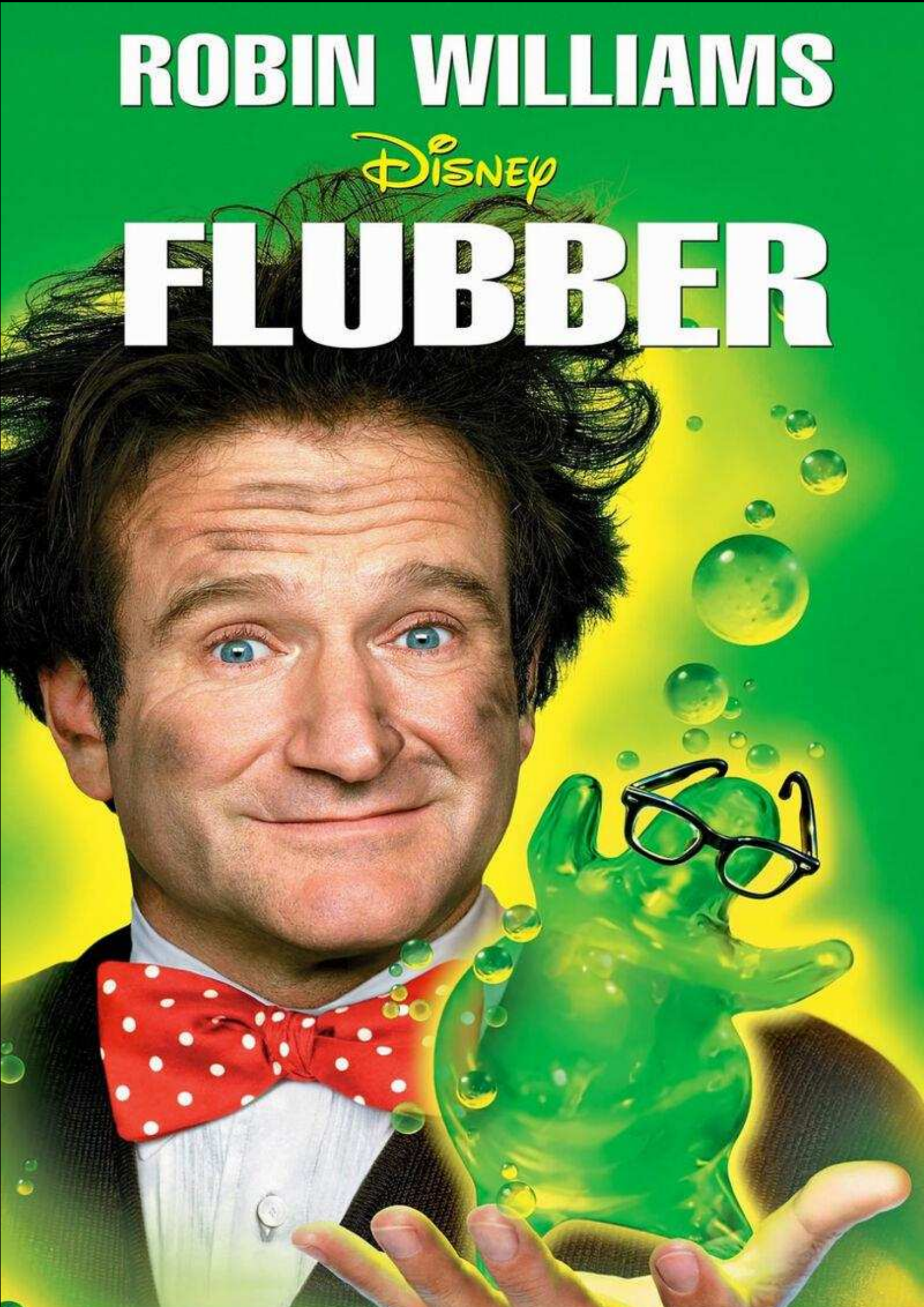

ROBIN WILLIAMS
Disney
FLUBBER

Flubber

A Jumpchain CYOA by WoL_Anon

Ver. 0.1

A relatively normal Earth, in the year 1997. Perhaps you've seen such a place before? What sets this world apart is the presence of one Phillip Brainard, an absent-minded professor whose inventions will be the focal point of the coming days. For all his genius, Phillip is decidedly lacking in social awareness – will you help him finally marry the love of his life, play spoiler, or pursue your own ambitions?

