
SPACE JAM
MARS
that-a-way!!

Space Jam

A Jumpchain CYOA by WoL_Anon

Ver. 1.1

Come on and slam, and welcome to the jam!

A crossover of epic proportions hangs over the horizon, with NBA all-star Michael Jordan teaming up with the Looney Tunes for a game of basketball that will be long remembered. Will you join them? Sit on the sidelines? Perhaps, you'd prefer to play for the other team?

You arrive in this world on the day Michael Jordan announces his initial retirement from basketball. You will be staying here for the next two years, by which time he will have returned to the sport – assuming you haven't changed anything.

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

[Free] Human

An ordinary human. Nothing else needs to be said.

[300cp] Cartoon Character

You look as though you have been ripped right out of the cartoons, Jumper!

You have a great deal of freedom over what your cartoon form looks like, exactly, which is decided on purchase of this species. As long as you are not significantly larger than an adult human, your form can be just about anything, whether it be human-like, animal-like, or something more alien.

As a Cartoon Character, you innately possess a kind of 'toon physics', which provide you with a great amount of durability. Perfect for all those slapstick jokes. These physics also allow you to pull off a number of strange 'tricks'. Whether or not you chose to take a background in this setting, you start

with a good deal of experience using these tricks, putting you on par with most Looney Tunes. See the Notes section for more information.

[300cp] Nerdluck

A specific species of cartoon alien, found in the employ of Mr. Swackhammer. You are very short, only barely taller than a basketball, have antennae, proportionally large eyes, and come in a colour of your choice.

Like the above option, you innately possess toon physics. However, even if you took a background in this setting, you lack experience actively pulling of cartoon logic tricks, and can only really rely on the durability the physics provide. It may take decades of practice before you could avoid being out-gagged by the Looney Tunes if you were to go head-to-head in this area. See the Notes section for more information.

While these drawbacks may seem insurmountable, this species has an additional advantage. Should you purchase the 'I've Got His Talent!' perk, this form has a special interaction with it. When you have stolen the talent of another with this perk, and taken it into yourself, you form will undergo a radical transformation. The specifics of your new form are influenced by the appearance of the person the talent originally belonged to, but you will become drastically larger and more monstrous. Even if the talent is directing the form to be on the shorter side, you will still be as large as an adult human. Likely, you will be far larger than that. In addition to the talent itself, your new form affords colossal strength, enough that you could create shockwaves as you run if you wanted to, or crack the ground by spiking a ball into it. You might also gain an additional ability, such as fire-breathing, even if the ability is completely unrelated to the talent you have stolen.

-Background-

You must choose one of the two 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.

Tune Squad

You are likely to be aligned with the Tune Squad, and team up of the Looney Tunes and Michael Jordan. A Cartoon Character with this Origin is likely one of the Looney Tunes themselves. A human might be an NBA player with the right perk, or alternatively is another hanger-on of Michael Jordan that find themselves involved in the game. A Nerdluck might have turned on Mr. Swackhammer early, or may be somehow completely unrelated to Moron Mountain.

Monstars

You are likely to be aligned with the Monstars, a team of aliens working for Mr. Swackhammer, who will steal the talents of top NBA players if events are unaltered. The team is comprised of Nerdlucks, so you be a natural fit if you chose that species. A Cartoon Character playing for this team might have turned on their fellow Looney Tunes, or may be an unrelated party who has been convinced to play for one reason or another. A human joining would be quite the surprise, but Mr. Swackhammer is a dealmaker, so maybe he'll cut one with you?

-Location-

You may choose any of the locations listed to start at, free of charge.

Earth's Surface

Referred to as "3D Land" by some of the Looney Tunes, this is where humans live. You may start anywhere on it you like, as long as it makes sense, and does not provide you with advantages you did not pay for.

Looney Tune Land

Found deep underground is Looney Tune Land. As you might expect, this is the home of the Looney Tunes. In this strange place, cartoon physics apply to all, even humans who manage to find their way here.

Moron Mountain

An alien amusement park, found deep in space. It is owned by Mr. Swackhammer. Unfortunately, it has begun to lose the interest of its customers, which will set in course a series of events leading to the ultimate game of basketball, should things proceed as they are expected to.

-Perks-

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

Tune Squad Perks

[100cp, Free for Tune Squad] ***What's going on here?***

Cartoon characters are real? Aliens too? They want to settle their problems with basketball? No problem.

