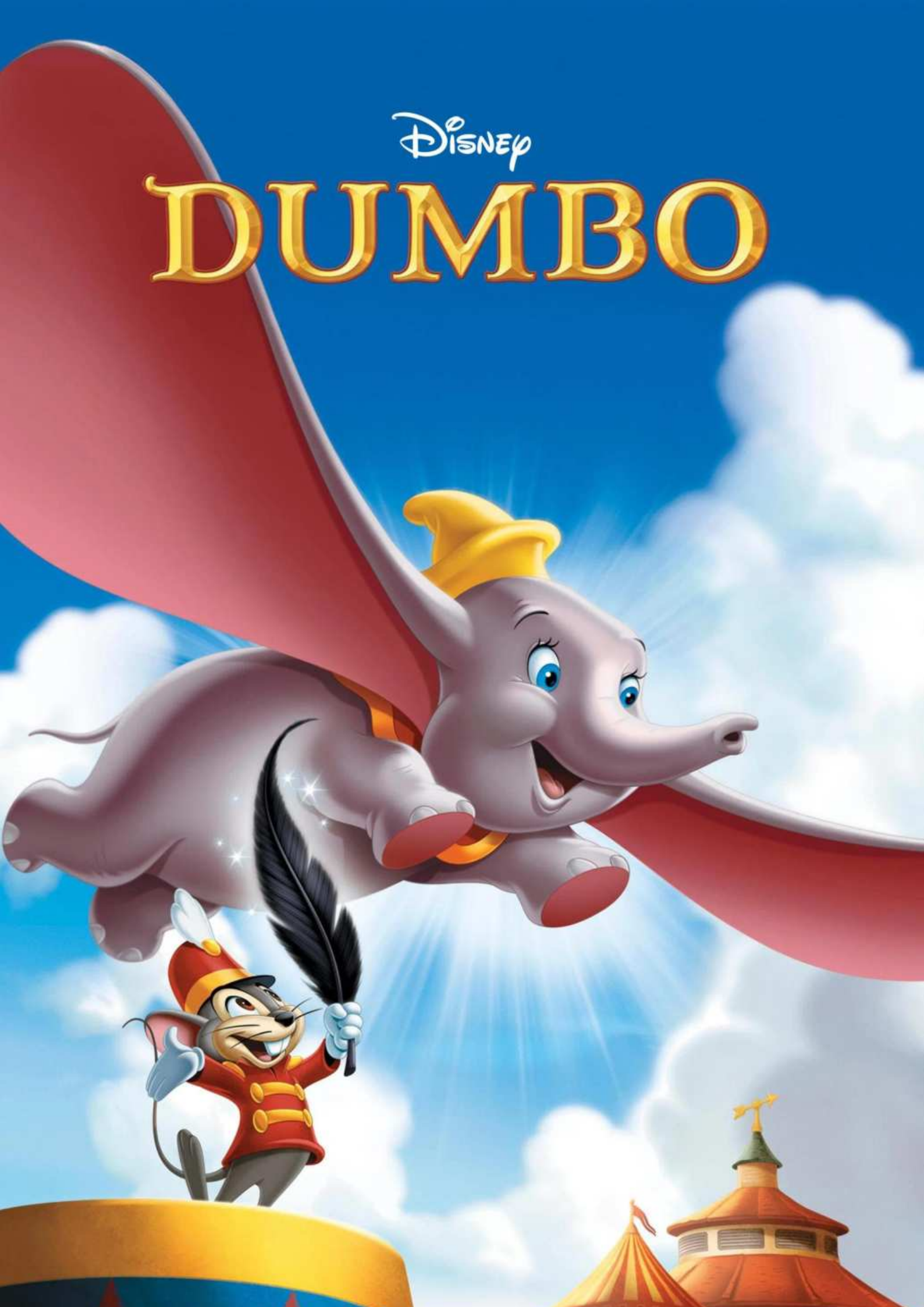

Disney
DUMBO

Dumbo

1941 Film

A Jumpchain CYOA by WoL_Anon

Ver. 1.0

Welcome to Florida, Jumper.