You arrive in this world the morning of the day Phillip is due to marry Sara (the third attempt). 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-

Choose between one of three options below. 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 more needs to be said.

[200cp] Robot

You are a flying robot, vaguely resembling a person's head, and of a comparable size. In addition to flight and speech, you have various other functions. The top of your "head" flips open, revealing a video screen. You can display images or play video you have saved on this screen. To start with, you have a small library of clips from pop culture, largely sourced from Disney properties. However, you can also take pictures, record video, or construct schedules you can display as well. You can even project holograms out in front of you; these are obviously not real, and are not solid.

You are able to interface with devices such as computers wirelessly, which is useful since you do not possess hands. Just as humans require sleep, you must recharge yourself every so often in order to maintain function – this can be done from any standard electrical outlet.

[600cp] Flubber

You are a sentient blob of strange green goop. Whilst you would comfortably fit in the palm of a human's hand, your bizarre physiology affords a variety of unusual abilities.

First, you have absurd bouncy qualities that defy physics as they are generally understood. If you were to bounce up and down, you would generate ever-increasing amounts of momentum, letting you bounce higher and higher. You can also cause others who come into contact with you to bounce away harmlessly. You have a great deal of control over how great these effects are, ensuring you can move around as needed without accidentally bouncing away.

Next, you can stretch and reshape your body as needed. You can split your mass up into multiple bodies and recombine as desired; you retain complete control over each body you create in this manner.

You can safely endure extreme temperatures that would be harmful to ordinary humans. For example, extreme cold temperatures will merely cause you to shiver and simulate 'sneezes' for a short amount of time. You can even fly through the air. Whilst you can't go incredibly fast jut by flight, you can easily generate speed by bouncing off of surfaces.

Your form does have some downsides. Whilst you can make various sounds, true speech is difficult, if not outright impossible for you. Additionally, exposure to gamma radiation will prevent you from moving as you like, and may even allow others to control your movements.

-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 Medfield, as 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] Chemistry Teacher

You have the knowledge and aptitude necessary to competently teach Chemistry at a college level, by the standards of 1997 United States of America.

Whilst you won't be inventing anything special with this perk alone, it nonetheless provides you with the tools to earn a living. Perhaps you'll even have the fortune to teach the geniuses of the next generation?

[100cp] Patient Person

They say patience is a virtue. Well, you have the patience of a saint, Jumper!

This increase in mental fortitude is sure to be handy when dealing with the idiosyncrasies of your would-be spouse, or the antics of that annoying co-worker.

Whether you should actually put up with these things, or address these problems more directly, is up to you.

[100cp] Super Scheduler

You are adept at devising and maintaining schedules that make effective use of a person's time. A very handy skill if you're a busy person, or you have a distractable friend who needs to be kept on track.

You are even able to competently build in some flexibility to the schedules that you make; sometimes things come up spontaneously, after all.

[100cp] Sylvia Smith

You are extremely talented when it comes to the use of image or photo editing software, as well as software that functions in similar ways. You are particularly proficient at taking aspects from multiple people and combining them into a cohesive whole that doesn't come across like some kind of stitched together monster, as well as changing the attire a person appears to be wearing.

With talent like this, and sufficient knowledge of a person's tastes, you could design them an ideal partner from the ground up – though this perk does not provide the means of making anything more than an image of them.

[200cp] ***Let's see what this baby will do!***

When it comes to vehicles, you are a quick study. Even with the most unusual of vehicles, you will quickly pick up the basics and develop a solid competency for driving or otherwise piloting them.

Whilst this perk will not help you become an expert or master behind the wheel, it will definitely come in handy if you are ever called upon to test drive a flying car.

[200cp] Flubber Mambo

You're a great dancer, Jumper!

In addition to this considerable boost in talent, you'll find it much easier to adapt unusual forms or powers into your dancing, whether that means utilising robotics limbs more fluidly than would typically be possible, or coordinating a dance party of one when using powers that grant you control over many bodies at once. Have fun!