You are surprisingly adaptable, able to quickly and calmly adjust to the most bizarre of situations. If you are planning on spending any amount of time around the Looney Tunes, this will definitely come in handy.

[100cp, Free for Tune Squad] A Little Looney

You great picked up a great sense of comedic timing, as well as a knack for telling jokes – particularly of the slapstick variety.

With such things, you're sure to fit in here just fine!

[200cp, Discounted for Tune Squad] Player Coach

Basketball is a team game, and so there is more that goes into it than just individual talent.

In order to make the most of your team, you have gained a knack for quickly and easily determining areas within a sport where a player excels, and areas they are lacking, which will allow you to assign positions appropriately. Within the sport of basketball specifically, you have become an expert in strategy, and can think up effective plays on the fly.

[200cp, Discounted for Tune Squad] ***She's Hot!***

Wow Jumper, you're looking great!

Beyond a simple boost in your appearance, your attractiveness is now able to transcend your race. Those that would normally rule you out completely for race-based aspects of yourself (such as being a cartoon, or a rabbit person) will look past those if they would otherwise find you appealing. This perk will not cause them to look past aspects of yourself that are unrelated to your race (such as an ugly tattoo, or being overweight), nor does it matter if you lack aspects that they would find appealing in the first place (such as if you had a form that is completely removed from their idea of beauty, like being an actual, non-cartoon, rabbit for most).

[400cp, Discounted for Tune Squad] Friend of the Producer

Just how did you get here, anyway?

An interesting question, and one you'll likely be asked quite a bit more after taking this perk.

Once per jump, you can ensure that you will (somehow) arrive at a destination of your choosing. The key limitation to this is that an important event must be occurring or about to occur at that destination. Fortunately, if there's a destination you want to go, you will get a vague sense for when the destination you wish to go to is a valid choice. You need not know specifically where the destination is, simply the name of the location or even "the location where this person is" will suffice.

How exactly you get to the destination depends on the distance you have to travel and the nature of the setting. In sufficiently "meta" settings or settings where cartoon logic is in effect, you might suddenly get a call from a Writer or Producer, arranging your travel. In extreme cases where there is no other explanation, you might simply teleport to the destination.

This perk will never allow you to travel between jumps.

[400cp. Discounted for Tune Squad] Hidden Talent

Can you believe there are aliens out there that slide right into your brain and steal your hard-earned talent for themselves? Fortunately, these creeps pose no such problem to you!

You are now completely immune to any and all unwanted attempts at stealing or copying your powers, abilities, and skills. They are yours, and will remain so as long as you wish it.

This perk does not prevent others from "copying" your skills simply by watching and emulating your actions, without the use of any supernatural powers. It also does nothing for those who would slide into your brain for other purposes.

[600cp, Discounted for Tune Squad] Like Mike

You have an extreme amount of mass market appeal, which will quickly turn you into a celebrity if you make even the slightest effort to become one. You can expect to be approached for advertising campaigns, and possibly even movies once you've become a big enough star.

Even if you are lacking in talent, you will find it easy to make it into the minor leagues of any sport off of your name alone. While in the minor leagues, you will find officials and even opposing players going out of their way to assist you. Officials will make 50/50 calls in your favour. Opposing players will "throw" or otherwise conspire to make you look as good as possible; in team sports this applies only to you (they will still try to win the game overall), and in individual sports opposing players will never throw when it truly matters.

In sports where you actually do have the necessary talent, you will find it easy to get noticed by talent scouts and the like, ensuring that you can easily find a place to play. If important matters are being settled in a sport you are known for, you can expect to be approached and asked to help out.

This effect can be toggled on or off whenever you like, should you wish to lay low for a while, but toggling it off will not remove any celebrity status you have already built up.

Monstars Perks

[100cp, Free for Monstars] My Bad

Perhaps as a result of working for an oppressive boss, you've developed a strong mental resilience. Thanks to this, you can put up with poor work conditions, being berated, or being treated like the butt of the joke without getting too down. Of course, this perk doesn't mean you will actually want such things to occur.

[100cp, Free for Monstars] ***There, that's him, the killer!***

You have a particular knack for scouting out talent. Even with only a rudimentary knowledge of a sport, you will quickly be able to determine the best players on the court.

A useful skill to have when working out which player to take out first. Or, even better, when you are looking for some talent to steal.

