UP



Up

A Jumpchain CYOA by WoL_Anon

Ver. 1.0

Welcome to the world of Up, Jumper. The story of this world revolves around one Carl Fredricksen. As a child, he was a fan of adventurer Charles Muntz, who left for Paradise Falls in search of a monster. He meet his sweetheart, Ellie, and grew old with her. Unfortunately, their plans to visit Paradise Falls themselves were constantly put off, until one day Ellie passed away. Now an old man, Carl clings on to his house, his reminder of Ellie, even as the world around him changes. What role will you play in the events to come?

You arrive in this world just as an elderly Carl wakes one morning; should events proceed as expected this very day he will hit a construction worker with his cane. You will be staying here for the next year.

You have 1000 choice points (cp) to spend.

-Age and Gender-

You may choose any age you would like for free, as long as it makes sense and does not provide you with any additional advantages you have not purchased.

Your gender remains the same, but you can pay 50cp to change it if you wish.

-Species-

Choose one of the following 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. You probably know what this is.

[Free/+100cp] Dog

Choosing this species may give you an additional 100cp to spend, as explained below.

You are a dog, of any breed commonly found on a mundane Earth. You lack the ability to speak without additional aids, but your intelligence is unaffected.

If you'd like to gain an additional 100cp, you can choose to remove your ability to alt-form switch or blend, or employ any shape changing powers on yourself for the duration of the jump.

-Background-

You may choose to Drop In to the setting with no memories or history in this world. Alternatively, you may design a background in this world, based on what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made. If you are visiting both settings, you can decide for each setting whether you Drop In or take a background.

-Location-

Choose one of the following locations. You may choose to begin anywhere the chosen location, so long as it makes sense and does not provide you with any additional advantages you have not purchased.

Carl's City

The unnamed city in which Carl Fredricksen lives. Presently, his neighbourhood is in the process of redevelopment, and his house sticks out like a sore thumb amongst the construction taking place.

Paradise Falls

Located in South America, Paradise Falls has been largely untouched by human civilisation, making it a dream visit for the would-be explorer.

-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] Handyman

You are quite good at handyman work, such as sawing, hammering, and painting. Such a skillset will come in handy should you ever need to renovate a house with your own two hands.

[100cp] ***I think the boring stuff is the stuff I remember the most.***

Life's not all adventure and life-threatening scenarios. No, life tends to happen in those quiet moments, those in-between times.

You have learned to appreciate and enjoy these moments for what they are. Exciting times or ambitious dreams will not detract from the joy you experience spending quiet time with your loved

ones, or doing small things that make you happy. This 'boring' stuff will not get boring for you, allowing you to appreciate it just as much even after a lifetime of it, and you will be able to recall these moments with a surprisingly clarity.

This perk will never force you to enjoy things you have come to dislike for other reasons.

[100cp] Wilderness Explorer Training

Whether or not it is the result of being a Wilderness Explorer, you have picked up a large amount of knowledge regarding camping and nature. For example, you know that there are no tigers in South America.

Unfortunately, this perk does not provide any practical experience of camping, nor does it help you with putting up tents. Hopefully you have someone to learn from, or maybe a floating house to shelter underneath.

[100cp] ***I have just met you and I love you.***

You have a strong intuitive sense which helps you determine whether someone would be a good master or carer for you. If you are planning on spending your time here as a dog, this will be a great help to you.

You can toggle this perk on and off as you like; you probably won't always be seeking a new master, after all.

[200cp] ***You know, it's just a house.***

The past can become a prison for some, their obsessions keeping them trapped and unable to move forward.

Fortunately, you are able to let go of the past, holding on to what is actually important while still moving forward on the next adventure, the next stage of your life. While you might still choose to keep objects that represent your past, you'll be able to recognise that at the end of the day they are just that – objects – and you won't put them ahead of new friends or doing the right thing.

[200cp] Power of Obsession

But, what is a man without his obsessions? Why *should* you give up on them?

