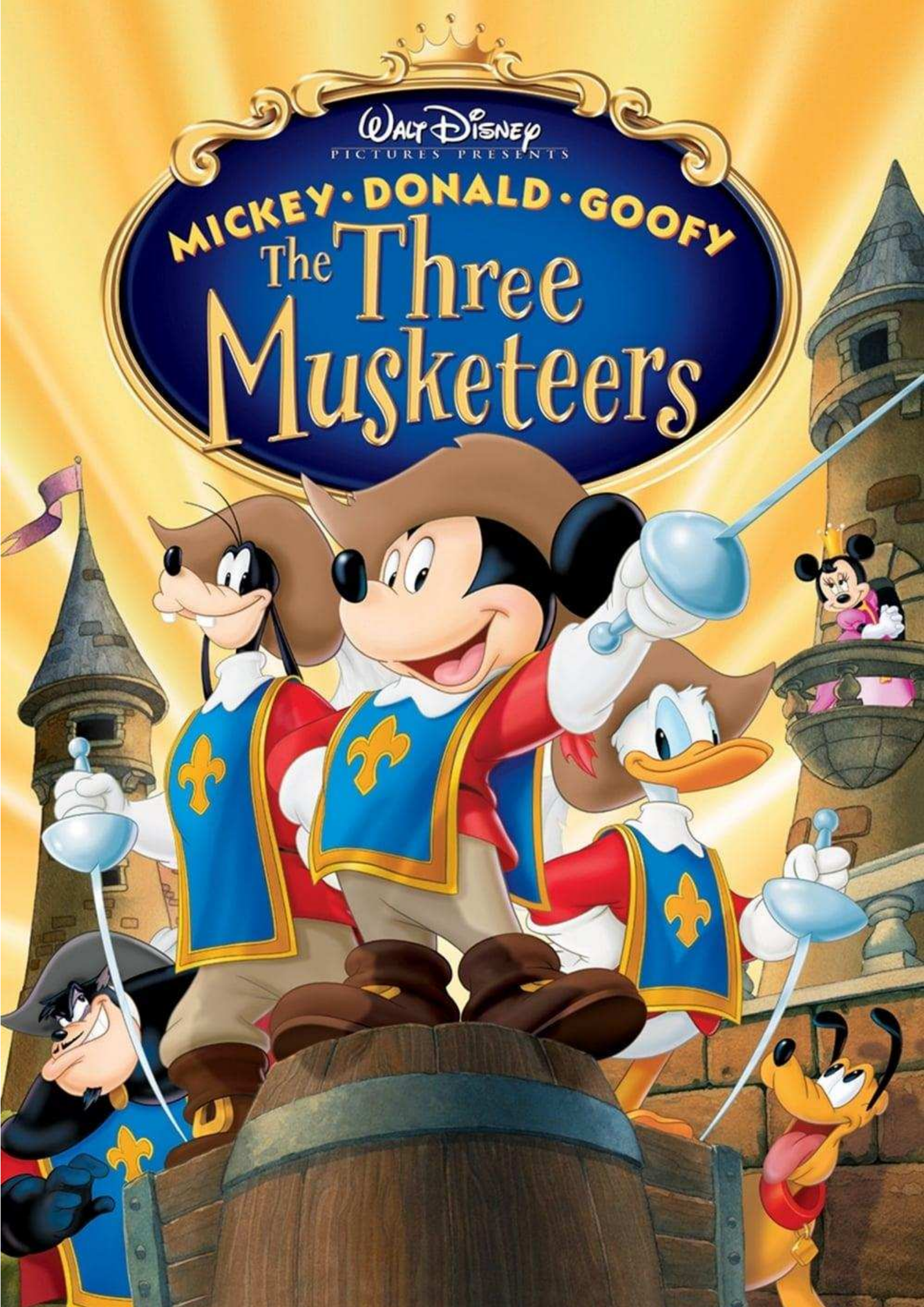

Walt Disney
Pictures Presents
Mickey · Donald · Goofy
The Three Musketeers

Mickey, Donald, Goofy: The Three Musketeers

A Jumpchain CYOA by WoL_Anon

Ver. 1.0

Today, I will tell you the story of… "The Three Musketeers"! This is my favourite version… the one with pictures. And, of course, my songs. Our story begins… in the gutter… where poor young street urchins Mickey, Donald, and Goofy… struggled to survive. Zut alors! Bad guys. Will anyone defend these innocent children? Anyone! Anyone! Anyone! Well, anyone? The royal musketeers! Yes! And after the dust settles… a kindly musketeer gives Mickey a gift. Don't worry, Mickey. You 'll grow into it. From that day on, Mickey, Donald, and Goofy… dreamed of being great musketeers. But as the years passed… their dream was still as far away as ever. You see, before their dream can come true… our three heroes must learn the real meaning… of the musketeer creed… all for one and one for all! And I just happen to have a song about this!

-The Troubadour tells the tale of The Three Musketeers

You arrive in this world a few moments before Mickey, Donald, and Goofy accidentally pull Pete's bath through the ceiling. 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-

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

[Free/100cp/200cp] Cartoon Animal

Like everyone else here, you are a cartoon character that appears to be some kind of anthropomorphic animal. Any kind of animal is fine, so long as it does not provide you with additional advantages.

As a cartoon character, you are able to employ a limited amount of toon physics. This gives you some resistance to blunt force, which is at its strongest when you are hit by accident or without the intent

to kill. You can also pull off various toon physics-based effects, so long as they do not provide any serious advantage and are in some way 'funny'. For example, you could pull someone through a keyhole if it would be possible in that situation to simply open the door and let them in, or you could cause the moon to "shatter", but this would only be a minor visual effect that lasts for a moment or two and doesn't actually impact the real moon.

Those with this species can still be killed, whether via stabbing, drowning, being crushed by a safe intended to kill you, or via various other means.

For Free, you are fairly small, on par with Mickey or Minnie Mouse. It will be easy for others to physically overpower you. For 100cp, you are roughly the size of Goofy or Clarabelle. Most musketeers are about this size. For 200cp, you are roughly the size of Pete, and will really be able to throw your weight around in a fight.