[200cp, Discounted for Monstars] Bully Boss

You quite good at throwing your weight around, in a manner of speaking.

From now on, you'll find that you can get away with treating those around you worse if you are their superior in the workplace, or if you are physically larger than them. The effect is even stronger if you are both.

Without the conditions being met, the perk will no longer be effective, though it will take some kind of specific agitation for those you bullied to hold you to account for mistreatment when the perk was in play.

[200cp, Discounted for Monstars] The Customer Is Always Right

You have an excellent intuition when it comes to any businesses you run. With it, you quickly pick up when the product or service you are offering is becoming stale or undesirable to your customer base.

Thanks to this, you will know when that kid complaining about your product is just an outlier, or is in fact emblematic of your customers in general. Unfortunately, actually solving the issue will require more thought on your part.

[400cp, Discounted for Monstars] Playing Rough

While some might wish to compete honourably in sports, there are other ways to win. Now, when your boss tells you to crush the competition, you'll truly be able to do just that.

From now on, you'll find direct interference with competitors during sporting events will always be allowed. Attempting to injure other players will also be overlooked, even in non-contact sports. This protection will not outright extend to killing your foes, or bringing in outside weapons that are not normally allowed.

While you may get away with these things legally, acting in this way will still draw the ire of the crowd if they would normally be upset by your behaviour. Still, better to be successful than popular, right?

[400cp, Discounted for Monstars] Contract Enforcement

Typically, in modern America, deals that stipulate one party become the slave of another would not be binding. For you, your nature as an alien (or partnership with aliens) now means that the deals you make remain binding, even if they would ask one or more parties to break the law. These deals still require knowing consent in order to be made.

Additionally, you will also find that handshake agreements and verbal arrangements hold more weight than they would ordinarily. Other parties are now far more likely to hold up their end of the bargain, even if it is to their detriment. As long as such deals actually took place, courts will also look favourably on them, even if you can't provide concrete evidence that they did.

If you want to take a celebrity as a slave for losing a basketball game, this perk is sure to come in handy.

[600cp, Discounted for Monstars] I've Got His Talent!

At will, you are able to become a pink, goo-like substance. While in this state, you cannot be observed by ordinary human eyes, even when first recorded via another medium, such as a camera. This form also grants you some degree of intangibility, allowing you to travel through objects such as basketballs, or human heads. You cannot return to your normal state until you have left such places.

Speaking of human heads, by travelling into the brain of a person whilst in this state, you may steal their "talent" from them. This is all of their knowledge and ability related to a particular skill (chosen by you on theft), and any associated hand-eye coordination. A person may only have a single talent stolen from them at a time (they must regain the first talent before a different one can be stolen), and you may only carry a single stolen talent with you at a time. Extra talents can be placed inside mundane objects (like basketballs) when in contact with them in either goo or normal form, though a person can restore what was taken from them if they happen to touch the object storing their stolen talent.

When returning to normal with a stolen talent, you gain access to it yourself. You must be capable of utilising the skill in the first place for this to apply (while you could, for example, steal a wizard's skill with magic, unless you could cast that same type of magic yourself, it is meaningless to you). Those with this perk (or similar power, like the Monstars), can also retrieve a talent stored in an object and use for it for themselves, whether or not they were the ones to steal it (this doesn't bypass the single stolen talent limit).

General Perks

[Free/200cp/300cp] Basketball Talent

You're probably here to play some basketball, so let's make sure you can actually play.

For free, you have gained an understanding of the rules of basketball. You know how to dribble, pass, and shoot. You also have a minimum amount of physical fitness and conditioning if you lacked it prior, ensuring you can safely complete a game of basketball.

For an additional 200cp, you have a level of talent for basketball well beyond the norm. You can decide whether this is a general talent, or skew it to certain role(s) within the game. At this level of talent, you can expect to reliably play at an NBA level, and if you've taken a background in this world, you may already be doing so.

For a further 100cp on top of that (300cp total), you have a once-in-a-generation talent for the sport, akin to Michael Jordan. As with the previous level of this perk, you can decide whether this a general talent, or skew it as you prefer.

[100cp] COME ON AND SLAM

You gain a mental library of all music featured in Space Jam. This library also comes with a collection of mashup songs featuring Space Jam (the song). At the start of each new jump, a couple of new mashups will be added to the library. Post-chain, this occurs every ten years.

