Disney
Lady and the Tramp

Lady and the Tramp

1955 Film

A Jumpchain CYOA by WoL_Anon

Ver. 1.0

In the whole history of the world there is but one thing that money cannot buy… to wit – the wag of a dog's tail.

-Josh Billings

Welcome Jumper, to New England in 1909. The primary focus of the events to come is a cocker spaniel named Lady, a sheltered uptown dog. After her sitter Aunt Sarah muzzles her, she will run away, meeting up with Tramp, a streetwise downtown mutt. Love will bloom, and ultimately prevail. Or will it? Perhaps you have a role to play in the events to come?

You arrive in this world on Christmas Day, the day that Jim Dear gives Lady to his wife as a present. You will be staying here for the next three years.

You have 1000 choice points (cp) to spend.

-Age and Gender-

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

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

-Species-

Choose 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

You are an ordinary human. Humans often have dogs and/or cats as pets.

[Free] Dog

With this option, you may choose to be any breed of dog present in Lady and the Tramp (1955) or Lady and the Tramp II: Scamp's Adventure, or that would be appropriate to 1909 New England.

[Free] Siamese Cat

You are a Siamese cat, a breed of cat most notable for a distinct colourpoint coat, which leaves most of the fur on the body a lighter tan, whilst the legs, ears, and tail are all a darker brown. A more Asian-looking face and manner of speech is optional.

[Free] Brown Beaver

Like Mr. Busy, you are a brown beaver. With your teeth, you can quickly and efficiently chew through wood.

-Background-

You must choose one of 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. Alternatively, you may choose to take your Origin as a Drop-In, with no memories or history in this world.

Uptown

You've grown up in a fairly sheltered, comfortable environment. You might lack in worldly experience, but the day to day is not a struggle for you. A dog or cat choosing this option is probably the pet of a kind upper-class family.

Downtown

You've grown up in poorer conditions, and are possibly homeless. While your day to day has been a struggle, it has taught you to be street smart. A dog or cat choosing this option might not belong to a human – in which case, stay alert for dog catchers!

-Location-

You may choose to begin anywhere in the town these events play out in, as long as it makes sense and does not provide you with any additional advantages you have not purchased.

-Perks-

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

Uptown Perks

[100cp, Free for Uptown] ***What a perfectly beautiful little lady!***

Why, aren't you adorable? Thanks to this perk, you exude a natural cute charm – something that will be of great value when you are looking for an owner to pick you up.

This effect can be toggled off whenever you like.

[100cp, Free for Uptown] What is a Baby?

You have a strong maternal or paternal instinct, that allows you to easily bond with children you would wish to – even if they aren't your own, such as your human owner's baby.

You'll also find it easier to emotionally handle the loss of time and attention you are receiving that comes with the arrival of a baby.

[200cp, Discounted for Uptown] Just For Tonight

Parents and carers responsible for you (including your owner if you happen to be a pet), cave much more easily into your demands. While you won't get away with everything from this alone, you'll find that persistent whining and complaining will lead to you getting your way, and what are supposed to be one-off concessions can very quickly become permanent if you wish them to.

Try not to be too spoiled, okay?

[200cp, Discounted for Uptown] We Are Siamese

You are a crafty sort, skilled at feigning injury, and alert to your surroundings. In combination, you'll find it much easier to get others in trouble for your own wrongdoing.

Serves that dog right for getting between you and a tasty treat.

[400cp, Discounted for Uptown] ***She's trying to tell us something.***

You're a great friend! Or, at least that's the impression others tend to have of you, as you now find it much easier to establish and maintain bonds of true loyalty and friendship.

So long as you are genuine in your desire for friendship, and not merely trying to manipulate others, you can expect to build bonds such that others will put themselves in great peril for your sake.

Additionally, when you and the other party are unable to speak a shared language, you'll find that these bonds help each of you understand the point the other is trying to put across. This may be a great help for those pets who form great bonds with their owner, and vice versa.

