
Richie Rich

Richie Rich (1994)

A Jumpchain CYOA by WoL_Anon

Ver. 1.3

This is a story about the greatest treasure of all. No, it's not money, though that can certainly help. In this world, a young boy named Richie Rich, the richest boy in the world, is about to discover that he doesn't quite have everything after all, and will seek out this treasure. That's right, it's friendship!

Perhaps you'd like to be friends with Richie yourself? Or maybe, you think all that stuff is hogwash, and you'd rather get your hands on that cold hard cash?

You arrive in this world a few hours before Richie is due to give a speech at United Tool on behalf of his father. You will be staying here for the next ten years.

You have 1000 choice points (cp) to spend.

-Age and Gender-

Your age is determined by your Origin choice in the following section, but you can pay 50cp to change it to any age you would like.

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

-Background-

You must choose one of the two Origins in this section. Each one qualifies you for different discounts. You may design a background in this world, based on your Origin and what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made. If you chose to pay 50cp to change your age to a number that better applies to the opposite Origin, simply design your background as if you had chosen that Origin instead (discounts remain unaffected). Alternatively, you may choose to take your Origin as a Drop-In, with no memories or history in this world.

Kid

You are a kid, around 12 years old. As a kid, you will require a parent or guardian in order to do many things, however at the same time you will likely have fewer responsibilities.

Adult

You are an adult, at least 18 years old. Being an adult comes with more freedom, but often pushes responsibilities or duties on you that limit the amount of free time you have at your disposal.

-Location-

Roll 1d8, or pay 50cp to choose.

[1] United Tool

This small business was on the verge of collapse before it was scooped up by Rich Industries. Richie will be giving a speech here in a few hours. Across the road, there is an area for kids to play.

[2] Rich Estate

You arrive just outside Richie's home. This estate is enormous; even the trip to the front door will be quite the trek.

[3] The White House

You arrive just outside of the White House, home to the President of the United States. Should events proceed as normal, the President will invite Richie's father over to discuss economic policy (and maybe ask for another loan).

[4] Rich Industries

This massive skyscraper serves as the headquarters for Rich Industries. Both Richie's father and Lawrence Van Dough work here, and should events proceed as normal Richie will be spending quite a bit of time here as well.

[5] Police Station

Don't worry, you aren't in any trouble. Just visiting, as it were. Should events proceed as normal, Cadbury will be broken out of lockup here.

[6] Gloria's House

This is the house of Gloria Koscinski, a fairly normal young girl. If events proceed as normal, she will befriend Richie and will help him organise his infiltration of his own home here.

[7] Mount Richmore Vault

You are at the entrance to the secret vault of the Rich family, hidden inside the giant stone head of Richard Rich. If you don't have any business being here, you may want to leave before you get into trouble.

[8] Free Choice

Lucky you! You may choose to begin in any of the above seven locations for free

-Perks-

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

Kid Perks

[100cp, Free for Kids] Let's Play Ball!

You have a surprising talent for baseball, particularly in terms of batting. With proper coaching, and a lot of practice, you might even make the pros one day!

[100cp, Free for Kids] Child Actor's Looks

You're quite the cute kid, Jumper. Maybe there's a future in child acting for you? This serves as a boost to your appearance, but also skews it toward a cute, childlike look.

This effect can be toggled off whenever you like, in the event you wanted to appear a bit more mature.

[200cp, Discounted for Kids] Congratulations on the Zit, Sir

While puberty might be something others dread, for you it's purely something to celebrate. From now on, unwanted side effects of puberty, such as pimples, voice cracks, or mood swings, only occur in ways that you would like them to occur, or not at all if you prefer. Who knows, this might even give you a few extra years as a child actor!

[200cp, Discounted for Kids] Childlike Joy

Sure, launching yourself out of a kidapult might be fun the first time, but how about the tenth, or the hundredth?

From now on, no matter how many times you do something, you will still be able to enjoy it as much as if it was the very first time. Time will not instil a sense of complacency, boredom, or ennui in you, allowing you to remain 'young at heart' throughout your adventures.