You are able to play this music at will. You can choose whether those around you hear the music, or just yourself. You can adjust the volume (but not raise it to a level where it would harm an ordinary human), create playlists, and shuffle songs. You may set music to play under certain conditions, allowing you to have a song for when you are out exploring, or create an internal alarm clock.

-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.

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 & Game Tape

A copy of Space Jam, on your preferred form of physical media.

Post-jump, you also receive a copy of the game between the Tune Squad and Monstars, as long as it occurs at some point during your stay. It is of broadcast quality, with good camerawork and optional commentary. It also comes on your preferred form of physical media.

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

[50cp] Classic Tunes

A complete collection of all Looney Tunes animated works, up until 1993, stored on your preferred form of physical media. If you are a Cartoon Character, and chose to take a background here, then you will also receive video of some of your previous antics in this world, framed in a similar style.

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

[50cp] Game Ball

You will receive this basketball after the game between the Tune Squad and Monstars, as long as it occurs at some point during your stay. This basketball was the ball used during the game, or one of them if multiple were used. If the game did not occur, then you instead receive an ordinary basketball at the end of the jump.

Your basketball is signed by all participants in the game between the Tune Squad and the Monstars, though you may opt out of any of these signatures if you wish. If the game never occurred, then it may be signed by Michael Jordan, Charles Barkley, Shawn Bradley, Patrick Ewing, Larry Johnson, Muggsy Bogues, and the Looney Tunes. In this case, you can also opt out of any signatures you'd prefer not to have.

Additional purchases of this item will always function as if the game never occurred, but are given to you right away.

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

[50cp] Family Dog

Your very own dog, in a breed of your choosing. They are wary of strangers, but remain fiercely loyal to you.

Should anything unfortunate happen to them, don't worry. They'll be back tomorrow, in perfect health. This isn't that kind of movie.

[100cp] Team Uniforms

Two sets of basketball gear, made just for you.

The first uses the design of your Origin team. The second has a custom design of your preference. Each set comes with the uniform itself, as well as optional sneakers and socks.

In addition to acting as perfectly serviceable sportswear, these sets will automatically adjust to suit your current form, great for Cartoon Characters with unconventional bodies, or Nerdlucks undergoing their special transformation.

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

[100cp] Jumper's Secret Stuff

You have acquired a blue plastic bottle. Attached to the bottle is a label, identifying it as "Jumper's Secret stuff".

The bottle is filled with ordinary water. Surprisingly, others will assume that the contents of the bottle are some kind of performance enhancing substance, and so will benefit from a placebo effect when drinking it. Strangely, this placebo effect is strongest for Cartoon Characters and similar entities, perhaps due to the way their mental state interacts with their toon physics.

Refilling the bottle is as simple as filling it back up with water, though it is best not to be seen doing this. Once someone is aware that the contents of the bottle are not special, it will cease having any special benefit for them.

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

[200cp] NBA Fan Pass

Want some more basketball in your life?

This special pass can be used to grant you good seats at any NBA game you like. It is limited to one person per game, but can be used for as many games as you like. Use of the pass will never be considered out of the ordinary. If lost or destroyed, the pass will reappear in your Warehouse after 24 hours.

Post-jump, the pass will work for any high-level basketball game that is selling tickets.

[200cp] MCDONALDS! MCDONALDS! MCDONALDS!

Fallen for the marketing, have you?

Attached to your warehouse, or placed on a property you own, is your very own McDonald's restaurant. It does not make any money for you, but you and anyone else you wish may eat for free whenever you like.

This McDonald's will serve any menu item that could be expected to be found on a mundane Earth. It will never run out of the ingredients to make these items. It will also regularly offer NBA or Looney Tunes related merchandise, such as collector cups or Happy Meal toys.

The staff feel like they belong in a commercial rather than real life, as they are always friendly, helpful, and competent. They count as followers, and cannot be made to leave the restaurant.

Should your McDonald's be destroyed, a replacement will appear in a location controlled by you after 24 hours.

[400cp] ***This is a nice house.***

A modern house, by the standards of 1993 America. It is well-furnished, and all bills associated with the house will automatically be taken care of, with no effort on your part. It will retain any upgrades it has been given.

