition, there is one aspect that you are now obsessed with: Christmas lights.

Now, you will feel compelled to ensure that your place of residence has the best Christmas light display on the block. If faced with serious competition, it will take great efforts from you to fight the urge to do something drastic – like cutting down a traffic light and including it in your display, or something similarly reckless or foolish.

[+200cp] I Hate Christmas!

I'd call you a Grinch, but there's already one around these parts.

For the length of your stay, you will hate Christmas, regardless of your usual thoughts on it. Associated songs or activities will drive you up the wall. This will definitely make your time here less enjoyable.

[+200cp] Termites In Your Smile

Gross! Whether it is from a life living at a dump, or some other cause, you've developed horrible oral hygiene. Not only has this result in a serious case of halitosis, but a small colony of termites have made their home in your mouth.

Fixing these issues is not possible during your time here, but you can at least be assured that they won't result in knock-on health issues. Still, are you really sure you want to deal with this?

[+200cp] How the Grinch Stole Jumpmas

Sometime during your stay, someone will somehow manage to break into your Cosmic Warehouse, stealing all they can get away with in a mean-spirited prank. Likely, this will be the Grinch, but may end up being someone else if the circumstances don't allow it. If you don't have access to the Warehouse, items will instead be stolen from your place of residence.

In either case, while it is not possible for you to prevent the items being stolen in the first place, recovering them may be possible.

[+300cp] Two Sizes Too Small

You are unable to properly experience joy, kindness, empathy, and similar emotions. You are also quick to fall into anger, sadness, and self-loathing.

If you chose the *More of a What* species, this is represented by an especially small heart. However, whether or not you grow the heart, or use some other method, the effects of this drawback will persist until the jump comes to an end. Are you sure you wish to be so miserable?

[+300cp] Tiny Tim

A rare few Whos are exceptionally small, less than knee-high to a typical Who. You are now similarly sized, which lasts until the end of the jump, and applies across each of your alt-forms.

For the duration of the jump, any powers or technology that would allow you to grow beyond this size will fail. Perks or powers that would give you strength beyond that which is appropriate to your new size will not be usable to you during the jump either.

[+300cp] Perks On Holiday

It's Christmas, and this is a fairly chill place. Surely you don't need to use all of those special powers you have picked up on your travels, right?

If you agree, you can take this drawback, which bars access to all out-of-jump perks and powers, save for the Body Mod, for you and anyone you are bringing in with you such as companions and followers.

Enjoy your holiday!

-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:

Merry Christmas!: You choose to remain in this world. Your chain ends here.

And a Happy New Jump!: You choose to continue your chain. Proceed to the next jump.

Home for the Holidays: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

On the snowflake and size:

The events of How the Grinch Stole Christmas occur within a tiny snowflake.

You can be assured that no matter how long you choose to stay here, even if you are choosing to end your chain and remain in Whoville, that the snowflake will not melt and wipe out everyone based on factors outside your control.

Additionally, this jump will operate under the assumption that an ordinary human is equivalent to a Who in terms of size. This means anything you bring into this jump (including your alt-forms) will scale down in size as appropriate, and anything you take out of this jump (including new companions), will scale up in size as well.

On pumbersellas:

I am of the opinion that the scene where baby Whos and the Grinch float into Whoville on basket and pumbersella contraptions is a figurative, rather than literal version of events, with the Grinch's parents simply avoiding explaining reproduction to a child. However, this flashback sequence is otherwise intended to be what actually happened, even when we know the Mayor is not being completely honest about events. Feel free to take a more literal view if you prefer.

So, what exactly happens here, anyway?

Four days before Christmas, Cindy Lou Who and her father are out shopping for presents. Her brothers and their girlfriends are up on Mt. Crumpit, where the Grinch lives. They are scared off by a fake monster he has installed at his door. The Grinch is motivated by this interaction to head down to Whoville with his dog Max and cause problems, donning a disguise in order to do so. The boys rush to their father, causing a minor panic amongst the Whos when they mention the Grinch, which is calmed by Mayor Augustus MayWho. Cindy's father takes his daughter to his job at the post office. She asks him about the Grinch, but doesn't get any real answers other than he doesn't like Christmas.