Thanks to this perk, you'll find that leaning into your obsessions will fill you with motivation and willpower, the kind that allows you to spend seventy years hunting down a single bird in the jungle. You'll also find that as long as you maintain obsessions beyond what others would normally consider 'healthy', you'll age far more gracefully than usual – perhaps they *are* healthy, after all?

[200cp] Emergency Efforts

So you're old. Or, maybe you're overweight. In either case, great feats of fitness and athleticism are probably not in the cards. Well, not for most.

Thanks to this perk, you'll find during moments of great peril (whether for you or those you care about), you are able to act with strength and athleticism a fair bit beyond what you are normally capable of. Issues of age or being overweight are temporarily ignored during these moments – at most they might crop up as a bit of a gag, but they don't actually impede you the way they ought to.

Attempts to 'game' this perk to trigger in controlled or safe environments will invariably fail. A healthy lifestyle is more likely to benefit you in such cases.

[200cp] Road Runner

You are quite good at running away, it seems.

When fleeing, you simply move a bit faster than you would normally. Just as importantly, you are quick to identify escape routes on the fly for you and others, including unconventional ones such as jumping off a wall to get over the heads of your pursuers.

Kevin would be proud.

[400cp] Lifelong Love

For most, marriage is imperfect, at best. For you, it's downright idyllic.

From now on, marriages (and similar relationships) that you are a part of fare extremely well. You and your partner will not fall out of love with each other simply due to time or familiarity. Old arguments do not fester and cause long-term harm to the relationship – once it is resolved, it is resolved. Financial concerns do not strain the relationship as they would otherwise have. Unless one of you actively chooses to betray the other, you can expect to love each other just as much the day one of you passes as the day you were wed, if not more so.

And it is not just that such a relationship doesn't break down, it is also actively better for you than usual. You and your partner find it easy to settle into practical, healthy manners of living that complement each other, and when one of you is burdened by sadness, the other's presence will work to comfort and support that person. Even after death, provided the relationship was stable and loving at the time, the dead partner will continue to serve as a source of inspiration and motivation, helping the other to be the best version of themselves.

Please note that this perk only applies to relationships built on mutual love – it would do nothing for a marriage solely of convenience, for instance.

[400cp] ***Oh, this makes it go right, and that way's left.***

You are a surprisingly talented pilot, it seems.

Thanks to this talent, you'll be able to identify how to pilot all manner of aerial vehicles in very short amounts of time. Even makeshift airships built out of a house are simple for you to comprehend.

Beyond simply identifying the controls, flying such vehicles comes quite easy to you to. With minimal practice, you could navigate storms, or at least minimise the damage they cause to your vehicle, and swooping down to pick up passengers off the top of another airship is also very manageable for you.

That curmudgeonly old man will be happy he let you into his floating house, with talent like yours.

[400cp] Friend To All Of Nature

There's something about you that is inherently disarming to wild animals. Predators are less likely to prey upon you. Skittish or nervous animals are much more likely to approach you than they would normally be.

You are quick to intuit ways in which you can safely feed and care for wild animals. For example, you would know if it was safe to feed your chocolate bar to that strange-looking bird. Attempts to care for wild animals will very quickly earn the trust of such creatures; in extreme cases, they will be willing to protect you from perceived dangers only moments after you have fed them.

Animals that are at a human-level of intelligence or greater are not affected by this perk, though ones that are quite close to this level (like Kevin and the dogs of this world) still are.

[400cp] Dog Trainer

You have remarkable talent for raising and training dogs and similar creatures.

This goes far beyond what you might first expect. Teaching a dog to sit or shake hands is child's play. Teaching them to hunt in packs is also quite simple. But put the work in and you can teach them frankly ludicrous skills such as the ability to cook high quality food that rivals food of professional chefs, and to pilot complicated vehicles like fighter planes.

Gives a whole new meaning to man's best friend, right?

[600cp] Balloonist

You have a thorough understanding of balloons and helium, well beyond what a simple balloon salesman really ought to have, as well as an impressive talent for engineering.