Should you or other residents have some kind of celebrity status, you will find that while you stay on the property, you will go generally unbothered by the media, or their equivalent in other worlds. Such groups will not camp outside the property, and will usually wait at least a block away if they are intending to cover you – though they may wait closer if they have some other reason to do so (if they intend to cover a neighbour, for example).

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] Alien Gun

A futuristic looking energy gun, like one of those wielded by the Nerdlucks.

The gun is capable of vaporising trees and leaving craters in an instant, though its output can be adjusted when you wish to target a single individual or scale back its power for warning shots. You will never have to worry about it running out of energy or ammunition. Be very careful when using it, as it is lethal on higher power settings, potentially even to Cartoon Characters.

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

[600cp] Looney Stadium

Your very own sports stadium!

By default, it is a basketball stadium. However, on purchase of this item, you may instead elect for it to be a stadium for any sport commonly found on a mundane Earth.

What sets this stadium apart is that within the stadium is the same type of toon physics found within Looney Tune Land, which can be accessed by anyone inside, Cartoon Character or not. See the Notes section for more information. This effect can be toggled on or off, anytime it is not currently being used for sports.

In future worlds, you may choose for it to be attached to your Warehouse via a special gateway, 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 stadium 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 via a special gateway.

[600cp] Alien Spaceship

This spaceship is now all yours!

In terms of appearance, it vaguely resembles a car in its design, though it is significantly larger. It can easily carry half a dozen passengers.

Your spaceship can make the trip between Earth and Moron Mountain in a matter of hours. While the position of Moron Mountain is not quite clear, what is clear is that it is not within the solar system. In addition to space travel, your ship can also safely burrow through the Earth, allowing it to easily reach Looney Tune Land as well.

You will never need to worry about your ship running out of fuel. Should it be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[800cp] Jumper Mountain

Congratulations, you are now the owner of your own planet.

The majority of this planet is bleak rock, offering little in the way of resources. However, on the planet is a large amusement park, designed after your likeness. This amusement park is self-sufficient, but will make little in the way of profits, even if out in space and open to paying customers.

If you wish to make some real money from the park, you must get celebrities to work at the park, one way or another. In settings where others can actually travel to the park, having a celebrity prisoner will improve the park's profitability, in proportion to the popularity of the celebrity.

The planet itself operates under the same toon physics as Looney Tune Land, which enable the park rides to be more dangerous, and allows the imprisoned celebrities to be put through more with extra risk. See the Notes section for more information.

The amusement park is operated by a small force of Nerdlucks, which lack the ability to steal talent. These Nerdlucks are treated as followers. Those forced to work at your park who are not followers or companions will be left behind at the end of each jump.

If you prefer, you can, on purchase of this item, decide to have your planet not come with the park and park staff, and/or operate under 'ordinary' physics. Perhaps you have something different in mind for your planet?

In future worlds, you may choose for it to be attached to your Warehouse via a special gateway, or to be placed somewhere appropriate, out in space.

Should the planet be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in space, and that location is no longer viable, it will instead become attached to your Warehouse via a special gateway.

-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 Space Jam 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.

[50cp] Lola Jumper

You will encounter this cartoon bunny, her name chosen by you on purchase, very soon after your arrival. Though standing at a mere 3 foot 2, she is surprisingly good at basketball. During your time here, events will conspire to ensure that she will come to desire some form of relationship with you (whether that be a friendship or something more is up to you). In any case she will be happy to join you as a companion.

In addition to possessing the Cartoon Character species, she has the equivalent of the following perks: *What's going on here?,* A Little Looney, Player Coach, *She's Hot!,* and the 200cp version of Basketball Talent. She also has her own copy of the Team Uniforms item.

[50cp] Lola Human

An alternate version of the above option, for those who prefer things a bit less furry. As above, the two of you will meet shortly after your arrival, and by the end of your time here she will eagerly join you as a companion. Her name is also up to you.

You may decide whether she is an ordinary human, or a human-like Cartoon Character. She is quite short for a human, though not nearly as short as the above option. Her talent for basketball is identical.

In addition to her species (either Human or Cartoon Character), she has the equivalent of the following perks: *What's going on here?,* A Little Looney, Player Coach, *She's Hot!,* and the 200cp version of Basketball Talent. She also has her own copy of the Team Uniforms item.

-Drawbacks-

You may gain up to **600cp** in drawbacks, but may take as many drawbacks as you like.

[0cp] Jumper History

If you've visited the Looney Tunes before, then you may import the events of any of those jumps, smoothing out any inconsistencies between them in a manner of your preference.