This perk will not force you to enjoy things you have come to dislike for other reasons

[400cp, Discounted for Kids] What Money Can't Buy

Friendship. It's such a wonderful thing. Unfortunately, for those with wealth and power, it can be very hard to obtain. With this perk, you will find yourself able to form and maintain genuine friendships with others when there is a large power or wealth gap between you (in either direction), without that gap getting in the way and causing friction. It will also alert you to those who are simply trying to get into your good graces to take advantage of the wealth and power you have at your disposal.

[400cp, Discounted for Kids] I'm Only 12, I Can't Be Held Legally Responsible

While savvy enough kids might be able to exploit their age for legal benefit, the general lack of rights and privileges one faces at that age makes it a game of catch-up at best. For you though, this is an issue no more.

From now on, as long as you remain underage (or can present as such sufficiently to fool the legal system), you get all of the legal advantages of being underage, with none of the penalties. For example, in the US legal system you'll be able to vote, drink, and act on company boards without a guardian, but you also will not be liable for a number of crimes, and are more likely to go to juvie than prison when you are at fault.

Whether you use this to game this system, or just to prevent others taking advantage of you is up to you.

[600cp, Discounted for Kids] Richienomics

It seems when you put idealism ahead of cold hard logic, businesses and similar ventures under your management tend to do exceedingly well, despite how unlikely that should be. For example, if you held a policy of never firing anyone (barring outright criminal behaviour), workers would become productive and happy, instead of complacent and entitled. If you ran a candy business, simply aiming to produce the best tasting candy for kids would prove more effective at raising profits than finding ways of cutting costs. Because you can apply such idealism successfully, you will find it easier for your businesses to develop a positive reputation amongst society at large.

These fantastic outcomes are limited to *your* businesses (if you aren't the sole owner, you must have at least 51% share ownership), so when giving advice to others it's probably best to stick to the basics instead of your revolutionary practices.

Adult Perks

[100cp, Free for Adults] A Schedule Is Like A House Of Cards

You have a great aptitude for time management. You can make excellent schedules, and importantly can adapt them on the fly when your charge inevitably wanders off or decides to do something else.

[100cp, Free for Adults] Trivia Buff

You have a strange aptitude for retaining bits of information, generally irrelevant in day-to-day life. This 'trivia' has a tendency to come back to you when it would actually be of use to you. For example, if you were holding onto something called Trinitrotoluene, you might remember that Trinitrotoluene is the long form of TNT, and it would be wise to get it as far away from you as possible.

You also have a knack for correctly guessing the astrological sign of others. A nice conversation starter, maybe?

[200cp, Discounted for Adults] Frequent Flyer

You have gained the necessary knowledge and skills to both fly and maintain both helicopters and planes.

While this is broadly a general competency, you have particular talent when it comes to performing emergency landing with these types of aircraft. Hopefully, you won't have to put this to use.

[200cp, Discounted for Adults] (Not So) Obvious Villain

It seems authority figures are quick to overlook you when crimes occur, even when you have an obvious motive and carry yourself like a moustache-twirling villain. Even those around you who have suspicions won't make complaints unless they have concrete evidence of your involvement. This is limited to investigations; if the police have clear evidence of wrongdoing this perk won't stop you from being charged.

Unfortunately, this perk won't stop people disliking you due to your villainous demeanour.

[400cp, Discounted for Adults] We Have To Survive!

It may be surprising to some, but you possess a strong will to survive.

This will ensure that you are able to keep cool and in good-spirits in even the worst of conditions. Your will to survive is contagious as well, as you are able to keep those trapped in the same circumstances as positive and calm as you are.

Additionally, once per jump, when you are in truly dire straits, fate will give you a chance to escape your terrible situation. For example, if you were stranded on a life raft in the middle of an ocean, a suitcase with a phone or tracker might wash up nearby, allowing you to signal for help. Post-chain, this operates on a ten-year cooldown.

[400cp, Discounted for Adults] Hostile Takeover Artist

When it comes to coups, few have better instincts than you.

You are a natural born schemer, able to come up with detailed yet flexible plans that allow you to compete and thrive in the politics-laden world of high business.

You also have a good sense for individuals who you can turn from the enemy camp, and who you can rely on to keep their mouth shut when it comes to tactics that may not be entirely “legal”, or “ethical”. If your rival’s head of security can be turned into their killer, you’ll get a good feeling for that fairly quickly, for example.