[200cp] I'm an Adaptor

You are a surprisingly good actor, Jumper.

You are able to fake compassion very well, perfect for when the best way to manipulate someone is to give them a shoulder to cry on. And, when the time comes to show your true colours, you are able to really ham up your performance. Be the best scumbag you can be.

[200cp] ***They're undefeated in their last one hundred and eight games.***

You are a highly talented basketball player. You could easily be a dominant player at a college level; even Rutland would be happy to have you. On purchase of this perk, you can decide whether this is a general talent, or skew it to certain role(s) within the game.

With time and training, perhaps you could even make a career of playing basketball?

[400cp] Once Is Justifiable, Twice Is Understandable

People around you have an extreme tolerance for your behavioural quirks. Being clumsy or forgetful is typically seen as endearing or acceptable; it would take the stacking of multiple serious slights in order for your behavioural quirks to actually upset someone, and even then you'll have an easier time earning the forgiveness of the upset party than you would have otherwise.

A person in question does not need advance knowledge of your quirks in order for them to be tolerant of your behaviour; they will instinctively pick up what's going on. However, this only applies to non-malicious actions on your end; whilst you can exploit this perk to a certain degree to get away with minor harassment of another, you can only do so by taking advantage of genuine quirks a person knows you to have. This perk will also not make someone happy, or even okay, if they suffer as a result of your quirks (such as if their property is damaged); it simply means that they will not be upset with you specifically unless you've repeatedly seriously slighted them.

[400cp] Hot!

When researching, inventing, or innovating, one often stumbles across a 'roadblock' – some kind of problem that halts your progress and must be resolved before continuing. Whilst staring at the problem long enough may provide a solution, you've learned that doing something else may prove far more fruitful.

Infrequently, whilst you have your focus shifted away from a small problem, events in the world around you will provide you with the necessary inspiration to solve it. Once every two years, this can also be used to solve a major problem. You have no control over when and how the inspiration will occur, but you can be assured that it will never happen during moments where your focus on the task at hand is critical.

[400cp] ***When a man says he has principles, what he means is he can`t be bought cheap.***

Money is power, and the best power is control.

You have a 'sixth sense' when it comes to discerning which people can be brought under your sway by promises of wealth or outright bribery. If they are, you will also have a general sense of the kind of money you will need to give them to have them act as you like. You must meet your target in person to accurately gauge them in this way.

Not only does this help you find the right people to ply, but it also helps you to ascertain when someone is more likely to simply be pretending to go along with your bribes to buy time or incriminate you.

[400cp] Opportunist

When you truly despise a person, opportunities will begin to line up that allow you to get ahead whilst also making that person suffer.

For example, you might encounter your victim's romantic interest alone and upset, allowing you to comfort that person, and ultimately move on them yourself. In another case, your victim might not guard their ideas closely and thoroughly, allowing you to steal and profit off of them, without breaking any laws.

This perk only provides opportunities; it does not force your behaviour, and it will require appropriate execution on your part to take full advantage of them. You must have genuine feelings against a person for this perk to target them, and you can't force the perk to be directed at a person in particular.

You can toggle the effects of this perk on and off as you like, useful if you're feeling like less of a jerk.

[600cp] Professor

There's a lot of weird science in this world, and now you can rightly call yourself an expert on it!

You now have an amazing grasp of robotics, allowing you to build complex "Rube Goldberg" machines, and even flying robot assistants that are practically (if not objectively) sapient beings.

You also know how to produce Flubber, as well as some of the applications it has, including flying vehicles.

Perhaps you can even build upon this knowledge, coming up with new inventions and innovations in these areas?

[600cp] Slapstick Action

Your body is able to take an extreme amount of punishment. Flubber flying in one end and out the other? Bowling balls landing on your head at high-speed? No problem!

This perk does not protect you if the damage is the result of a person deliberately meaning to cause you lasting or permanent harm; simply trying to knock you away or "safely" take you down is protected. This perk does not stop you from being knocked out, knocked aside, or launched into the air. It doesn't stop things from hurting like hell, and may still allow comical bruises or swelling in the short-term, but such marks will not leave a permanent impact on your appearance.