The Grinch slips into the post office and starts rearranging the mail to mess with the Whos. He is found by Cindy, who is startled and falls into a mail sorting machine. Encouraged by Max, the Grinch chooses to save her, before wrapping her like a present and leaving. Cindy begins to question whether the Grinch is as bad as others say.

The next day, Cindy starts interviewing those who knew him as a child, in order to learn more about him. She learns that as a child, he had a crush on Martha May Whovier, who also had a crush on him. Augustus MayWho had a thing for Martha, and so took it upon himself to start bullying the Grinch – mocking him for his unusual hairy nature. For Christmas, the Grinch created a homemade ornament, and decided to shave in order to be more appealing, but did a poor job of it. This caused the class to mock and jeer him (Martha didn't, and was upset that this happened), and the Grinch in turn to fly into a rage, and run away to Mt. Crumpit – hating the Whos and Christmas.

The 1000th Whobilation begins with the nomination of a Holiday Cheermeister. The crowd is shocked when Cindy nominates the Grinch for the award. She convinces them that the Holiday Cheermeister is an award that should go to who needs it the most. Augustus reluctantly agrees, thinking the Grinch will not show and that he will receive it instead. Cindy heads to Mt Crumpit and attempts to explain the award and convince the Grinch to come and receive it. He sends her away, but wrestles with the idea of going. Although he arrives a little late, he does show up.

Before he receives his award, the Grinch is forced to participate in various Cheermeister activities, which he slowly warms up to. Present Pass Along is last, and Augustus takes the opportunity to insult the Grinch by giving him an electric razor (the gift of a Christmas shave). He then proposes to Martha, offering her a new car as a wedding present. Incensed, the Grinch goes off on the materialism of the Whos, shaving Augustus's head with the razor before going on a destructive rampage. Despite this, the Whos are quick to recover and resume celebrations as the Grinch returns to Mt Crumpit.

With only a few hours to Christmas, the Grinch tries to think of a way to ruin Christmas for good. The sight of Max with snow on his face reminds the Grinch of Santa, and gives him the idea to impersonate him. He creates a Santa Claus outfit and rocket powered sleigh. He watches as Santa finishes his deliveries. He realises that he doesn't have reindeer, so puts a makeshift costume on Max.

The Grinch flies through Whoville, stealing everyone's presents. He is interrupted when Cindy comes downstairs for a glass of water, but manages to trick her into thinking he is Santa. He is touched when she asks Santa to bring a present to the Grinch too, but continues on with his thieving once she heads back to bed. After robbing the last house, his sleigh runs out of gas, and the Grinch has Max pull it all the way up the top of Mt. Crumpit as morning arrives.

The Whos gather as they realise that their presents are gone. Mayor Augustus blames Cindy for inviting the Grinch to Whoville, however her father defends her. He says that there is more to Christmas than presents, and he is happy as long as he is with his family. The Whos agree, and start to sing as Cindy heads off the find the Grinch.

The Grinch intends to push the sleigh and presents off the top of the mountain to destroy them, but is distracted when he hears the Whos singing. He realises that there is more to Christmas than presents, and his hearts grows, helping him to feel. He notices that the sleigh is able to fall and he rushes to stop it. When he sees that Cindy is on top of the sleigh, he draws upon his strength and lifts it away from the edge.

The Grinch and Cindy return the presents to the Whos. The Grinch apologises for his actions, and is forgiven by the Whos. Martha rejects Augustus's proposal and announces her love for the Grinch. The Grinch joins in the Christmas celebrations, including hosting the Christmas feast on Mt. Crumpit.

-Changelog-

0.1
Created the jump.

1.0
(i) Minor rewording of **How Jumper Stole Christmas**.