Of course, this perk won’t help you if you’ve prematurely decided you have won, so try to keep any gloating in moderation.

[600cp, Discounted for Adults] Keen Mind

You have an impressive talent for invention, rivalling Keenbean’s. These inventions seem like they would be at home in a cheesy spy flick, and run the gamut of fields, from robotics to chemistry and beyond. Unfortunately, there are a few catches. Firstly, the development of your inventions is extremely expensive, easily running into the millions for each idea, with more expensive ideas costing millions per prototype, trial run, or experiment. Additionally, the bulk of your inventions tend to be cost prohibitive to bring to market, despite the obvious utility they provide. Hopefully you have a lot of money on hand, or can find a patron to support 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.

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] Films

A copy of both the 1994 Richie Rich film, as well as Richie Rich’s Christmas Wish, on your preferred form of physical media. Perhaps you want some spoilers, or maybe you are a budding inventor after some inspiration?

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

[50cp] Gentleman’s Alarm Clock

A large alarm clock, shaped like a mansion. When the alarm goes off, a small figure resembling Cadbury will emerge from the building and ring a bell. If that doesn’t work, he will come back out of the building with increasingly loud brass instruments until you get up.

If you purchased the Gentleman’s Gentleman companion option, you may instead have the figure resemble them instead of Cadbury.

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

[50cp] I Love A Good Socket Wrench!

This is a collection of gold-plated socket wrenches, held nicely in a well-made display case. The socket wrenches are perfectly functional, though it some might think it a bit wasteful to put them to actual use. In any case, they can serve as a nice memento of your time here.

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

[50cp] Man'$ Be$t Friend

This cute dog with distinctive, dollar sign-shaped spots is your new pet! They are easy to train, and completely loyal to you.

Should anything unfortunate happen to them, they'll be back tomorrow, right as rain! We can't have sad things like that in a children's movie, after all.

[100cp] Impervious Suit

This suit, or dress if you prefer, has been treated with a special formula created by Keenbean. This renders it dirtproof, stainproof, and waterproof. It's even mostly bulletproof (it does the job, but Keenbean claims it runs up one hell of a dry-cleaning bill)!

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

[100cp] Jumper Has Sensitive Teeth

This is an innocuous looking tube of toothpaste. Don't apply it to your teeth though, as it actually somehow contains a powerful corrosive capable of eating through prison bars in moments!

Speaking of prison, this tube has the unusual trait of always making it past guard inspections, allowing you to use it to help break someone out of lockup.

The tube will refill itself every 24 hours, allowing you to get repeated use out of it. It might be wise to be extra sure the cap is on tight before putting it away.

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

[100cp] Jumper's Real Treasure

Feeling a bit nostalgic?

From now on, each time you complete a jump you will receive a simple object of relatively little monetary value to serve as a memento of your time there. This will also retroactively apply to any

jumps completed prior to this one. The item in question will be related to one of the more important (to you) moments during your time in that jump.

When holding one of these mementos, you will find it much easier to recall information and memories tied to the events that item is related to.

Should any of your mementos be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. Post-chain, you will continue to receive a new memento every ten years.

While you may not import most items into this option, if you already have some souvenirs from prior jumps that are of low monetary value, you may choose for them to be treated as that jump's memento. Those items will gain the recall assist and replacement features of this option. You will not however, receive an additional memento from a jump you are already choosing an existing souvenir for. You will be able to make this decision each time you would receive a new memento, but you cannot choose the same item to represent multiple mementos.

You can always elect not to receive a particular memento at all. Perhaps you felt nothing important happened, or only have bad memories from a given time?

[100cp] Oversized Gumball Machine

The machine that is, not the gumballs! This large gumball machine will dispense gumballs for free, as many as you want! The machine will refill when nobody is watching it, so you don't have to worry about running out, either. Have all the gumballs you could ever want!

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

[100cp] Smellmaster 9000

This portable device is capable of identifying objects by smell. Simply point it at the object in question and activate it. The Smellmaster is capable of identifying just about any mundane object found on Earth in the year 1994, including correctly identifying the vintage of wines, as well as objects that don't give off noticeable smells, such as Fabergé eggs. This allows the device to be used as a screening tool in a pinch. The Smellmaster has a range of around 20 yards.