With your understanding, you can accurately gauge how many helium-filled balloons would be required to lift an object into the air, and how long your balloons have before they run out of helium.

This just scratches the surface of what you are capable of however, as you are now able to pull off frankly impossible feats when it comes to using balloons. For example, in but a single night you could transform an ordinary home into a makeshift airship, somehow allowing it to be uprooted mostly whole.

With more time, and appropriate materials, you would be able to design and create proper airships which are the envy of the world over.

[600cp] Translation Technologist

You have a complete understanding of the underlying science and principles that went into the creation of the special dog collars used by Charles Muntz, which can translate thoughts into speech.

With sufficient materials (which are surprisingly commonplace), recreating these collars is an easy matter for you. You are not limited just to making dog collars however; the potential applications of this technology cannot be understated, if you put the proper time and effort into them.

-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 and Shorts

A copy of Up, the Dug's Special Mission, George and A.J., and Carl's Date shorts, as well as the Dug Days series, all on your preferred form of physical media.

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

[50cp] Merchandise

A lot of Up related merchandise has been released over the years. This item will provide you with a large chunk of it.

Nothing in this collection is too useful, as it is primarily made up of various Up branded collectibles and odds and ends. Still, a Pixar fan might may well appreciate it regardless.

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

[50cp] Good Boy

This dog considers you his (or her) new master!

The dog is exceedingly well-trained, though optionally it may also be a bit silly and prone to largely harmless mess ups. While it doesn't come with a talking collar (you'll have to acquire one somewhere else), were it to be able to speak you would find the dog is surprisingly intelligent, and often can find just the right thing to say to cheer you up or motivate you.

Should something unfortunate happen to the dog, it will be back the next day, good as new! This is a family film, after all.

[50cp] Your Adventure Book

This scrapbook will automatically update to reflect the many adventures you go on, whether they be world-spanning or simply the time you spend with your loved ones. As the scrapbook updates, photos will be added as if they had been taken during those special moments. No matter how much is added to the scrapbook, it never runs out of pages to add things to, it never becomes heavier or externally larger, and you'll always find it easy to navigate to the page you mean to.

Should the scrapbook be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. A replacement scrapbook will retain the updates made to the original.

[50cp] Merit Sash

A sash, which is self-cleaning and self-repairing. Each time you complete a deed of great importance, whether to you or the world at large, a badge will be added to the sash that represents that deed. The nature of the badge can vary – sometimes it might be a sewn-on patch, other times it might be a bottlecap pinned to it. Should a sash run out of space, you will receive a brand-new sash to start the process all over again.

Should a sash be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. Replacement sashes retain their badge progress.

[100cp] Wilderness Explorer Pack

This pack contains various camping equipment suitable for any Wilderness Explorer. Amongst these items is a tent, a knife, and a GPS device. Your GPS device never runs out of power, and will adjust at the start of each jump in order to appropriately display your position on the planet you arrive on (even in settings without satellites or the like).

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

[100cp] Chocolate Bars

At any time, you can retrieve a nondescript chocolate bar, no matter how improbable that might be. A tasty treat, or a means to lure out a rare bird? That's up to you.

[200cp] Talking Collar

An amazing device, in the form of a collar.

When worn by an animal, such as a dog, bird, or squirrel, the collar is able to read their thoughts and verbalise them, effectively allowing such creatures to speak as humans do. Toggles on the collar can

adjust this speech across various voice options and multiple languages. The collar is also outfitted with a video communicator, as well as a tracker.

This particular collar is special and distinct from others you might acquire in this document or from the setting at large. It guarantees that creatures in future worlds that wear it are raised to the same level of intelligence of the dogs found in this world, ensuring that they can converse at the level you are accustomed to. This item alone will not raise a creature's intelligence beyond this level, and this increase only persists while they continue to wear it.

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

[200cp] My Bird

You've found a new friend – a large, flightless South American bird, of the same species as Kevin.

This bird can carry humans and run at high speeds, allowing it to outrun packs of vicious dogs, and can also make impressive jumps. It is a variety of bird currently unknown to human civilisation – in this world that makes it particularly valuable, for good or ill. It appreciates chocolate.