-Background-

You must choose one of three Origins in this section. Each one qualifies you for different discounts. You may design a background in this world, based on your Origin and what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made. Alternatively, you may choose to take your Origin as a Drop-In, with no memories or history in this world.

Musketeer

You are a musketeer, or at least aspire to be one. You desire to be a great hero, though you may have one or two personal flaws that make heroics a tad challenging.

Noble

You aren't some lowly commoner. No, you are part of the nobility. If you aren't careful, you might get caught up in Pete's scheming.

Villain

Put simply, you are a bad guy. Whether you are a simple thug or have grander ambitions remains to be seen.

-Location-

You may freely choose to begin at any of the following locations.

Musketeer Training Yard

This is where musketeers train, and where Mickey, Donald, and Goofy may one day be declared royal musketeers.

Royal Palace

Princess Minnie's royal palace. Here is where she will first meet Mickey – unless you change things.

Pete's Secret Lair

The villainous Pete plots his foul schemes from here. Mind the shallow pit!

The Tower

An abandoned tower. Should events proceed as usual, this is where Minnie and Daisy will first be rescued by Mickey, Donald, and Goofy.

Mont-Saint Michel

Should events go as they usually would, this is where Pete will intend to drown Mickey by locking him in a dungeon cell before the tide comes in.

The Opera

A fancy building where opera is performed. If things go as expected, it will serve as the stage for the climatic encounter between Pete and the musketeers.

-Perks-

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

Musketeer

[100cp, Free for Musketeers] All For One

You have an unusual amount of willpower and motivation. Even when things seem bleak, you aren't the type to give up on what matters to you simply because the path forward is difficult.

This perk does not make you less receptive to new and different ideas.

[100cp, Free for Musketeers] Friendly Face

Want to make friends? Who doesn't?

You naturally give off an impression of friendliness and approachability. Whilst this won't force anyone to like you, it will help those who might to discover just how good a friend you can be.

You can toggle this effect on and off as you like, should you wish to be left alone.

[200cp, Discounted for Musketeers] Musketeer Anthem

You've gone through training in order to become a musketeer, and it shows.