Additionally, if you've played for the NBA before, you may choose to import your career history into this jump, to the extent that such a thing is possible.

Attempts to use this toggle to interact with prior versions of either yourself or companions will fail.

[0cp] Teen Titans Go! See Space Jam

Taking this toggle will mean that the events of this jump are being viewed by the cast of Teen Titans Go! They will provide commentary on what they see, though only you will be able to hear them.

Do you really want to take this?

[0cp] I Believe I Can Fly!

Want to start a bit early? Perhaps establish a legendary basketball career of your own?

By taking this toggle, you will instead start this jump during the Summer of 1973, on a night where a young Michael Jordan will have a special conversation with his father.

This will extend the length of your stay in this world, as you will still leave at the time you have otherwise left.

[0cp] Extended Stay

Can't get enough of your Looney new friends?

With this toggle, you can extend your stay anywhere up to an additional eight years past the designated end point. On its own, that means this toggle can give you up to a ten-year total stay.

[+100cp] ***I'm here to personally guarantee that no one will ever bother you.***

Congratulations Jumper! In order to keep you happy, you've been assigned a personal assistant. Unfortunately, they are annoying, overweight, and keep showing up no matter what you do.

If, somehow, you've learned to get along with them during your stay, you may elect for them to follow you post-jump as a companion. Should you do so, they will lose that ability to keep showing up.

[+100cp] Could I have your auto… your John Hancock, please?

You have picked up some kind of unfortunate minor verbal tic or speaking disorder, such as a stutter. While not debilitating, it will make it harder for others to understand you initially. In the context of a fast-moving sport like basketball, it may prove somewhat troublesome.

[+200cp] Crush 'Em

No matter where you go, it seems that you can't help but be the victim of slapstick comedy. Going to a friend's house to pick up some things? The family dog will try to chase you down. Alien spaceship landing? Be careful or it will land on you. Fortunately, you will never be faced with unavoidable death by the effect of this drawback alone.

Additionally, when playing basketball, you will be immediately be singled out by the opposition as they try to injure you to take you out of the game. Referees will give them an extreme amount of leeway to do so, so stay on your toes.

[+200cp] ***Diminutive, ain't they?***

You are quite small, Jumper.

If you chose the Human species, you are stuck in the body of a child and will not physically age during your time here. If you chose the Cartoon Character species, your form is about the size of Tweety. If you chose the Nerdluck species, you do not get any of the 'I've Got His Talent!' perk interaction for the duration of the jump.

You are unable to change your form for the duration of the jump, be that by alt-form switching, shapeshifting or other means. Playing basketball will definitely be a much taller order now.

[+300cp] Talentless

Did the Nerdlucks already get to you, Jumper?

You are reduced to your Body Mod, losing access to your perks and powers, even the ones you have purchased here. You have also become hilariously bad at basketball, and your hand-eye coordination has taken a serious dive. Your powers, perks and talent will be returned to you at the end of the jump, but there is a way to restore them earlier.

Somewhere out there is a special glowing basketball. If you can get your hands on it, everything that has been taken away by this drawback will be returned. While you won't have to worry about someone else getting their hands on your powers, finding the basketball may prove somewhat challenging. Perhaps you should keep your eye out at high-stakes basketball games, such as NBA games or the upcoming game to decide the fate of the Looney Tunes?

[+300cp] The Ultimate Game

By taking this drawback, you will ensure that the upcoming game of basketball between the Tune Squad and the Monstars occurs, regardless of your actions. You must ensure that your team, determined by your Origin, wins the game.

Unfortunately, your team has encountered a serious problem. If you are aligned with the Tune Squad, then Michael Jordan will not play for your team. If you are aligned with the Monstars, then the Nerdlucks will be unable to steal NBA level talent, and will have to settle for the talent of lesser players. Without any action on your part, your team is sure to lose.

Attempts to harm or injure opposing players before the game takes place will always fail. While you may prevent the Nerdlucks from stealing the talent of specific players, including yourself, they will somehow end up with NBA level talent from some source if you are playing against them. Your companions and followers may assist you, but cannot play for the opposing team.

If you are aligned with the Tune Squad and your team loses, you will be forced to work for Mr. Swackhammer for the rest of your life. If you are aligned with the Monstars and your team loses, you will be forced to stay in Looney Tune Land, spending the rest of your life as the butt of all jokes. In either case, you will fail your chain.