In this world, expecting mothers have their children delivered to them by stork. A circus elephant, Mrs. Jumbo is one such mother. Things will take a turn when her child is discovered to have unusually long ears, leading to being ridiculed and given the name “Dumbo”. After Mrs. Jumbo flies into a rage when Dumbo is harassed by human visitors, she is locked up. A mouse named Timothy, taking pity on Dumbo, will attempt to make him a star and reunite him with his mother. Will you help him out? Or, do you have other plans for your time here?

You arrive in this world on the day Mrs. Jumbo will have her child delivered. 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-

All of the choices here are capable of speaking, contrary to what you might be used to. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will.

[Free] Human

You are an ordinary human. Pretty self-explanatory.

[Free] Mouse

Like the aptly named Timothy Q. Mouse, you are a mouse. You are capable of walking around on your hind legs, much like a human.

[Free] Crow

You are a crow. Crows of this world are notably more anthropomorphic than you might be used to, and tend to be jokesters.

[Free] Stork

You are a stork. In this world, storks are responsible for delivering babies to expectant mothers, though taking this species by no means obligates you to take on such a role.

[Free] Camel

One of many kinds of animal found in the circus. These four-legged mammals are known for the “humps” on their backs.

[Free] Giraffe

One of many kinds of animal found in the circus. These four-legged mammals are known for their long necks.

[Free] Hippopotamus

One of many kinds of animal found in the circus. They are a relatively large species of semi-aquatic mammal.

[Free] Hyena

One of many kinds of animal found in the circus. They are a species of cat-like carnivores.

[Free] Monkey

One of many kinds of animal found in the circus. You are the same kind of unspecified monkey briefly seen during the “Baby Mine” sequence.

[Free] Ostrich

One of many kinds of animal found in the circus. They are a species of flightless bird, known for sticking their head into the ground.

[Free] Zebra

One of many kinds of animal found in the circus. They are a species of equine, known for their black-and-white striped coats.

[100cp] Kangaroo

One of many kinds of animal found in the circus. These marsupials are native to Australia, and have powerful hind legs that allow them to hop around.

[200cp] Elephant

Like Mrs. Jumbo, you are an elephant. Your large bulky body affords significant power.

For uncommonly large ears, like those possessed by Dumbo, see the *When I See an Elephant Fly* perk.

[200cp] Bear

One of many kinds of animal found in the circus. Specifically, you are a brown bear.

[200cp] Gorilla

One of many kinds of animal found in the circus. As a gorilla, you possess great strength. Be careful when shaking on the bars of cages, as you might accidentally pull them free with such strength.

[200cp] Lion

One of many kinds of animal found in the circus. These large cats are powerful and dangerous creatures. Male lions are notable for their prominent manes.

[200cp] Tiger

One of many kinds of animal found in the circus. They are large, striped cats, that are fearsome predators in the wild.

-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 the state of Florida, so long as it makes sense and does not provide you with any additional advantages you have not purchased.

-Perks-

You may choose 2 100cp perks, 2 200cp perks, 2 400cp perks, and 1 600cp perk to be discounted. Discounted 100cp perks are free, and all other discounts are 50% off.

[100cp] ***That's a pretty strick schlick.***

You've become quite good at bubble blowing, able to produce cubes and other odd shapes.

Should you be an elephant, or possess a similar kind of trunk, you'll be able to blow bubbles with it. You'll also be able to suck up and fire peanuts at high speed; while this isn't likely to be directly harmful, it may serve as an effective way of harassing those you wish to get back at.

[100cp] Baby Mine

You've becoming better at calming upset children, and helping them get over bullying and ridicule they have received from others.

You'll also find that singing to the child is particularly effective at this task, and you can maintain a soothing, gentle tone when you do so.

[100cp] Clowning Around

You've learned how to perform various slapstick gags and jokes, and could fit right in with a clown act at a circus.

You'll have your audience rolling in the aisles soon enough!

[100cp] Hit the Big Boss (For a Raise)

You know that your funny, so don't you deserve some more money?

Thanks to this perk, you've become a bit better at negotiating more favourable consideration for your work, and strikes you take part in (provided you would actually be in a valid position to strike) are somewhat more likely to succeed than they otherwise would be.