Should your Smellmaster 9000 be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Celebrity Coaching

This ticket can be redeemed for a couple of weeks of private coaching from any professional athlete in their field of expertise. Simply hold on to the ticket with a target in mind, and the ticket will do the rest, ensuring that the coach's travel and board are accounted for, and well as paying them handsomely for their time and finding an appropriate time that works for both of your schedules. Your coach may even invite a few of their teammates or support staff along to assist them.

The ticket doesn't have to be all used up at once, allowing you to fit small bursts of coaching into a hectic schedule, or divide your time between multiple coaches. Simply keep the time you want to use up in time when selecting a coach.

At the end of each jump, your current ticket will be voided and will vanish. However, in its place you will receive a brand-new ticket with the time remaining reset. Post-chain, this instead operates on a ten-year cooldown.

Should your ticket be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. It will have the same time remaining on it as the one it is replacing.

[200cp] Jumplink

This is a two-part set, made up of a handheld communicator/receiver and a computer bank. By tapping into local satellites, the computer bank is able to track the location of the receiver anywhere on the planet, with the precision of a building-sized space. The computer bank and the receiver are also capable of communicating via video call, allowing one to check up on the person with the receiver at any time.

The computer bank tapping into local satellites for either of these functions will never raise alarms. Should you begin a jump on a world without suitable satellites, some will be placed in order to allow the Jumplink to function. These additional satellites will go unnoticed by everyone except you, unless you deliberately bring them to the attention of others. With the correct privileges, you may access the receiver's location from any computer by connecting to the computer bank; this requires that the bank remain powered on, and it does not allow for video calls.

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

Whilst the receiver and computer bank are free to import suitable items into, the satellites cannot be imported into, as this purchase is merely for access to satellites instead of the satellites themselves.

[200cp] My Dad Gave Me This Last Christmas

Ever wanted the thrill of an amusement park, without the hassle of lines or the inconvenience of going out? Well, this is for you!

This is your own private rollercoaster, either connected to your Warehouse, or placed on a property you own. The rollercoaster requires no maintenance, has zero risk of accident or malfunction, and has been set up so that it can be used without an operator, if you don't have anyone to share the fun with. It's sure to be a hit with any friends you have over!

[200cp] You Have Your Own McDonald's?!

Connected to your Warehouse, or placed on a property you own, is your very own McDonald's restaurant. While it does not make any money for you, it costs you nothing to keep it active, and you and your friends can eat for free whenever you like.

The McDonald's always has the ingredients on hand to produce any menu item one might find in a McDonald's from the year 1994. The staff is surprisingly friendly, enthusiastic, and competent. They count as followers, but cannot be made to leave the restaurant.

Best of all, the ice cream machine never breaks down!

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

[400cp] Jumper Tool

This small business, located somewhere close to your starting location, was on the verge of bankruptcy before its recent acquisition on your behalf. Right now, it won't make you any money, but it has been stabilised to the point where it won't cost you anything either. The mere act of saving the jobs this business sustained however, causes you to gain a persistent boost in reputation in the local community the business is situated in. As long as the business is kept afloat, you retain this boost.

If you actually felt like getting involved however, you will find that the business still has plenty of room for streamlining, modernisation, and further investment of capital. Correct management and some business savvy can see this business turn a tidy profit for you. Alternatively, you can choose to hand off the business to the workers, at which point you no longer gain profits, and instead receive a large, but one-time, boost in reputation amongst the local community. If you choose to do so, you won't be blamed if the business happens to collapse again, unless you went out of your way to ensure that would occur.

In each future world you visit, a new small business will be acquired somewhere close to your starting location, with similar properties to this one. It will be in the tool trade wherever that makes sense.

[400cp] Mount Jumpmore

A large mountain now under your ownership, located as close as can be reasonably managed to your starting location. This mountain has at least one, and at most four large faces carved into it, chosen by you upon purchase of this item. One of the faces is yours, whilst you are free to choose what, if anything, the other three faces are of (they can also be of you if you wish).