Should something happen to the bird, it will be back tomorrow, good as new! This is a Disney movie, after all.

[400cp] Your House

An ordinary, but surprisingly sturdy house. If you took a background in this setting, you probably have a lot of memories in this old place. All bills associated with the house will automatically be taken care of, with no effort on your part, and it will retain any upgrades it has been given.

Included with the house is a large supply of balloons (around ten thousand), and enough helium canisters to fill them up. This supply will be replenished at the start of each jump (post-chain, every ten years). What do you plan to do with these, anyway?

In future worlds, you may choose for the house 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] Pack of Dogs

This is a small army of exceptionally well-trained dogs, who consider you their master (or alpha if you prefer) and are intensely loyal to you.

Well-trained is an understatement. Among these dogs are not only guards and hunters, but also dogs who have been trained as cooks, waiters, and even pilots. Each dog has near-human intelligence, and is equipped with a collar that translates their thoughts into speech, tracks their location, and functions as a communicator.

Should something unfortunate happen to one of the dogs, they will be back tomorrow, in perfect health. This isn't that kind of movie.

[600cp] Jumper Falls

This is a large section of untamed, unexplored land – "lost in time" as some might say. It is comparable to Paradise Falls, both in terms of scope and beauty.

People will not visit this location unless specifically motivated to do so, such as if they were chasing after you or if you have invited them, ensuring it remains untouched by human civilisation.

Hidden in this location are various kinds of rare animal or plant, not seen elsewhere in the world. While these things do not provide any special advantages found in the world at large, presenting them to the scientific community may well lead to great fame and fortune. The only catch is that actually finding and getting your hands on them can be quite a difficult or involved exercise – try to keep your obsessions in check, okay?

A similar location can be found at each future world you visit, each with their own share of discoveries which vary based on the world in which they are found.

[600cp] Spirit of Jumper

You are now the owner of this luxury dirigible.

This airship is massive, longer than twenty-two Prohibition paddy wagons stacked end-to-end, some might say. A veritable floating paradise in the sky, it is equipped with high class living quarters, dining area, space for a private museum, and even facilities designed for the care and training of animals like dogs. It is even equipped with a few "dogfighters" as one might call them - customised fighter planes designed to be piloted by dogs and which can fire barrages of tranquilisers.

Your airship and accompanying fighter planes never seem to run out of fuel, and general upkeep is not necessary either. Seventy years from now, they will be just as fit for service as they are today.

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

-Companions-

[50cp per.] Import

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

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive 600cp to spend on perks, items, and their species. They may not purchase companions. Their appearance, personality, and history are up to you, provided you do not grant them anything not reflected in their purchases. By default, they are absolutely loyal to you, but you may forgo this if you wish.

[50cp per.] Recruit

For 50cp each, you may take any named character appearing in Up 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 Up, 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.

[0cp] Early Start

Taking this toggle will cause you to arrive in this world much earlier, the very day Carl will first meet Ellie, in fact. This will allow you to divert the plot way off-course, or simply experience it to the fullest. Just make sure you are prepared to be here this long, as this will extend the total length of your stay so that you are still leaving at the intended time.

[+100cp] Butterfingers

You are a fair bit clumsier, making you more likely to drop objects you are holding in your hands or mouth.

It's probably a bad idea to wave around that important item you are holding, particularly if you are currently standing near a window in a floating house.

[+100cp] Funny Voice

You have a silly sounding voice that will often draw ridicule and cause others to take you less seriously.

This drawback extends to technology that speaks on your behalf, such as the collars worn by the dogs here, your "mind voice" when speaking telepathically, and any other kind of "voice" you might have.

[+100cp] Cone of Shame

For the duration of the jump, you will be forced to wear a cone around your neck. Not only will you find this uncomfortable, but it will also draw mockery from others around you.

If taken in combination with *Funny Voice*, any subordinates you have will refuse to follow any orders you might give them, and you will be held responsible for it by any superiors you have.