[200cp] Look Out for Mr. Stork

In this world, storks deliver babies to expectant mothers. Thanks to this perk, you can take such a phenomenon with you going forward.

Now, whenever you or your partner would become pregnant, you can choose to apply this perk. Instead of the mother carrying the child, it will instead be delivered to the mother by stork when they would normally give birth to it.

Additionally, when you first arrive in a new jump, you can decide to apply the effect more broadly across the setting. This change won't be noticed by the locals unless you bring it to their attention,

and won't significantly disrupt how the setting operates or major events that would take place. Post-chain, you can decide whether or not children are delivered by stork in your current world once per decade, though changing won't decision will not impact those who are already pregnant, or who have already skipped pregnancy.

[200cp] Roustabouts

You are familiar with how to set up and pack away large circuses, like the one Dumbo performs in. More importantly, you have the physical and mental fortitude to handle long hours of backbreaking work.

In combination, you could find work as a roustabout for the circus. Though, as nice as watching children enjoy their day at the circus can be, perhaps you should take care not to throw your pay away after working so hard for it?

[200cp] Pyramid of Pachyderms

A special act is in the works for the elephants of the circus. An act you can now make use of yourself.

Now you'll be able to support "pyramids" of up to seven around your size and weight – should you be an elephant for example, you'd be able to support other elephants – all the while maintaining balance on ball, or in a similarly difficult situation. Further, you can extend these benefits to a small ground under your direction – it wouldn't be of much use if the other elephants couldn't play their part, after all.

[200cp] Something to Crow About

Your ability to sing has been noticeably enhanced, and the quality of your voice has also somewhat improved as well. Further, you've developed a quick wit and sense of wordplay.

In combination, you could improvise songs to make fun of situations, or others. Just be careful – there's a fine line between having some fun and bullying an unfortunate child.

[400cp] When I See an Elephant Fly

One of your body parts has changed in form or size. An elephant with this perk, for example, will have unusually large ears.

Somehow, your unusual body part enables you to fly. In fact, not only can you fly, but you can fly well, pulling off tricks like power dives and loop the loops with ease. For each form you possess that can already naturally fly, like a bird form, you still receive a body part change, but even when that change is not active you benefit from the improved flight granted by this perk.

Post-jump, the physical changes caused by this perk become a transformation that you can toggle on and off for each form you take.

[400cp] ***Poor little guy.***

Other species tend to view you in a sympathetic light, particularly when they have reason to do so.

In extreme cases – being orphaned, being cast out by your kind, that kind of thing – some members of other species may be moved so far as to take you in and look out for your well-being, performing acts of kindness and charity that extend well beyond the norm.

Of course, the value of this perk is lesser in settings where most animals are *not* intelligent and capable of speech; even so, when you are down and out, you aren't likely to turn away the kindness of a stranger, no matter how strange that stranger may be.

[400cp] Mouth of the Mouse

You sure have a way with words, huh?

Thanks to this perk, you've become quite good at persuading others, particularly when it comes to guilting others for their poor behaviour. Whilst this won't sway the unrepentantly cruel, it will help you get the generally good-natured but misguided to recognise when they are stepping over the line.

Further, by speaking to someone whilst they sleep, you are able to feed them ideas whilst convincing them that they are their own. By no means is the person obligated to act on these ideas, and they can certainly recognise when they drastically differ from their usual thoughts. Even so, getting someone to do something is much easier when they think the idea is their own, especially when they are already trying to imagine a solution to a given problem.

[400cp] ***I suppose that's mother love.***

Motherhood is a powerful bond, from which great strength can be derived. You too, have learned just strong love can be.

From now on, when you are present and someone you deeply care for is in peril or suffering serious harassment, you will experience a surge in strength for a short period of time. Such a boon may help you resist capture for a time, or get after those you think bullying children for their appearance is appropriate behaviour. This surge is relative to your original strength, making it just as useful for an elephant as it would a human; however, as this surge does wear off after a short time, it can only take you so far.

[600cp] Ninth Wonder of the Universe

You are a star in the making!

Thanks to this perk, special traits and talents of yours – so long as they aren't being used maliciously – draw attention and fame, but do not invite unwarranted suspicion or capture for study. An unusual form won't hinder your efforts nearly as much as it might otherwise, and may even help in some cases; just what a mouse needs to make it big in Hollywood!