Inside the stone faces is a large vault, which is also secured by a voice-sensitive code phrase. This phrase is chosen by you upon purchase of this item, but can easily be changed later once you are inside the vault. The vault can be programmed to accept one or more specific voices, or even to require multiple accepted voices speaking, or singing, at the same time. The power required to run the vault's systems is generated internally, leaving little reason for would be thieves to even consider it a viable place for one to hide their most valued possessions.

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.

[400cp] Private Helicopter

For when arriving in a nice car isn't quite stylish enough.

This helicopter is in any colour and is decorated with any logos or symbols you would like. It never seems to run out of fuel, and general upkeep is not necessary, allowing you to use it whenever you want. When not in use, you can store it in and retrieve it from a special subspace, allowing you to have it conveniently on hand when needed, and avoiding incurring any garage costs.

You do know how to fly one of these, right?

[400cp] Subatomic Molecular Reorganiser

This large machine is capable of breaking down objects into their base components, and reorganising them into new, simple mundane objects. Right now, it can only produce bowling balls, but with time and experimentation you will be able to reprogram it to produce other objects. Like bedpans!

Of course, it can also be used to dispose of evidence (or bodies), if you are the less scrupulous sort of person.

Should the machine be destroyed, a replacement will appear in a location controlled by you after 24 hours.

[600cp] Jumper Dollar One

Your very own private, luxury airplane. A top-of-the-line model by the standards of 1994 United States of America, it never seems to run out of fuel, and general upkeep is not necessary, allowing you to use it whenever you want. When not in use, you can store it in and retrieve it from a special subspace, allowing you to have it conveniently on hand when needed, and avoiding incurring any garage costs.

This plane comes with a free pilot follower, who will be around whenever you need them to fly the plane and never anytime else, no matter how improbable that might be. If you prefer, you may elect (on purchase of this item) not to receive this follower. You will not be able to gain them later if you make this choice.

Lastly, this plane has a special feature. When crashing, the plane will automatically send its coordinates to all relevant parties, be they nearby search and rescue teams or trustworthy allies, maximising the chances of your survival should tragedy befall you. You can turn this feature on or off whenever you like, in the event you are trying to maintain a low profile.

Should the plane be destroyed, a replacement will appear in a location controlled by you after 24 hours.

[600cp] Mega Mansion

This absolutely colossal estate, located somewhere close to your starting location, is now yours to keep. It is well-furnished, and all bills associated with the property will automatically be taken care of, with no effort on your part. It will retain any upgrades it has been given. Any inactive companions

you have may reside here, provided they do not leave the property. The mansion will always be able to house them as well, providing them with private quarters and sufficient living space. For those with a truly ridiculous number of companions, the mansion will even expand internally (whilst remaining the same size outside) in order to accommodate them.

Optionally, the property comes with a small army of servants to look after it. These servants are followers and are absolutely loyal to you, though they will never leave the grounds. The decision on whether to take these followers is made on purchase of this item.

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.

[1000cp] You Really Are Filthy Rich, Aren't You?

Congratulations! You are now in serious competition for the richest person on the planet! And in a world where wealth is this comically exaggerated as well.

What you have is somewhere around the amount of seventy billion US dollars, spread across various bank accounts, reliable stocks, and valuable real estate. There's very little you cannot buy.

In each future jump, you receive an equivalent amount of currency in terms of purchasing power. You may choose whether this comes in the same manner of bank accounts, stocks, and real estate, whether it is all deposited in a single account of your choosing, or whether it comes entirely as hard currency. In settings where it doesn't make sense, you cannot choose either of the first two options, and must receive it as hard currency. Post-chain, you instead receive a new fortune every ten years.

-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 and items. 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 and items. 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 the 1994 Richie Rich film (or Richie Rich's Christmas Wish if you took the appropriate toggle) along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a 'slot', so you can ask around and find another character to journey with if you would like.

[50cp.] Gentleman's Gentleman

This butler, or maid if you prefer, was born in England and raised in the tradition of service. They have been assigned to you since birth (or if you are a Drop-In, since right now).

In addition to a sardonic wit, they are exceptionally competent at their job, and absolutely loyal to you. They do not take up a companion slot, unless imported as a companion in a future jump

[50cp] Yikes!