[+200cp] Stuff I'm Going To Do

I'm sure you had all kinds of plans for excitement and adventure during your time here. Well, forget about them.

Taking this toggle forces you to choose to start in the unnamed city that Carl lives in. No matter what you do, events will conspire to keep you occupied with day-to-day affairs. Saving for a vacation? You'll experience unexpected costs that drain your savings. Planning on an adventure? Injury or illness will get in the way. Trying for a child? Well… just don't, okay?

If you aren't able to find enjoyment in your day-to-day life, then your time here will be quite miserable.

[+200cp] Lost Love

Sometime in your past, but relatively recently, someone you loved dearly passed away. If you are Dropping In, or this doesn't make sense for your age this won't have actually happened, but you will be convinced that it has and cannot be persuaded otherwise.

The loss of your love hurts you greatly. You are unhealthily attached to objects that represent or remind you of this person. Not only will their loss or destruction harm your psyche greatly, but you are likely to get yourself in trouble or betray your own morals in order to protect them.

[+200cp] Squirrel!

You hate squirrels. You tend to mistakenly see them from time to time, completely diverting your attention until you are assured that there is no squirrel.

If there *is* a squirrel, you will feel compelled to put all other tasks on hold until the squirrel is either caught or has completely escaped.

[+300cp] Elderly

You are an elderly member of your chosen species. Aches and pains are constant, and you risk throwing your back out with too much frantic movement. Humans will probably need to depend on a cane, dentures, a hearing aid, or some combination of the three. Dogs will be similarly disadvantaged.

For the length of your stay, things that could revert your age or cure ailments this drawback has brought on will not work for you.

[+300cp] ***Hey, that looks like Kevin!***

You are hopelessly naïve, Jumper, and are easily tricked or swayed by the words of others. Worse, you fail to pick up on dangerous undertones and vibes around you – as a result you might unintentionally antagonise or provide information to those with murderous intent, when you would be best served by keeping quiet.

If someone isn't looking out for you, you are liable to get yourself into serious, and quite possibly fatal, danger.

[+300cp] ***I can't wait to hear how it ends.***

Whether it is the result of a lifetime of isolation, an obsession twisting your psyche, or some other cause, something has gone deeply wrong with you, Jumper.

As a result, you are highly paranoid, quick to believe that those around you are out to get you in some way, such as by stealing from you, or spoiling your life's work. You also have a psychopathic bent that leads you into thinking that the solution to these "problems" is murder. Even if such acts do not bring great tragedy upon you, you'll have to live with the suffering you have caused others long after the jump ends and your mental state is restored to normal. Do you really need to take this?

-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:

Thanks for the adventure: You choose to remain in this world. Your chain ends here.

Now go have a new one!: You choose to continue your chain. Proceed to the next jump.

Retirement: 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?

As a child, Carl Fredricksen was a fan of Charles F. Muntz, who piloted a blimp of his own design, "Spirit of Adventure". After Muntz claimed to find a monster in Paradise Falls, he was shunned from the scientific community and vowed to capture it alive, leaving for Paradise Falls.

One day, Carl heard a voice a dilapidated house. Inside he meets Ellie, a young girl and fellow fan of Muntz, and they become close friends. Ellie's introduction causes Carl to release his balloon, which gets stuck in the attic. At Ellie's suggestion, he tries to retrieve it from the attic but falls and breaks his arm. That night, Ellie visits him in his room and shows him her secret Adventure Book, telling him of her plans to go to Paradise Falls, and move her "clubhouse" there.

Years later, Carl marries Ellie, and they begin rebuilding the old house, making it their home. Ellie becomes a tour guide for a zoo, and Carl becomes a balloon salesman. They try to have kids, but Ellie suffers a miscarriage. The couple remembers their childhood promise of going to Paradise Falls. They try to save money to go, but life gets in the way, causing them to spend the money they are saving for one reason or another.

Carl and Ellie grow old together. Carl remembers the plan to go Paradise Falls. He takes Ellie on a picnic, where he plans to surprise her with the tickets, but she collapses and is hospitalised. She passes away, bequeathing her Adventure Book to him.