-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 four options:

That's all Folks!: You choose to remain in this world. Your chain ends here.

Ladies and Gentlemen, Jumper!: You choose to continue your chain. Proceed to the next jump.

Ladies and Gentlemen, Charles Barkley!: You choose to continue you chain. Proceed directly to the Barkley, Shut Up and Jam: Gaiden jump.

Can I go home now?: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

On Toon Physics:

Some of the "tricks" that are demonstrated with toon physics include: quickly changing outfits, summoning backgrounds or stages that are gone by the next shot, pulling other mundane objects out of nowhere, moving golf balls with magnets, crashing through walls whilst actually leaving the wall intact as well as placing a poster on the wall that disguises the wall as broken through, and minor temporary shapeshifting such as stretching out your arms to nearly half a basketball court in length.

As long as it remains in the scope of these examples, for those operating under toon physics (whether innately or from the environment they are in), the kind of trick shown in old-timey cartoon is possible, though it may take some time and practice to actually pull them off (with no experience, Michael Jordan stretching his arm out took a lot of effort).

In terms of durability, characters operating under toon physics are shown to survive being flattened like a pancake (though this required Stan Podolak to be re-inflated by others before he could do anything), being scrunched into a ball and used like a basketball, being hit by a fire breath, being shot in the chest with a gun, and more. This durability appears to exist by default, without any kind of practice. It is important to note that the Monstars plan of injuring the other team was actually working, and that the Looney Tunes completely surrendered in the face of the alien guns, so the durability is far from absolute, and Cartoon Characters can still be injured or worse.

So, what exactly happens here, anyway?

After a brief look at Michael Jordan's childhood, we are brought all the way forward to his (first) retirement from basketball.

Meanwhile, at Moron Mountain (an alien theme park), we are shown an alien child being dissatisfied. Seeing this via camera, the park's owner, Mr. Swackhammer, decides that the park needs a new attraction. Accidentally sitting on a remote causes the televisions to change over to the Looney Tunes. He sends the Nerdlucks, small aliens that work for him, to capture the Looney Tunes and bring them to him.

Back on Earth, Michael Jordan is playing baseball. Though he plays poorly, he is sucked up to by players on both teams, with the opposing catcher even trying to get him a pitch he can hit. The owner of Jordan's team has a conversation with Stan Podolak, the team's publicist, asking him to keep Jordan happy. After Jordan strikes out, he has a conversation with Podolak, which is interrupted by an alien ship flying overhead.

The Nerdluck ship continues past, before digging through the ground, and makes its way into Looney Tune Land, deep inside the Earth. Here we see Bugs Bunny and Elma Fudd up to their usual routine, which is interrupted by the ship landing on Fudd. At first, Bugs attempts to fool the Nerdluck into thinking he is someone else, but they see through him and threaten him alien guns.

Podolak drives Jordan back to Jordan's (surprisingly modest) home. Jordan shoos Podolak away, and reunites with his family. Seeing his poor performance on the news, he changes the channel to the Looney Tunes. When he walks away, the episode suddenly goes off course when Porky Pig interrupts Wile E. Coyote and the Road Runner, saying that they are called to an emergency meeting.

At the meeting, the Nerdlucks announce that the Looney Tunes are now their prisoners. While initially laughed off, they quickly intimidate the Looney Tunes with their weapons once again. Thinking quickly, Bugs fools the Nerdlucks into believing that they are obligated to give the Looney Tunes an opportunity to defend themselves in a manner of their choosing. After a side meeting, the Looney Tunes elect basketball, given the Nerdlucks' small size. The Nerdlucks don't know what basketball is, so they are shown a short video on the rules. This video also mentions that the NBA is where the best players in the world play, which grabs the attention of the Nerdlucks.

The Nerdlucks attend some NBA games, and steal the talent of five high-profile players, temporarily storing them inside of a basketball. The aliens go unnoticed during this, and it is reported on the news as the players suffering from a mysterious ailment.

The Looney Tunes are practicing when the Nerdlucks say it is their turn to use the court. After Daffy Duck insults them for the small stature, the Nerdlucks retrieve the talent from the basketball. This grants them powerful, monstrous forms that the Looney Tunes refer to as Monstars. Bugs Bunny realises that they need some help.