This highly attractive member of your preferred sex has been assigned to you as a personal trainer. They are absolutely loyal to you, are highly competent at their job, and will remain attractive and in their prime of life as long as you still live.

During training sessions, they tend to unintentionally put themselves into "stimulating" positions, and any ogling you might do will go without either notice or complaint.

They do not take up a companion slot, unless imported as a companion in a future jump.

-Drawbacks-

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

[0cp] Early Start

Instead of your usual arrival time, you start roughly 12 years prior, on the day of Richie Rich's birth. Your end date remains the same, extending the total amount of time you will be in this world. Perhaps you like to see some of Cadbury's struggles first-hand?

[0cp] A Christmas Wish

By taking this toggle, Richie Rich's Christmas Wish is made canon to this setting, resolving any continuity disagreements in the manner of your preference. Should events proceed as normal, Richie will experience his own personal version of 'It's A Wonderful Life' at some point during your stay. When taking this toggle, you may decide whether to have the characters change in appearance at that point during the jump, unremarked upon, in order to fit the recasting, to not change at all

from the casting of the original film, or to match the Christmas Wish casting for the entirety of your stay.

[+100cp] What about our hundred bucks?

Oh dear! It seems for the duration of the jump, you won't be able to make any friends you didn't bring with you, with any attempt on your part being misconstrued as either trying to ingratiate yourself with someone better off (if you have less money than they do), or trying to bribe others into obedience (if you have more money than they do). I hope you don't mind being by yourself.

[+100cp] Where Are Those Chocolates?

Whether its sweets, burgers, or just about anything edible, you can't help but stuff your face at every opportunity. Even in an emergency situation, it will be tough for you to resist the urge to quickly go have one last bite of food before taking action.

[+200cp] Got You Covered

Oh no! An accident has caused a piece of cloth to be stuck to your face by some kind of super adhesive, rendering it impossible for you to see. You look kind of foolish as well. Unfortunately, the cloth will not be able to be removed or destroyed under any circumstances, so you'll be stuck like this for the duration of the jump.

[+200cp] Money *is* Fun!

Were you a dragon in another life? Well, whatever the cause, you are obsessed with money. You can't have enough of it, you wouldn't think of giving it away, and you're almost always thinking about how you can get more. Unfortunately, this means it will be very easy for you to slide into dangerous thinking. Whilst you won't be robbing everyone you come across, it will be very difficult for you not to fall into scheming to steal vast amounts of wealth from the richest around.

[+300cp] Good God Regina, It's A Bomb

For whatever reason, someone is out to get you. They will aim to have you killed to the best of their ability, and have a large amount of wealth behind them to achieve such ends. Even if you managed to discern their identity, and deal with them, another will pop up and take on the same role.

Your only saving grace is that this person stands to benefit from your death looking like an accident, so they will prefer tactics such as poisoning your food, or putting a bomb on your plane, rather than firing upon you in broad daylight. If you employ constant vigilance, and have a bit of luck, you may survive.

[+300cp] It's A Metaphor, Hamhead!

No getting around it, you're kind of a moron. Expect to be routinely outsmarted by twelve-year-olds, take well-known metaphors literally, and blab about dangerous secrets unless your co-conspirators can cut you off in time. You may even take to bizarre, cartoonish types of thinking, such as billionaires keeping all their wealth in a single, secret vault, instead of banks or the stock market.

Try not to get yourself into too much trouble.

-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:

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

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

Cash Out: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

What kinds of inventions can a Keen Mind produce?

Here are just some of the inventions produced by Keenbean, to give you a feel for what can be accomplished:

- Proton Particle Maximiser: A laser, basically. In a week it was able to carve the Rich family's face out of a mountain, and it was able to seriously damage those faces in a much shorter timeframe.
- Subatomic Molecular Reorganiser: A machine that reassembles waste into simple objects. By the end of the film, Keenbean managed to get it to produce bedpans after it was stuck only producing bowling balls.
- Cementia: A super adhesive, ten times stronger than what was currently available.
- "Impervious" fabric spray: this spray renders fabrics dirtproof, stainproof, waterproof, and largely bulletproof (the wearer is unharmed, but it is difficult to clean the fabric afterwards).
- Robo Bee: A remote controlled robot bee.
- Smellmaster 9000: A portable device that can determine the identity of an object by smell, with a range of 20 yards.
- A corrosive solution that can eat through prison bars in moments.