You are now a highly skilled swordsman. This skill is most prevalent with the rapier, but extends to other kinds of swords as well – albeit to a lesser degree.

Now get out there and do your duty!

[200cp, Discounted for Musketeers] *I was hiding.*

Are you a coward, Jumper? Then you might appreciate this perk.

You have gained a good amount of skill at escaping and running away from your enemies. This helps you to wriggle out of your enemies' clutches, and when fleeing, you will move faster than you would normally be capable of.

For those times where flight is not possible, you've also developed a good eye for hiding places, so you can wait out the danger unseen.

[400cp, Discounted for Musketeers] Two For Tea

Others might not consider you the sharpest tool in the shed, but when you do come up with ideas, they'll know to listen to you.

In times of need, you have a habit of devising wild and ridiculous plans that somehow manage to work as intended. Throwing yourself out of a tower at just the right way so you can be flung back inside at high speed to take out your enemies is just one example of these wild plans.

Additionally, if you have access to toonforce or similarly operating powers, your wild plans may even incorporate them in ways you wouldn't ordinarily dream of, and may teach you new applications of such powers in the process.

[400cp, Discounted for Musketeers] Chains of Love

Your proclamations of love or attraction that are genuine and forthright are much more likely to land effectively than they would ordinarily be. Whilst this won't force others to return your love, they will take proclamations as compliments, and at least consider them if they have the appropriate inclinations.

Additionally, your romantic partners, or those who are otherwise attracted to you, will interpret genuine foolishness or stupidity on your part as charm points, rather that sources of irritation.

[600cp, Discounted for Musketeers] One For All

The true strength of the musketeers is not as individuals, but rather how well they operate as a team. You have learned how to harness such strength for yourself.

As you fight alongside allies, you quickly learn to predict their actions, and from those actions can intuit how to best complement their movements, cover for their blind spots, and position yourself so your weak points are protected in turn by them.

Off the battlefield, forming true friendships with others will push both you and them to be the best possible versions of yourself. If you were cowardly, you will have an easier time finding the courage when your friends are in danger. When your friends are on the verge of quitting, your words will help them find the motivation and willpower to keep going.

If foes cross your path, they'll be sure to fall, 'cause it's all for one, and one for all!

Noble Perks

[100cp, Free for Nobles] Royal Dignity

You are able to keep your composure, and maintain an air of dignity in even the most stressful or ridiculous of circumstances.

Because if you are to take on a royal role in this world, it is important to look the part.

[100cp, Free for Nobles] Troubadour

You can come up with lyrics to existing tunes on the fly, allowing you to change the context of a given song to better suit the narrative you are trying to portray. This perk doesn't help you to create an entirely new score, however.

You've also become quite skilled at playing the mandolin. With such skill, even the Princess will be happy to listen to you play it.

[200cp, Discounted for Nobles] Love So Lovely

Perhaps others don't believe in love at first sight, but a romantic like yourself knows better.

Whenever you first see a person that is highly romantically compatible with yourself, you will experience a strange sensation where time will appear to slow to a crawl. You may also notice various cartoonish effects, such as the sudden appearance of love hearts or butterflies – that is, if you can take your eyes off your new love!

Optionally, you can share this sensation with the compatible individual in question. You can also choose to 'reset' whether this perk considers you to have looked at any given individual, allowing you to experience this wonderful moment as many times as you like.

[200cp, Discounted for Nobles] L'Opera

You are a highly talented opera performer. You are particularly skilled at one opera specialty (soprano, tenor, bass, etc.).

Just as importantly, you are a skilled actor that is able to improvise to a high standard. Why, if a swordfight broke out on-stage, you could work it into your performance whilst keeping yourself as safe as possible.

[400cp, Discounted for Nobles] Sweet Wings of Love

Even if you are a lover rather than a fighter, sometimes danger and adventure finds it way to you. Whilst this perk won't help you overcome such challenges; it will certainly help you make the most of them.

From now on, such things will present opportunities to deepen your bonds with your allies. For example, the romanticism of freeing or being freed from capture will often create a lovely atmosphere that will bring you together, and when travelling from place to place, you will somehow manage to fit in detours for you and your partner(s) that allows you to grow closer.