Further, your efforts to gain fame and adulation are far more successful than they would otherwise be, and opportunities to provide you grander stages to perform on fall right into lap. Who knows, maybe the army will want to design planes after *you*?

You can toggle either aspect of this perk on and off as you like, though toggling the effects of this perk off will not undo fame it has already helped you to amass.

[600cp] Ringmaster's Reward

So what if you've never had an idea in your life? That's what others are for!

First, while you are a ringmaster, or hold a similar position of authority within an entertainment-based enterprise, your subordinates will come to you with their ideas of acts or experiences before anyone else. In some cases, they may try to leverage these ideas for additional pay; in others, they might give them to you for free or even try to frame them as *your* ideas, for one reason or another.

Second, when stars are made within your ranks, they'll at least give you an opportunity to improve their conditions and compensation in order to keep them, before they seek grander opportunities elsewhere.

Finally, so long as you aren't being malicious, subordinates will be far more tolerant of poor treatment be it little pay, or in the case of animals locking up their family in defensible ways (such as after they attack patrons), and rectifying this poor treatment will generally be enough for them to forgive you.

-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 Dumbo (1941), on your preferred form of physical media. You'll be able to enjoy this classic Disney film whenever you like.

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

[50cp] Merchandise

A lot of Dumbo related merchandise has been released by Disney over the years. Now, you have acquired a large chunk of it for yourself.

Nothing in this collection is too useful, as it is primarily made up of various Dumbo branded collectibles and odds and ends. Fans of Dumbo, or of classic Disney more generally, may appreciate such a collection.

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

[50cp] Cigars

A supply of cigars. You can retrieve one at any time, no matter how improbable that might be, and no matter how many you use, you'll always have more waiting for you.

Curiously, you'll find that these cigars can be enjoyed by all manner of creatures, and while they certainly aren't good for the smoker, they'll never be worse for a given species than they would be for a human. Perhaps you'd like to enjoy one as a crow?

[50cp] Map

A map of the United States of America, highlighting major roads and trainlines. In future settings, you'll receive similarly helpful maps.

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

[100cp] Outfit

An outfit of your choice. Want to dress as a deliveryman, or for the circus? No problem!

Your chosen outfit is self-cleaning and self-repairing. What's more, it will automatically adjust in shape and size for any form you happen to take; it will be just as wearable as a mouse, a crow, or a human. It offers no special protections beyond ordinary clothes.

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

[100cp] Peanuts

A seemingly endlessly supply of peanuts, which you can retrieve whenever you like, such as from a pocket or from under your hat.

Whether you enjoy them as a tasty treat, or fire them from your trunk, is up to you.

[200cp] Celebratory Champagne

Whenever you like, you can retrieve a bottle of this special champagne, no matter how improbable that might be.

This champagne is great for celebrations, but is on the strong side. Those inebriated by it may experience vivid hallucinations, often revolving around pink elephants. Fortunately, you'll always be able to tell what is real, and what is a result of the champagne, allowing you to enjoy the bizarre experiences it can give you in a relatively safe manner. Enjoy!

[200cp] The Magic Feather

What seems like an ordinary crow's feather is in in truth… just a crow's feather, yeah.

Curiously, you'll have an easy time convincing others that this feather has magical properties. Creative use of this quirk can both serve as a cruel trick, or a psychological tool to help others reach their full potential, depending on how you choose to use it.

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

[400cp] Ear Insurance

On purchase of this item, choose one body part, such as your ears. It has now been insured for a whopping $1,000,000!

You don't need to pay any premiums or fees to maintain your insurance, that's all covered by this item. Like any insurance policy however, your company might fight a claim or investigate for potential fraud, such as you self-harming in order to collect the money.

In each future world you visit, you can choose to receive an insurance policy for a body part of your preference, paying out the equivalent amount of the local currency.

Should any of the paperwork necessary to make a claim on one of these policies be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

Due to the nature of this item, you cannot import into it.

[400cp] Hollywood Contract

You've been provided a contract, which awaits your signature.