Note that Keenbean has a large team of scientists working under him, and is extremely well funded by the Rich family, in order to produce these sorts of results.

So, what exactly happens here, anyway?

After Herbert Arthur Runcible Cadbury, butler of Richie Rich, recounts Richie's early life, we are taken to the modern day, as Richie finishes up some baseball practice with members of the New York Yankees.

Afterward, Richie goes to United Tool, a small business previously on the verge of collapse, bought up by Richie's father in order to save the jobs that would be lost. Richie delivers a speech on his father's behalf, but is somewhat distracted by kids playing baseball across the street. He attempts to seek them out after the speech, but is stopped by Head of Security Mr. Ferguson, and is ultimately talked out of it due to a busy schedule.

Richie returns home, learning that his father has returned home from a business trip as well. We are shown Mount Richmore, a Mount Rushmore equivalent with the Rich Family, which was created as a 'family portrait' using a laser developed by the inventor Keenbean. Richie tries to talk to his family about the kids playing baseball, but is interrupted by the President of the United States calling his father, as well as his own busy schedule. Nonetheless his family is happy to have anyone he wants over.

Richie visits Keenbean. He is there for private chemistry lessons, but instead convinces Keenbean to show him what he's been working on. After accidentally getting an expensive robot bee prototype destroyed, Keenbean chases him out of the lab for the time being. Meanwhile Richard Rich (the father) informs his wife Regina that he will have to leave again after dinner, to go talk to POTUS.

Lawrence Van Dough arrives for dinner, and quickly shushes Mr Ferguson when he starts talking about the “perfect time”. At dinner, Lawrence complains to Richard about his charitable spending, such as the recent acquisition of United Tool. He is appalled when Richard informs him of his plan to modernise it, then turn it back over to the workers. Keenbean rushes in to show the newly completed Smellmaster 9000 to Richard, which Lawrence thinks of as little more than an expensive toy. The Smellmaster is able to determine objects by their smell. After dinner Richard lets slip that all of the family’s real valuables are locked inside the Rich Family Vault, which catches Van Dough’s attention.

The next morning Cadbury wakes Richie up, in order for their personal training session. Richie is hesitant at first, but when Claudia Schiffer is revealed to be Richie’s new trainer, his attitude changes quickly. After training Richie notices that he might be getting a zit, so he uses the Dadlink in his room to track his father’s location, then has a brief video call with him.

Richie goes to school, a private school for the extremely wealthy. He invites his rich peers over for fun, but they are busy and don’t see the fun in normal, non-money related activities anyway.

Later, Richie interrupts his schedule so he can hang out with the kids playing baseball from before. They aren’t interested in hanging out with a spoiled rich kid, but he talks them into betting whether he can hit off one of the kids, Gloria’s, pitching. He hits off of her, but they still aren’t interest in hanging out with him. He leaves, dejected.

Richie and his family are set to visit the Queen. As their private plan is being set up, Mr. Ferguson sneaks a suspicious present on board. Richie’s parents board, but Regina (the mother) is convinced by Cadbury to let Richie stay home in order to help cheer him up. Richard takes the Smellmaster with him to give to the Queen as a birthday present.

Later, the kids from before are taken to see Richie at his mansion. Richie is very happy to see them, and is cheered up very quickly. Meanwhile, Richard is using the Smellmaster on various presents and realises the suspicious gift is in fact a bomb. It is thrown from the plane, preventing immediate death, but it damages the plane when exploding in mid-air, which causes the plane to crash. Van Dough celebrates his estimation of when the Rich family will be killed.

After Richie and the kids are finished for the day, they accidentally let slip to Richie that they were convinced to come over when Cadbury promised to give them a hundred dollars. They leave, but before Richie can dwell on that, he is informed of the plane crash. He uses the Dadlink, but is unable to locate them.

Mr. Ferguson informs Van Dough that the plan did not go perfectly, as Richie did not board the plane. Van Dough is annoyed, but decides it’s not too big of a problem for him.