-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 Flubber (1997) on your preferred form of physical media. This comedy classic is yours to watch whenever you want.

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

[50cp] Pop Culture Clips

A large selection of clips from pop culture, most of which are sourced from Disney properties. These clips are stored on your preferred form of physical media. Robots may not wish to purchase this item, as these same clips are already pre-installed on them.

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

[50cp] Flubber Memorabilia

A collection of toys and other collectibles relating to the 1997 Flubber film. Ideal for entertaining small children.

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

[50cp] ***Have you seen the paper this morning?***

You have a lifetime subscription to the local newspaper. In future worlds, you will receive a similar subscription. In worlds that do not have newspapers, you will receive a subscription to the closest equivalent, should one exist.

[100cp] Electric Scooter

This scooter, similar to the one used by Professor Brainard, is battery powered, allowing the rider to quickly move about without exerting much of their own energy. This scooter will never run out of power, ensuring you can use it as often as you like.

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

[100cp] Wedding Dress

A classy wedding dress, or suit if you prefer. It is self-cleaning, and self-repairing, which will be very helpful if you need to attend your wedding multiple times.

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

[200cp] Lovely Old Car

You have a brand-new 1963 Ford Thunderbird Custom Convertible, in your choice of colour (defaulting to red). It never seems to run out of fuel, and general upkeep is not necessary, allowing you to drive it around just about anywhere. Your car is surprisingly easy to modify, and retains upgrades.

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

[200cp] Degrees

A large cardboard box, with your name on it.

Should you possess the necessary knowledge and expertise to have earned a degree for any subject taught in your current setting, that certification will appear in the box, including a framed diploma.

No matter how much is added to the box, it won't become overly heavy, and you can always retrieve what you intend to. However, attempts to store other kinds of items inside the box will fail.

Whilst these degrees and certifications won't be attributed to any known learning institution, they will nonetheless be considered valid certification for the purposes of resumes or roles that have them as prerequisites. This won't be considered strange by anyone unless you deliberately bring it to their attention. This means you won't have to waste time going through courses you are well and truly knowledgeable in, or going through the same courses over and over in different settings.

Should the box be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. Should any of its contents be lost or destroyed, a replacement will appear in the box after 24 hours (if the box is missing/destroyed, the replaced contents will appear at the same time that a new box does).

[400cp] Inventor's House

A modern house, by the standards of 1997 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.

The house features a large basement, which affords plenty of space to conduct experiments. It comes with a small fleet of robotic assistants, which keep the house clean and can even cook meals. Strangely, neighbours never seem to be bothered by loud noises or bright lights coming from the property, ensuring your experiments don't result in regular cop calls.

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] A Wedding (or two, or three, or…)

Weddings can be expensive even when kept fairly low-key. Having to do it over and over again only increases the cost.

This special ticket can be redeemed by you at any time, simply by holding it and willing it so. At the earliest convenience, a wedding (or ceremony of similar scope) will be arranged on your behalf, at no additional charge. In this world, this ceremony will be on par with the wedding between Phillip and Sara, a nice, but not extravagant, affair. In other worlds, the ceremony will be of an equivalent standard, accounting for the differences in resources, space, and population between settings.

Should the wedding not work out, whether it be via interruption, a party not showing up, or some other circumstance, the ticket will become reusable the next day. This can happen up to three times per jump (a total of four uses), after which the ticket will disappear. Post-chain, this becomes within a ten-year period. If the wedding goes correctly, then the ticket will also disappear.

At the start of each new jump, you will receive a new ticket if the previous one has disappeared, and if not the existing ticket's total potential uses will be reset. Post-chain, this occurs every ten years. Should your ticket be lost or destroyed other than by being used, a replacement will appear in your Warehouse after 24 hours. Tickets replaced in this manner will retain the same number of potential uses left.

[600cp] Flubber Creation Set

A collection of necessary tools and implements needed to create Flubber, as well as replenishing materials for the task. This also includes a replenishing supply of radioactive isotopes that can generate gamma radiation – they come properly stored in a safe manner.