[400cp, Discounted for Nobles] Thanks for the Song

Your music is able to inspire others, and help them find the best parts within themselves.

The approach your music will need to take will vary by individual. Sometimes, a motivational tune is what you need to pump up an ally. Other times, a song that mocks and derides someone for their cowardice will get a scared ally so angry that they forget all about their fear.

Your friends will surely be grateful for such performances.

[600cp, Discounted for Nobles] Dodging the Safe

Royalty and other heads of state are common targets for assassination. Even if you are constantly alert, death could still come without you ever being aware you were in danger.

Fortunately, you have now acquired an impressive amount of luck, which should protect you from such things. This luck works to arrange situations so assassination attempts and other kinds of sneak attacks simply fail to go as planned, making such approaches all but impossible. This luck does nothing when you are directly confronted by an attacker or would-be abductor, so you ought to consider acquiring a bodyguard or three if you really want to be safe.

Villain Perks

[100cp, Free for Villains] Rotten Guy

You must have a nasty sense of humour, as you find all sorts of mean-spirited jokes coming to mind when doing foul deeds. If you really want to rub salt in the wound, these jokes are just the thing you're after.

[100cp, Free for Villains] Secretary Skills

Villains need assistants too. As such, you have been well-trained as a secretary. Taking calls, maintaining a schedule, you are well-versed in the tasks a secretary is normally expected to perform.

[200cp, Discounted for Villains] ***If you can't be loved, be feared***

Being scary comes naturally to you, and attempts at coming off as intimidating or threatening are much more effective than they would otherwise be.

A perk like this is sure to be useful when keeping your minions on their toes.

[200cp, Discounted for Villains] I Clobber You!

While sword fighting is all the rage in these parts, there are other ways to subdue your foes.

You are now quite skilled at throwing punches. More importantly, your blows are more powerful than they would otherwise be, and yet will do nothing more than knock your target out if you wish. True villains prefer to set up elaborate death traps, after all.

[400cp, Discounted for Villains] Born To Cheat

Cheating is in your nature. Finding shortcuts, or ways to bend or break the rules comes much easier to you than it used to.

This extends to “shortcuts” in combat, allowing you to find opportunities to employ unsportsmanlike tactics in battle or exploit the environment to get the upper hand on foes.

[400cp, Discounted for Villains] Has Set My Heaaaaaaart…

You wouldn’t think being a villain is a path to true love, but after taking this perk, you’d be mistaken.

When committing villainous acts, you will often run into someone that is highly romantically compatible with you. More often than not, these would-be love interests will be the victims of your antics, requiring you to turn over a new leaf (or at least make an exception for the person in question) if you want a serious chance of getting together with them.

This perk only directs you towards people that are a good match; it doesn’t create them. If no one is around, or there really isn’t anyone that would be good for you, then this perk is effectively useless.

[600cp, Discounted for Villains] Petey’s King of France

It’s kind of ridiculous just how effective your usurpation schemes can be if they go off correctly. For example, if the princess were to publicly announce (far enough away that the public wouldn’t be able to notice a double making this announcement) that they are retiring and you would be stepping in as king, and then that princess were to go “missing” shortly after, not only would you be installed as

king, but only those previously aware of your bad character would be suspicious of you. Similarly ludicrous schemes work just as well.

As effective as these plots might be, they will be immediately undone if they are sufficiently exposed to the public. If that missing princess showed up and claimed you abducted her, any authority you gained would be stripped on the spot, and that would be before you were punished for your crimes.

General Perks

[Free] Sing-Along

It wouldn't do to leave you out of all the musical fun, would it?

To make sure you can participate, your ability to sing has been noticeably enhanced, and the quality of your voice has also somewhat improved. Now get out there and sing along!

-Items-

Discounted items are 50% off, with discounted 100cp items being free for the first purchase.

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.

Musketeer Items

[100cp, Free for Musketeers] Musketeer Uniform and Sword

This item set comes with a musketeer uniform, including tabard and hat, as well as a rapier.

The uniform is self-cleaning and self-repairing, ensuring you can wear it as often as you like.

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

[200cp, Discounted for Musketeers] Friendly Pooch

This cartoon dog (not anthropomorphic, just a normal kind of dog) is now your loyal pet.