In the present, Carl still lives in the same house, which represents Ellie to him and he often speaks to Ellie by talking to it, but the surrounding buildings have been torn down in order to make way for new construction. The construction company has been trying to get a hold of Carl's property too, but so far he has refused them. One morning, Russell knocks on Carl's door. Russell is a young boy and Wilderness Explorer, and has all of the badges except the 'Assisting the Elderly' badge; once he has that he can become a Senior Wilderness Explorer as part of a special ceremony. Russell pesters Carl for something he can do to assist him, and Carl ultimately tricks Russell into looking for a "snipe" that is supposedly causing him problems. Later, Carl sees the mailbox he decorated with Ellie knocked off by a truck, and gets into a confrontation with a construction worker over it, hitting him with his cane.

The construction company capitalises on this action, as Carl is declared a public menace and will be forced to move out into a retirement home. As Carl ponders what to do, he remembers his promise to Ellie to go to Paradise Falls. The following morning, when two nurses come from Shady Oaks Retirement Home to collect him, he reveals that he has modified his home and equipped it with an absurd amount of balloons in order to turn it into a makeshift airship. His home floats up into the air, and he settles in for a trip to South America.

Carl's rest is interrupted by a knock on the door – it is Russell, who was under the porch looking for the snipe when it took off. Reluctantly, Carl lets Russell in. Russell quickly masters the steering, but they run into the storm and all thought of returning Russell home is lost as Carl struggles to protect the various mementos of his life and of Ellie from being lost or damaged. He wakes up sometime later; he had fallen asleep after saving the items and Russell had taken over the steering. Russell has gotten them to South America thanks to his GPS, which he quickly loses. Carl starts to descend the house so Russell can go home, but is surprised when they reach the ground much sooner than

expected. Carl and Russell are thrown out of the house, holding onto it via a hose. Carl realises that they have reached Paradise Falls; he plans to float the house over to its planned position above the falls, but the pair are unable to climb back up the hose to the house. Russell suggests that they walk the house over to the right place, as they are anchors weighing the house down and preventing it from floating off.

Carl and Russell make their way through the jungle, stopping so that Russell can go to the toilet. Russell spots bird tracks and pursues them, thinking they are the "snipe" Carl mentioned. He encounters a large flightless bird who quickly takes a shine to him and the chocolate he carries around. Russell names the bird Kevin and brings it back to Carl. Carl is annoyed, he doesn't want the bird around and wants to focus on moving the house. The pair continue on with Kevin following behind despite Carl's protests. They encounter a dog named Dug, who is able to speak due to a special collar his master has made for him. Dug was tracking the bird, and wants to take it prisoner. Carl continues on with Russell, with the two animals following them.

Alpha, Beta, and Gamma are more dogs wearing collars. They think little of Dug and sent him off on his own so he wouldn't bother them. Using the collar, they check in with Dug to find that he is with the bird. Using the collar's tracker to locate Dug, the three dogs hurry after them.

Carl attempts to escape the animal tagalongs, to no avail. At night the group shelters under the floating house as Russell fails to build a tent. Russell tells Carl that he has never camped outside before; when asked about his father, Russell reveals that his father is separated from his mother, and he promised Russell that he would be there to sew the Assisting the Elderly badge to his sash during the Explorer ceremony. Feeling bad for Russell, Carl promises to protect the bird.

The next morning, Kevin runs off. Dug tells the pair that Kevin is a girl and is gathering food for her babies. Russell wants to make sure she is able to do so, but Carl insists they press forward. Carl, Russell, and Dug are confronted by Alpha, Beta, and Gamma. The dogs are upset that Dug let the bird get away, but decide they should bring the humans to their master. Unbeknownst to all, Kevin has hidden herself on the roof of the floating house.