Michael Jordan is in the middle of a game of golf with Bill Murray and Larry Bird. Stan Podolak is there to act as a caddy. When Jordan takes his shot, Bugs Bunny uses a magnet to pull the ball into the hole. When Jordan reaches in for the ball, he is grabbed by a lasso and dragged deep underground, to the surprise of the others. He ends up in Looney Tune Land.

Michael Jordan meets the Looney Tunes, and Bugs Bunny explains their predicament to him, asking him to join their team. He is hesitant at first, but decides to play after a run in with the Monstars.

While training the team, a new Looney Tune, Lola Bunny arrives. After Bugs accidentally annoys her, she demonstrates her skill at basketball. After tripping, Michael Jordan asks some of the Looney Tunes to go to his house and pick up his sneakers and lucky shorts.

Bugs Bunny and Daffy Duck make the trip. After an encounter with the family dog, and some assistance from Jordan's kids, they are able to retrieve his basketball gear. On their way back to Looney Tune Land, they pass Podolak, who had spent the rest of the day trying to dig his way to wherever Michael had gone. He is able to follow the pair in order to get to Michael. Podolak wants to help, so Jordan lets him act as a substitute player.

The time for the game arrives. The Looney Tunes put on their Tune Squad uniforms, and Mr. Shwackhammer shows up in person to watch the game.

While Jordan himself plays well, the Monstars dominate the first half, pulling away with a huge lead on points. During the half-time break, Stan Podolak decides to sneak into the Monstars' locker room, where he overhears hot the Monstars got their talent before being spotted. He returns to the Tune Squad locker room, cartoonishly burnt. Michael Jordan unsuccessfully tries to motivate his team, but Bugs comes up with a plan. He fills a bottle with ordinary water, then writes "Michael's Secret Stuff" on the bottle. He then fools the rest of the team into believing that Michael was hoarding this performance enhancing substance for himself, and they all take a drink from it.

With the placebo effect of the water, the Tune Squad play significantly better in the second half, relying more heavily on cartoon shenanigans. With less than five minutes remaining in the game, and with the Tune Squad only two points behind, Mr. Swackhammer calls a time out. He is upset that the Monstars didn't choose to take Jordan's talent, and says that he wants him at Moron Mountain. Jordan overhears this and calls Swackhammer out. He proposes to raise the stakes. If The Tune Squad win, the Monstars will return their stolen talent back to the NBA players. If the Monstars win, then Michael Jordan will also be forced to work at Moron Mountain as a slave. Mr. Swackhammer agrees.

After Swackhammer instructs his team to crush the opposition, the Monstars play more aggressively, deliberately seeking to harm or injure the Tune Squad. During this, Bugs Bunny save Lola from a body splash, which wins her affection, and she kisses him. Jordan calls a timeout.

During the timeout, Jordan reveals that the stuff was just water, and that his team had the talent within them all along. Unfortunately, this does not motivate them. With a depleted team due to injury, Michael reluctantly brings Podolak on.

When play resumes, the ball is passed to Podolak. The Monstars all jump on him at once, cartoonishly flattening him. When Podolak is attend to and reinflated, Jordan asks Bugs how that is possible. Bugs explains that anyone can do that in Looney Tune Land.

With ten seconds left in the game, the Monstars are ahead by a single point. Marvin the Martian (acting as the referee), informs Jordan that they need a new fifth player, or will lose by forfeit. Fortunately, Bill Murray shows up out of nowhere, and joins the team. He explains that the producer of the movie is a friend of his, so he had a teamster come and drop him off. In the last ten seconds, the Tune Squad is able to steal possession and get the ball to Jordan, who manages to score by employing cartoon physics to stretch his arm out a long way. The Tune Squad win.

When Mr. Swackhammer starts berating his team, Jordan asks them why they take that from him. When they reply that they follow him because he is bigger than them, they realise that they are actually bigger after their transformations. They turn on Swackhammer and eject him into space. They return the stolen talent to a basketball. The Nerdlucks ask if they can stay in Looney Tune Land.

The Nerdluck ship is used to return Jordan in time for his baseball game. Later, Jordan returns to the stolen talent to the original players. He decides to return to the sport of basketball.

-Changelog-

0.1
Created the jump.

1.0
(i) Minor formatting changes.

1.1
(i) Corrected pricing for ***What's going on here?***

1.2
(i) Minor formatting changes.