This item also comes with a set of instructions to create Flubber in its base "goo" form; if you wish to create Flubber in different states, or convert goo Flubber to those states, you will need to experiment on your own, or acquire that knowledge elsewhere.

Should the instructions, or any of the tools and implements be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[600cp] Jumper College

Your very own college!

Comparable to Medfield College in terms of size, your college is run by competent teachers and support staff, who count as followers. Whilst you can leave it to them if you want, you are also free to step in and run things how you like. Operating costs for your college, as long as they remain inside the scope for subjects typically taught in the current setting, are covered for you. This includes bills, material costs, and industry standard wages for the staff.

Your college is considered a legitimate learning institution, though it is possible that status is revoked going forward, depending on how you operate it. In future worlds, if placed out in the world, it will also be considered legitimate – but again can lose that status.

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 college 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.

-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 Flubber along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a 'slot', so you can ask around and find another character to journey with if you would like.

-Drawbacks-

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

[+100cp] ***Thank you, Betty.***

For the duration of your stay, people will regularly get your name wrong, even if you have just told them what it is. Try not to be too annoyed by this.

[+100cp] Smile!

Exposure to bright flashes, such as camera flashes, will cause you to freak out and behave in a bizarre manner for a few moments. Perhaps it is best to not have your picture taken?

[+100cp] Hey Pal

You are easily startled or scared by anything that couldn't be found on a completely mundane 90s Earth, even if you have already been exposed to the thing in question. If this drawback has caused you to become startled or scared, it will not do so again for a few minutes afterward.

If you purchased a non-human species here, you will not set yourself off with your own form, but other members of that species will startle you just as easily. Forms you didn't acquire here that don't belong on a mundane 90s Earth will still set you off.

[+200cp] Kids Movie

This is a world made for kids, and you are expected to keep it that way. As such, you are no longer able to spout profanities, become too violent, or act too lewd. Other actions that would bump up the age rating if your time in this world were to be made into a movie are also prohibited.

Going to the bathroom, or going nude (such as for a shower or whilst changing clothes), are still fine so long as you are not putting yourself on display for the public.

[+200cp] *I`m petty, corrupt.*

You have a very strong compulsion to gloat about any malicious deeds you have committed, or goals you might have, even when doing so works against your own interests. If you set on stealing a girl from a guy, you would find it very hard not to go out of your way to tell the guy that's what you intend to do.

Overcoming these urges is possible, but difficult, and any perks or powers you have that would make such a task easier fail to do so until the end of the jump.

[+200cp] Unlucky In Love

It seems your romantic pursuits are bound for a bumpy road.

When pursuing a love interest from this setting, you'll find that even if they do genuinely have feelings for you, they'll regularly forget important details such as dates, your number, and even weddings if you get that far. Even knowing that this is due to this drawback, you can't help but feel deeply hurt each time.

If you're bringing an existing love interest in this world, then they will occasionally be pursued by another suitor, who you will always find repulsive in some manner. Regardless of their usual feelings, your love interest(s) will not be happy with you trying to drive the suitor away, instead of allowing them to handle it. Killing or incapacitating the suitor will horrify your love interest(s). While they are far from guaranteed to actually develop feelings for these suitors, the suitors have a knack for showing up at the times where your love interest(s) would be the most receptive to their advances.

[+300cp] Absent-Minded

You are both incredibly forgetful and easily distracted. Without regular reminders on what you should be doing, expect to forget to do even the most important things, like actually turning up for your own wedding. If you aren't careful, it is very likely you end up hurting those you care about.

Whilst relying on others is definitely a good idea, be careful who you choose to trust, as it could be easy for this 'help' to move you away from what you ought to be doing.

[+300cp] Unpaid Loan

Requires Human species.

You owe a massive amount of money to Chester Hoenicker. How much doesn't really matter, as you'll never be able to legitimately pay off this debt.

Chester will use this debt to keep you under his thumb, working for his benefit. He will keep track of your doings through the use of his goons, in order to make sure he is squeezing as much value out of you as possible. For example, if you are a known inventor, he will keep you inventing things, but force you to sign over all patents for your discoveries to him. If he learns that you are a Jumper… well, you can imagine how that will go.