Carl and Russell are brought to the master, who is none other than Charles Muntz. Convinced that they aren't here to steal his bird, Charles invites them inside the Spirit of Adventure, with the floating house being moored outside. At dinner, Carl learns that Charles is looking for Kevin, and is quite demented, having killed many who have appeared before who he believed were out to steal the bird, and it becomes apparent that they were ordinary explorers who were there for other reasons. Charles's demeanour changes after Russell lets slip that they have seen the bird, and Carl tries to get the pair out of there. Charles sees Kevin on the roof of the floating house, which distracts him long enough for Carl and Russell to flee. Charles sends his enormous pack of dogs after them, but Dug helps them escape; they are able to do so, along with the house and Kevin, but Alpha bites Kevin in the process. Carl agrees to help the injured Kevin reach her children, and Charles learns that Dug helped them escape, which allows him to track them via Dug's collar.

Just as Kevin is about to reach her kids, the Spirit of Adventure arrives and catches her in a net. Carl starts freeing Kevin, but when Charles emerges and sets fire to the house, he immediately stops and rushes over to put out the fire, allowing Charles to take Kevin and leave. Russell blames Carl for giving Kevin away, which causes Carl to get angry with him, saying that this wasn't his problem anyway. When Dug tries to cheer Carl up, Carl snaps at Dug too, saying he isn't his master.

Carl takes the house to the spot above the Falls. Russell gives him his sash, saying he doesn't want it anymore, and goes off to sulk. Carl heads inside and cleans the house. He looks through the

Adventure Book, reaching the section of the book that was for once Ellie made it to Paradise Falls. To his surprise, he discovers that Ellie continued to fill the book past that point, with images of her life with Carl, and ends with a message “Thanks for the adventure – now go have a new one!”. Carl realises that Ellie was not unfulfilled at her life with Carl. He resolves to rescue Kevin. He goes to find Russell, only to see him take off into the air with balloons and a leaf blower. Carl empties the house of its contents, allowing it to float again. A knock at the door alerts him to Dug, who was hiding under the porch. Carl accepts being Dug’s master, and they set off to rescue Kevin and Russell.

Russell reaches the blimp, but is quickly captured. Charles ties him to a chair and puts him on the entrance ramp. Seeing the floating house approach, he sends Alpha and the other dogs to guard Kevin while he goes to look for Carl. Carl manages to recue Russell, putting him in the house and telling him to stay there. Carl and Dug sneak through the airship, and use a tennis ball to distract the dogs and lock them out of the room with Kevin. Meanwhile, Russell wants to help and frees himself, but falls off the house, hanging on to the hose. Charles see Russell and sends some dogs in fighter planes to take down the house. Charles ambushes Carl; Dug is able to alert Carl in time, but is separated from Carl and forced to flee from Alpha and the dogs. Carl briefly battles Charles before escaping to the outside of the blimp. Dug manages to embarrass Alpha in front of the other dogs, causing Alpha and the dogs to consider Dug their new alpha.

Seeing Carl climb the outside of the blimp, Russell manages to climb back into the house. He causes the fighter planes to crash into each other by shouting ‘squirrel’, and then pilots the house. Dug and Kevin get into the house but before Carl can, Charles appears with a gun and fires at the balloons attached to the house, causing the house to land. Carl holds onto the hose in order to prevent it sliding off the blimp, while Charles breaks into the house. Carl instructs Russell to hold onto Dug and Kevin, and motivates Kevin to jump out of the house with some chocolate. Charles jumps out of the house too, but is caught on some balloons and falls to his death. Russell, Dug, and Kevin grab onto the hose and are able to climb to safety.

Carl sees his house float away, but is able to let go of it, saying it is just a house. Kevin is returned to her babies. Carl, Russell, and the dogs return home on the Spirit of Adventure. Russell’s father no-shows the Explorer ceremony, but Carl is there for him instead; instead of giving him the Assisting the Elderly badge, he gives him the “Ellie” badge – a grape soda bottlecap that Ellie had given Carl when they first met. Russell is overjoyed.

-Changelog-

0.1
Created the jump.

1.0
(i) Minor rewrite of **Power of Obsession** – no functional changes.