This contract will allow you to take on your choice of a writing role, directing role, or major acting role, for a prominent and upcoming Hollywood film. You won't be able to choose exactly what you want to work on, and the contract will avoid shunting someone off a role they have already signed on to if it can be helped, but it will generally be a role you would be happy with. In each future world that features Hollywood or an equivalent thereof, you'll receive a similar contract.

You'll be paid very well for the work you are signing onto. You can also defer your use of a contract until you are ready, but contracts cannot be used out of the setting you gained them in. While each

contract only covers one film, there's nothing stopping you parlaying a successful film or personal performance into a grander career.

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

Due to the nature of this item, you cannot import into it.

[600cp] Jumper's Circus

You are now the owner of this grand circus, which rivals the circus Dumbo performs for.

In addition to the tents, tools and equipment needed to operate this circus, it comes with a small army of human followers, to work at or perform for your circus in a variety of acts. This can include a ringmaster, but you instead choose to take on such a role yourself if you prefers. Should any of these humans perish, a replacement will appear at the start of the next jump. Post-chain, replacements will appear after ten years.

Your circus also comes with an impressive menagerie of circus animals, including elephants, lions, hippos, and much more. Should anything happen to these animals, they'll be back tomorrow, good as new! This isn't that kind of movie.

To move your circus from town to town, you have your own train, complete with a personal coach for you to relax in. The train is almost alive, making noises that almost sound like speech – from 'all aboard' as it is boarded, to self-encouragement as it struggles up steep inclines. Should the train or any of your circus equipment be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

Between jumps, you may store your circus in a special subspace for your own convenience. Once retrieved, it cannot be returned to the subspace until the end of the jump (post-chain, after ten years).

[600cp] Dumbomber

A bomber plane. While it is functionally equivalent to bomber planes of the era, it has been redesigned to resemble a flying an elephant. If you or a companion has chosen the Elephant species, then on purchase you may choose for the plane to resemble you specifically.

Your bomber plane never runs out of fuel, replenishes ammunition regularly, and general upkeep is not necessary, allowing you to make use of it frequently.

When not in use, you can store your Dumbomber in a special subspace, and retrieve it whenever you like. Should it be lost or destroyed, a replacement will appear in this subspace 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 Dumbo (1941) 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 Dumbo, 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.

[+100cp] ***Jumbo? You mean Dumbo!***

Early in your stay, you'll be saddled with a mean-spirited nickname that'll stick. No matter what you do, you'll find that those around you, including your friends, will refer to you by that name. You'll just have to learn to live with it.

[+100cp] Mute

For the duration of your stay, you'll be unable to speak. You'll have to rely on grunts, noises, or expressions in order to get your point across.

[+100cp] MAD JUMPER

You have quite the temper, especially when it comes to those you care about. Unfortunately, others will be reluctant to take your side when you fly into a rage, even in cases where your actions are justifiable. Try not to get yourself locked up!

[+200cp] F-R-E-A-K

Circumstances beyond your control have caused many around you to shun and reject, and to gossip about you behind your back.

This does not apply to everyone you meet, and you'll find this tends to be at its worst amongst member of your own species. Naturally, it will make your time you more difficult and unpleasant.

[+200cp] *Still afraid of a mouse!*

You are deathly afraid of mice. The sight of one will make you shriek with terror, climb up poles, and cause you to act in otherwise embarrassing ways.

Unfortunately, this fear cannot be overcome by any means during your time here. And yes, this fear does still apply if you happen to be a mouse yourself – try not to look at any reflections!

[+200cp] Pink Elephants on Parade

You cannot handle your alcohol, and are likely to experience vivid hallucinations and black outs when imbibing even a moderate amount.

Thinking you can just avoid it? Think again. During your time here, your drinks will occasionally be spiked with alcohol via one circumstance or another.

[+300cp] Form Locked

Must not be Human, or a species that costs points.

For the duration of the jump, you are locked to the form you have chosen here. You cannot switch or blend alt-forms, or utilise any shapeshifting powers or similar means of altering your form.

[+300cp] Just Delivered

Taking this drawback overrides your age choice. Instead, the day you arrive in this world is the day you are delivered to your mother (Drop-Ins simply appear in the world at the appropriate age).