The dog is surprisingly intelligent, and will alert you to incoming danger. As a cartoon, it has limited access to toon physics, primarily allowing it to stand up to a good deal of blunt force without permanent damage or injury.

Should something happen to your dog, it will be back tomorrow, good as new. This isn't that kind of movie.

[400cp, Discounted for Musketeers] Jumper's Tower

An abandoned tower.

If the tower is placed out in the world, and left unoccupied, it will strangely remain abandoned. If abandoned, and you are pursuing a target in the general area, the target will be drawn towards the tower, and will get a sense that climbing it will be an effective means of escape from you.

Whether or not you have left it alone, you and your allies will be able to move up and down the winding staircase almost instantly. This still exhausts you as if you had properly run up or down the stairs, so use it wisely. Still, it will make general use of the tower more efficient if you plan on occupying it, or make catching bad guys easier if you are using the tower as bait.

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

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

[600cp, Discounted for Musketeers] Musketeer Training Facility

A facility intended for the training of new musketeers. A large training yard dominates it, surrounding by a building which serves as barracks and stables.

This item comes with a small force of trained musketeers, which are all cartoon anthropomorphic dogs. These musketeers are equipped appropriately, have their own cartoon horses, and can maintain the facility as well as train others to be musketeers like them. They count as followers and are completely loyal to you. Inactive companions can even stay here, so long as they remain on the property.

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

Should the training facility 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.

Noble Items

[100cp, Free for Nobles] Royal Dress and Crown

This item set includes a beautifully made dress (or suit, if you prefer), as well as a golden crown.

The dress (or suit) is self-cleaning and self-repairing, ensuring you can wear it as often as you like.

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

[200cp, Discounted for Nobles] Royal Carriage

An ornate carriage, which can comfortably transport you around.

It is pulled by a cartoon horse, which is trained for the task but otherwise no different than an ordinary horse. Should something happen to it, it will be back tomorrow, good as new. This is a Disney movie, after all.

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

[400cp, Discounted for Nobles] Opera Building

A large, fancy building, designed to show opera and similar performances. It doesn't come with any performer, so you'll have to hire or find some if you wish to put on a show.

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

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

[600cp, Discounted for Nobles] Jumper's Palace

A grand palace, on par with Princess Minnie's.

It is staffed by a small force of cartoon anthropomorphic animals, which maintain the building, but which you'll never see unless you specifically seek them out. They count as followers and are completely loyal to you. Inactive companions can even stay here, so long as they remain on the property.

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

Should the palace 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.

Villain Items

[100cp, Free for Villains] Villain's Cloak and Sword

This item set includes a dark cloak, which screams "I'm a bad guy!" to those who see it, as well as a rapier.

The cloak is self-cleaning and self-repairing, ensuring you can wear it as often as you like.

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

[200cp, Discounted for Villains] Weapon Collection

A collection of weapons appropriate to the time period, including different kinds of swords and maces.

Strangely, carrying these weapons with you will not weigh you down, and they can be stored within a cloak without being noticed until they are retrieved. If Donald knew you were carrying all this on you, he would be running for his life.

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

[400cp, Discounted for Villains] Estate and Secret Lair

A respectable home by the standards of 1600s France. Or at least, that's what it appears to be from the outside.

Underneath the building is a large dungeon area, an ideal space for a secret lair. The lair is accessed from the building above, by sitting on a specific chair and pulling a nearby rope, which takes you to a track that is ridden down to the lair. The lair optionally comes with a shallow pit that can be used to punish those too stupid to climb out of it.

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 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, Discounted for Villains] Mont-Saint Jumper

This tidal island-based fortress is now all yours!

As the tide comes in, not only is the fortress harder to access due to the surrounding water, but the lower dungeon floods. If you want to leave someone to drown, simply lock them in an appropriate cell, and wait for the tide to come in – a death trap any respectable villain can take pride in.

It is managed by a small force of cartoon anthropomorphic animals, which maintain the building, but which you'll never see unless you specifically seek them out. They count as followers and are completely loyal to you. Inactive companions can even stay here, so long as they remain on the property.

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

Should the 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.