Richie’s parents are shown to be alive on a lifeboat. The Dadlink has been damaged, which is why it is not working. They realise that Van Dough is responsible, and that they have to survive, if only to warn Richie that his life is in danger.

As his first act, Lawrence decides to close United Tool. This causes Gloria to call Richie, as her mother is the union rep for United Tool. Richie goes to the company building with Cadbury. Although he is too young to use his stock options by himself, Cadbury is able to act as his guardian in order to let him do so. He takes over and reopens the factory.

What follows is Richie employing unconventional and child-like business practices, finding success despite his idealism, and embarrassing Van Dough at every turn. The kids come to visit him at this

time, to thank him for reopening the factory, and he makes them taste testers to improve the quality of Rich candy bars.

Van Dough comes up with a plan to deal with Richie. During a board meeting, the police barge in and arrest Cadbury. Cadbury had been framed for murdering Richie's parents. Van Dough takes over as Richie's guardian. Richie becomes a prisoner in his own home, with Van Dough firing all house servants and replacing them with his own "security".

A suitcase washes up near the life raft. The objects inside the suitcase allows Richard to jury rig the Dadlink to work again and send out a signal for help.

Van Dough complains to Mr. Ferguson about not being able to find the Rich family vault, but Mr. Ferguson doesn't know where it is either. They talk about how they've arranged for Cadbury to be killed and have it passed off as a suicide. Keenbean uses a device to eavesdrop on this conversation. He finds Richie and fills him in on what he heard. He provides Richie with a corrosive solution to help bust Cadbury out, before he can be killed.

Richie sneaks the corrosive in to Cadbury as a brand of toothpaste, as well as a note in Latin to warn him. Cadbury is able to fight off his assailant and escape. Keenbean is captured by Van Dough. During his interrogation, he reveals to Van Dough that both parents are needed in order to get past the voice activated security system in the family vault.

Richie and Cadbury go to Gloria's house for help. Richie uses Gloria's computer to access the Dadlink remotely, however Mr. Ferguson notices and pulls the modem out in Richie's room. Richie is able to deduce that the Dadlink is active again, but can't get a location. Richie, Cadbury, the kids, and Gloria's mother come up with a plan to infiltrate the Rich Estate and use the Dadlink directly.

The Dadlink is used by Van Dough to locate Richie's parents, and capture them. Richie and his group infiltrate his home, freeing Keenbean in the process. However, it turns out to be a trap, and all but Keenbean are captured. It is revealed that Van Dough has the parents, and uses Richie as leverage to get them to show him the vault. It turns out the vault is actually inside Mount Richmore. Van Dough goes with the parents to the vault. Meanwhile, Mr. Ferguson attempts to kill everyone else using one of Keenbean's inventions, but is stopped by Keenbean. Richie rushes to save his parents.

At the vault, Van Dough is infuriated when the contents of the vault turn out to be mementos and important family possessions. The Rich family fortune is actually in banks and stocks. Richie shows up and rescues his parents, and Van Dough pursues them to the outside of Mount Richmore. Mr. Ferguson fires the laser that was used in sculpting the faces, trying to hit the Rich family with it. Cadbury shows up and fights Mr. Ferguson for control of the laser.

Ultimately, Cadbury wins the fight and Van Dough is left dangling from a rope. For the first time in his life, Richard Rich fires someone: Van Dough.

We end with Richie and his new friends playing a game of baseball on the grounds of the Rich estate, whilst Van Dough and Mr. Ferguson are forced to do garden work, dressed in prison orange. Richie's parents say that now Richie has friends, he is truly the richest boy in the world.

-Changelog-

0.1
Created the jump.

1.0
(i) **Mega Mansion** will now always be able to accommodate your companions. (ii) Added real estate to the types of wealth included in **You Really Are Filthy Rich, Aren't You?**

1.1
(i) Minor typo fixes.

1.2
(i) **Private Helicopter** now has a subspace storage option to match Jumper Dollar One. (ii) The follower that comes with **Jumper Dollar One** is now optional. (iii) Minor typo fixes.

1.3
(i) For **You Really Are Filthy Rich, Aren't You?**, increased freedom in how you receive new fortunes post-jump.