Should you refuse to work for Chester, he will use every legal avenue to claim ownership of everything you have, and the legal system will always land in his favour. If you kill Chester, or otherwise render him incapable of acting, then your debt will be inherited by another person who is similarly morally bankrupt. There will always be someone to inherit your debt in this way.

[+300cp] A Human Matter

Requires a non-human species.

No matter your actions, you will never be considered a legitimate person in the eyes of others, and especially in the eyes of the law. Kidnapping will be considered theft, and being harmed or killed will be no different to them than the destruction of private property. In most cases you will not benefit from legal protections directly, and will have to rely on the property right of an "owner". As a result of this, more morally suspect individuals will be more likely to commit these acts against you.

Whilst you can still win over others, and even earn their respect or friendship, this view will not shift, and they will still choose to ignore your views on certain matters. Whilst friends won't want bad things to happen to you, they will still view them as lesser offences than they would be if they were perpetuated against a human. Romance is still possible, but it will be hard to achieve, and harder still to prevent distorting into something not entirely equal.

This drawback does not apply to those you are bringing into this jump, such as companions and followers.

-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:

Tenured: You choose to remain in this world. Your chain ends here.

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

Go home. Play with your rubber.: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

On Flubber Physics:

As you might expect from a setting like this, the actual rules of how Flubber works are played fast and loose as the story needs. Left unattended, objects coated in Flubber can endlessly generate momentum, as evidenced by the golf and bowling balls bouncing ever higher days after they were released. At the same time, this momentum can suddenly go away when convenient, such as when Phillip is able to catch Flubber with a baseball mitt without it or him bouncing away. Feel free to fanwank exactly how these things work.

So, what exactly happens here, anyway?

Professor Phillip Brainard is woken up by his alarm clock. At breakfast, he talks to Weebo, a flying robot that he created. They discuss Chester Hoenicker, who is threatening to close Medfield College, where Phillip works, due to a failure to repay loans he has provided. Phillip hopes to solve the problems with his latest invention, in order to create an energy source worth a fortune, and thus save the college. Phillip realises he is forgetting something important happening today – it is in fact his wedding, which is supposed to occur this evening. Weebo, having access to his schedule, is well aware of this, but chooses not to inform him and to play ignorant.

At the college, Dr. Sara Jean Reynolds – Phillips' fiancée, and president of the college – is being fitted for her wedding dress. She explains that this is the third time she's attempted this wedding, as he has forgotten to show up the other times. Later in the day, after Phillip accidentally starts teaching in the wrong classroom, he meets Sara and is reminded of the wedding that evening.

At home, Weebo is watching tv. Through the watching of her show, it is revealed that she has romantic feelings for Phillip. Meanwhile, Phillip is visited by Wilson Croft. Phillip dislikes Wilson, as he has stolen and profited from his ideas in the past. Wilson freely admits to this, openly stating that he is petty and corrupt. He also openly tells Phillip that he plans to steal his wife as well.

Phillip returns home to prepare for the wedding. He questions Weebo about it being deleted from his schedule, and she claims that it must have been a virus. Phillip is suddenly distracted by a stroke of inspiration. He starts working on his invention immediately, forgetting all about the wedding.

Although he initially believes that his experiment was a failure, it turns out to be a success. A strange, goo creature is created. It possess various unusual properties, as well as some level of intelligence and free will. Phillip names it Flubber, a shortening of flying rubber. Wilson gives Sara a ride home.

The next day, Phillip continues experimenting on Flubber, using gamma radiation to control its movement, effectively allowing other objects to fly through the air. Phillip realises that he missed the wedding. He goes to the college, and tries to explain his mistake, and Flubber, to Sara. Sara is not happy with Phillip's attempts to apologise, and confuses an attempt to demonstrate Flubber for an attempt to make her feel bad for him when he falls out of the window but Flubber flies off instead of bouncing him back to it, causing him to hit the ground hard.

At Hoenicker's estate, Chester's son, Bennett storms in, outraged. He has been thrown off the college basketball team for failing Chemistry. Chester explains that the only reason he gave money to Medfield was so his son could be given straight As and easily get into Harvard Business. Chester's goons say that Phillip Brainard, Bennett's Chemistry Professor, either didn't understand them or forgot to follow through. Chester orders the goons to find some dirt on Phillip, in order to have the grade changed.