General Items

[50cp] Film

A copy of Mickey, Donald, Goofy: The Three Musketeers on your preferred form of physical media. This tale of Mickey and his friends is yours to watch as you please.

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

[50cp] Jumpchain Comic Books

Each time you complete a jump, you will receive a comic book, detailing your actions during your stay. Where possible, the comic book will try to present a coherent story that is appropriate for kids. On purchase, you will retroactively receive comic books for each jump that has already been completed. A companion that purchases this item only receives books for jumps they are present for.

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

[50cp] Lucky Hat

A musketeer hat. On purchase, you must choose whether it is signed by some unknown musketeers, or by Mickey, Donald, and Goofy themselves. It possesses no special properties, making it a fun memento of your time here, but little more.

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

[50cp] Mandolin

A well-made, but otherwise ordinary mandolin. Any troubadour would be happy to have such an instrument.

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

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

-Drawbacks-

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

[0cp] Jumper History

Using this toggle, you can import the events of any settings that have a demonstrated shared continuity with Mickey, Donald, Goofy: The Three Musketeers, that you have previously visited. Inconsistencies between these settings may be smoothed out in a manner of your preference, but attempts to use this toggle to interact with prior versions of either yourself or companions will fail.

You can also use this toggle to imports the events of any settings which utilise different versions of Mickey and his friends. This will not change the setting, but may influence how this setting's version of these characters initially feel about you.

[+100cp] I've Been Looking Forward To This All Month

Everyone here rarely bathes, and as a result, generally smell quite bad.

This will likely reduce the level of enjoyment you get out of your time here.

[+100cp] Jumper, I Can't Understand A Word You Say

Like Donald, you suffer from a speech impediment that make it difficult (but not impossible) for even long-time friends to understand what you are saying. Good luck if you have to explain a lot of things at once.

[+100cp] French Words Make Me Mad

French phrases, such as *en garde* make you irrationally angry.

While French might not be as constant as you might expect from a setting located in France, the occasional French phrase will happen often enough to be a regular source of anger for you.

[+200cp] Coward

You are a chicken, Jumper. You can be scared by even talk of danger, and are likely to turn tail and flee should you be actually be confronted with it.

It will be extremely difficult to overcome your fears, and perks that would help you do so will not for the duration of the jump.

[+200cp] Wound Tight

You see danger at every turn, and react to it before you can realise that everything is fine.

Unless you put serious effort towards you, expect to make constant blunders like jumping a civilian for carrying a butter knife, or mistaking a suit of armour for an actual enemy.

[+200cp] Peg Leg

You are missing a leg, requiring you to utilise a prosthetic in the form of a wooden peg. This will making moving about with speed quite a challenge.

For the entirety of the jump, your missing leg cannot be healed, nor can you resolve this missing limb issue by any kind of shapeshifting.

[+300cp] Doofus

There's not better way to put it: you are a complete moron. It will be difficult for you to act intelligently, and very easy for your foes to pull one over on you. Even extremely obvious ploys like getting you to look at a boxing glove jack-in-the-box in the middle of a serious fight are likely to work on you.

[+300cp] A Safe Target

It appears that the Beagle Boys have been ordered to kill you, and will regularly attempt to do so during your stay here. Dealing with Pete will not stop their assassination attempts, and permanently incapacitating the Beagle Boys will cause a new group of assassinations with a similar level of competence to show up the following week.

[+300cp] One-Sided Toon Logic

It seems that for the duration of the stay, injuries or deaths caused by you or your allies never seem to stick, nor do other means of permanently incapacitating foes. Unfortunately, this only goes one-way, and you and your friends can be hurt or killed just fine.

-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:

One More Song: You choose to remain in this world. Your chain ends here.

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

Curtain Call: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

So, what exactly happens here, anyway?

When they were young, Mickey, Donald, and Goofy were poor street urchins. One day they were accosted by bad guys, and saved by the royal musketeers. One of the musketeers gave Mickey his hat. The three were inspired to become musketeers themselves.

Years pass, and the three haven't managed to become musketeers yet; instead, they serve as janitors for the musketeers. The three manage to screw this up as well, causing musketeer captain Pete to crash through the ceiling. Pete mocks their musketeer aspirations, pointing out that Donald is too much of a coward, Goofy is too stupid, and Mickey is too small for the three of them to become musketeers.