Methods of rapidly aging beyond your species norm will not work on you for the duration of the jump either.

Being so young carries many risks with it, typically rendering you far more vulnerable and/or stripping you of much of your agency.

[+300cp] The War Effort

During your stay, events will conspire to thrust you deep into major conflicts of World War II, thus putting you in significantly more danger than you might otherwise be exposed to during your time.

Are you sure you are prepared for 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:

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

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

The End: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

On Natural Lifespan:

For the purposes of the jump, you can be assured all species choices on offer have the necessary lifespan to survive the ten year stay of the jump, if they did not already.

On Animal Speech:

The animals of this world are intelligent and are able to speak. They are even able to talk to humans, as demonstrated by Timothy Q. Mouse tricking the Ringmaster into taking his idea, and also acquiring a Hollywood contract at the end of the film.

Curiously, though Timothy isn't treated as special for this, the other animals seem not to talk directly to humans, and seem content with traditional animal roles. Feel free to decide how exactly this works.

So, what exactly happens here, anyway?

Storks deliver babies to various animals in a circus. One elephant, Mrs. Jumbo, is expecting a child but does not receive one. The circus picks up and begins moving via train. During the train trip an exhausted stork finally catches up with Mrs. Jumbo and gives her her baby, who she names Jumbo Junior. The other elephant ladies are excited and proud, but change their tune when it is discovered that the child has unusually large ears, causing them to nickname him "Dumbo", and deride him.

The train arrives at their next location, and with the help of some of the circus animals, including the elephants, the roustabouts set up the big top. After a parade, the public are allowed to visit the circus animals. Some boys begin bullying Dumbo, angering Mrs. Jumbo. She attacks the boys, and is eventually subdued, resulting in her being imprisoned and isolated.

The elephants gossip about the situation, blaming Dumbo and ostracising him. Observing this, and thinking it is unfair, Timothy Q. Mouse scares the elephants, then approaches Dumbo to help him out by making him a star. Overhearing the Ringmaster talk about his plan for an elephant pyramid act, he talks to Ringmaster in his sleep, convincing him to add Dumbo to the act as a climax.

During the act, the elephants successfully set up the pyramid, but when attempting to spring up on top of them he trips over his ears, causing him to crash into the elephants. Disaster ensures, ruining the act, injuring the elephants, and destroying the big top.

The circus is forced to relocated, and Dumbo is moved into a clown act that forces him to jump from a great height, and which is at his expense. The elephants declare that they no longer consider Dumbo an elephant due to the shame he has brought upon them. The audience respond well to the act, and the clowns celebrate, planning on raising the height further to make the act better, disregarding how Dumbo may feel about it.

Timothy tries to cheer Dumbo by taking him to see his mother. On returning, he encourages Dumbo to drink some water. Unbeknownst to him, the water had been accidentally spiked by champagne from the celebrating clowns. The two become drunk and hallucinate pink elephants.

Dumbo and Timothy are woken the next morning by a group of crows – they've somehow managed to end up at the top of a tall tree. Timothy comes to the conclusion that Dumbo must have flown them up there, his large ears serving as wings. The crows mock them for the idea, but Timothy guilts them into changing their tune, and they choose to help the pair out. They give a feather to Timothy and explain their plan. Timothy, playing along, tells Dumbo that it is a magic feather, a psychological trick that allows Dumbo to learn to fly with his ears.

Dumbo has the magic feather at the next clown act, but loses it after leaping from the platform. Timothy is able to convince him the feather was just a trick, and Dumbo succeeds in flying. The audience is amazed, and Dumbo gets back at the Ringmasters and clowns by diving over them, and the other elephants by sucking up peanuts with his trunk and firing them at the elephants.

Dumbo becomes the star of the circus, Timothy signs a lucrative Hollywood contacts, and the Army commissions a squadrons of "Dumbombers" for the war effort. Dumbo gets his own private coach on the circus train, and his mother is allowed out of imprisonment, embracing her child. As the trains leave for their next destination, the crows wish Dumbo luck.

-Changelog-

0.1
Created the jump.

1.0
(i) Reduced price of **Lion** to 200cp.