That night, the goons come to spy on Phillip at his home, as he experiments with Flubber further. These tests result in the goons being hit by golf and bowling balls at high speed, as well as being launched through the air. The goons flee without Phillip even realising they were there.

Phillip outfits his car with the gamma radiation chamber and Flubber, allowing it to fly. He intends to take it to Sara's house; Weebo doesn't wish to join him, but he insists. After a bit of a learning experience, he drives over to Sara's, where he sees her with Wilson. Sara will be driving up to Rutland, the school that Wilson works at, for the game between the schools' basketball teams. Wilson offers a bet: if her team wins, she can buy him dinner. If her team loses, she can spend the weekend up in the mountains with him. Whilst Sara does not commit to the bet, Phillip decides that he needs his team to win. Phillip drives off without being seen by either Sara or Wilson. At Hoenicker's estate, Chester's goons explain what happened to them.

Back at home, Weebo says that she thinks a woman should love a man for what he is, rather than what she wants him to be. Phillip asks that she stay out of the matter, as it is a human matter. As Phillip sleeps, Weebo uses image editing software on the computer to create a woman, which she names Sylvia. She projects Sylvia as a hologram, and has her move to Phillip's room. She leans in to "kiss" Phillip, but Phillip suddenly wakes up. Weebo manages to flee, and delete Sylvia's image from the computer, without Phillip noticing what happened. He comes down to say that he is going to use Flubber at the basketball game. He heads to Rutland Arena immediately to do some experiments with Flubber in a liquid form. Returning, his plan is to apply a lesser solution of Flubber to tacks, and then apply them to his team's shoes. He asks Weebo not to release Flubber, before leaving for the game proper.

Whilst he is gone, Weebo chooses to let Flubber out, who has a dance number but otherwise causes no problems. In addition to Phillip, Sara, and Wilson, Chester and his son also attend the game. Rutland dominate early, but halfway through the game, the Flubber tacks activate, and Medfield come from behind to win. Sara almost hugs Phillip in her enthusiasm, but restrains herself, and leaves to take Wilson to dinner. Chester's goons confirm to him that this is the same kind of thing they saw when they spied on Phillip. Phillip follows Sara and explains what happened in the game, but this only disappoints her and she goes with Wilson. Chester spots Phillip in his flying car on the way home.

Back at home, a dejected Phillip explains his feelings to Weebo, who choose to record them. He says that the reason he is so absent-minded is because he loves Sara. He tells Weebo that she was right about him not being right for Sara, and now it will just be the two of them and Flubber. Weebo is not happy though, as she can see how sad Phillip is. When Phillip goes to bed, she heads to Sara's house, and shows her the recording of his feelings. She return with Weebo, and makes up with Phillip. Phillip and Sara go for a ride in his flying car. She agrees that Flubber is the way they can save the college. He suggests that they sell shoes to sports teams, but she points out that the flying car is the much bigger discovery.

Returning home, the pair are confronted by Chester Hoenicker, his son, and his goons. Chester suggests that Phillip sell the car to him, and will completely wipe the school's debt for doing so. However, Phillip chooses not to. He takes the car to Ford instead. While they are out, Chester's goons break in and steal Flubber, damaging Weebo in the process. When Phillip and Sara return, they see the damage, and find Weebo. Weebo dies in Phillip's hands, but not before pointing him towards a video she had made in case of emergency. This is a video clip of "Sylvia" explaining that she had kept a file on herself, so that she could be remade, though she chose to remove a few of her flaws, and add some of Phillip's personality as well.

Phillip and Sara head to the Hoenicker Estate, and pretend to capitulate to his demands. They find that he has also brought on Wilson to uncover the secrets of Flubber. Phillip releases Flubber, and with Flubberized hands and feet, he, Sara, and Flubber defeat the villains and rescue Flubber.

The college is saved, and Phillip and Sara finally marry, though this is accomplished through a video screen since Phillip doesn't attend in person. The video screen belongs to "Weebette", the new Weebo that considers herself to be a daughter of Phillip and Sara.

-Changelog-

0.1
Created the jump.