In the palace, Princess Minnie talks to Daisy (her lady-in-waiting) about her desire to find her one true love. She doesn't particularly care if her love is not of royal blood, despite Daisy's protestations. When Minnie steps out into the courtyard, she narrowly avoids having a safe dropped on her by the Beagle Boys, who flee before they are seen.

The Beagle Boys return to their boss, who is revealed to be Pete. They explain their failure to him; he is upset because he asked them to keep her safe, not drop a safe. Pete explains that the plan is to kidnap Princess Minnie before the opera the following night, so that he can be installed as king. Pete has the three thrown into a small pit by Clarabelle as punishment. Clarabelle gets a call soon after; the Princess has shown up to see Pete. Pete meets the Princess outside, where she demands musketeer bodyguards. Pete tries to talk her out of it, worried what the musketeer might do to him. However, he sees Mickey, Donald, and Goofy screw up yet again in the background, and has an idea. He tells Minnie he will bring her bodyguards over to the palace.

Pete visits Mickey, Donald, and Goofy. He congratulates them, telling them he has been watching and they are musketeer material. The three are officially made into musketeers, and Pete brings them to the palace. Although the three make fools of themselves right away, Minnie falls for Mickey at first sight. Pete returns to his lair, and lets the Beagle Boys out of the pit, telling them to kidnap the Princess and lock her away in some remote tower where no one will find her.

Minnie is travelling in a carriage with Daisy, as the three musketeers sit on the outside. Daisy is once again trying to dissuade her from pursuing a commoner, when the carriage is attacked by the Beagle Boys. Donald is too scared to fight; first, he tries to hide inside the carriage, but Daisy forces him out, then he jumps off the carriage to escape. Goofy is tricked into knocking himself off the carriage, and Mickey is overpowered by one of the Beagle Boys and thrown off as well. Donald and Goofy want to give up, but Mickey reminds them that they were chosen to be musketeers, and so they follow the carriage to an abandoned tower. This second encounter goes much the same way, until Goofy comes up with a wild idea that has him and Mickey dive out of the tower, be sent flying back in via shenanigans, and kick the Beagle Boys flying out a different direction. This allows the musketeers to rescue Minnie and Daisy. Mickey makes Minnie laugh as he frees her, and the two have a romantic evening as she is escorted back to Paris.

Pete is furious. He decides that the plan will have to change, and Minnie will have to be taken during the opera. In order to remove the musketeers, he says they will have to be picked off individually.

First, Clarabelle uses shadow puppets to trick Goofy into leaving the palace during patrol in search of Mickey. Next, the Beagle Boys capture Donald, and take him to Pete, but Donald manages to escape with the knowledge of Pete's objective. Donald rushes back to Mickey and warns him about Pete. Donald doesn't wish to be a musketeer anymore, as he knows that was just a lie, and he is scared of Pete. Mickey tries to convince him to stay. Donald says he just hid during the tower rescue, but Mickey says it took courage to come back and warn him. Even so, Donald chooses to run away. Pete shows up, and Mickey tries to arrest him, but is knocked out. Pete take Mickey to the Mont Saint-Michel, and locks him in the dungeons; when the tide comes in, he will drown.

Clarabelle has tied Goofy in chains and plans to drop him off a bridge and drown him. However, Goofy has fallen for her, and manages to win her affection with his 'numbskull charm'. Clarabelle warns Goofy that Mickey is in danger. Goofy happens to fall into Donald's boat, and Donald is convinced to help. The pair make it to Mont Saint-Michel and free Mickey in the nick of time.

At the opera, Minnie and Daisy are captured by Pete. They are locked in a chest, whilst one of the Beagle Boys poses as Minnie. The fake princess declares that they are too stressed to rule, and that Pete will be the new king. The three musketeers arrive, and are able to defeat Pete and the Beagle Boys, rescuing Minnie and Daisy. Daisy kisses Donald.

In a ceremony, Minnie officially dubs Mickey, Donald, and Goofy royal musketeers.

-Changelog-

0.1
Created the jump.

1.0
(i) Minor typo fixes.