[400cp, Discounted for Uptown] Love on a Leash

Romantic relationships you form with others are both stronger and more resilient than they would be otherwise. The love you feel for your partner and vice versa will not fade due to time and complacency, and you'll find it easy to address small problems you may experience early, before they can develop into serious threats to the relationship.

Moreover, your mutual love will work to change your partners for the better. A selfish character will become kinder. A wild boy will become more accepting of a domestic life, and won't play about with others. Such changes only apply in ways you would want them to, but it does require a sincere love from both sides. It won't completely rewrite the core personality of your partner; consider this a tool to bring the two of you together in a more harmonious way, not a means to bend others to your will.

[600cp, Discounted for Uptown] Old Reliable

There'll be no living with you, after you purchase this perk.

You are now a natural-born tracker, with keen senses – particularly in terms of smell.

Even more importantly, your senses and skills will not diminish or atrophy as a result of age or disuse. When it comes to such things, you'll never have to worry about being past your prime – a simple but potent boon.

Downtown Perks

[100cp, Free for Downtown] Street-Smart

Life on the streets is tough, but it has taught you how to survive.

In urban environments, you'll have a much easier time finding opportunities to beg for or steal food. You'll also find it easier to find some form of shelter against the elements.

[100cp, Free for Downtown] Natural Performer

Choose a musical instrument that is common to 1909 New England or present in Lady and the Tramp, such as the accordion or mandolin. You are now particularly skilled at playing the instrument (assuming your given form is actually able to in the first place).

Alternatively, you can forgo this skill in exchange for a natural talent for singing, and an improved singing voice.

[200cp, Discounted for Downtown] Dogcatcher's Bane

If you are a wild dog moving about town, you best be wary of the dogcatcher, who'll try to catch you and take you to the pound – where a grisly fate may await. Fortunately, this perk will help you avoid him.

You are now particularly skilled at running away, able to run a bit faster than you would otherwise, and identify gaps in the environment where you can fit but your pursuer cannot. With practice and

experience, you may learn to lead pursuers on wild goose chases that buy time for your allies to make their own getaway.

[200cp, Discounted for Downtown] Footloose and Collar-Free

You are naturally talented at acting, finding it easy to remember and switch between many roles you have learned to perform. You also find it easier to learn how to put on other accents.

If you plan on preying on the goodwill of multiple households, such talents may come in handy.

[400cp, Discounted for Downtown] He's a Tramp

You're a natural born heartbreaker. Those of your preferred gender are far more likely to take an interest in you, though this will not cause someone to take an interest in you across different species unless they already were inclined to do so.

You'll also find that matters of class no longer impede your relationships. Those of a higher class will not rule you out as a partner because of your class, and third parties will not take issue with your relationships on the basis of class disparity either.

Finally, you'll find that a reputation of being a heartbreaker hurts you far less than it typically would. Sure, you might get called a scoundrel or a cad, and those you try to withhold knowledge of your dalliances from might be very upset initially should they learn the truth, but unless you are actually cheating on your current partner, a past of playing of the field won't cause you more grief than that.

[400cp, Discounted for Downtown] Bella Notte

Dates and romantic outings you have with others are magical, wonderful, experiences. Not only do things manage to line up ideally for you, but those around you tend to react very positively to the events as well, in some cases going out of their way to make your evening better, such as offering music or a wonderful meal. These supportive gestures will only happen in ways that work to improve your experience; there's no need to worry about strangers interrupting private moments or poor performers ruining the event by playing horrible music.

Should your dates be more publicly known, you may even find that moments from them permeate pop culture, held up as examples of great romance.

[600cp, Discounted for Downtown] Observant Guardian

When those you care about are in danger, or in extreme distress, you notice – even when such an event is highly unlikely. Were they to be chased through town, you'd notice them run by. Were they to call for help just out of earshot, in the middle of a downpour, you'd still manage to hear.

More than just notice their peril, you have the capacity to step in to help. You are now a highly capable combatant; as a dog, you could expect to face down three wild dogs, and fight all of them off without any kind of injury.

General Perks

[Free & Exclusive to Non-Humans] Talking Animals

The animals of this world are able to converse amongst each other, just as humans do. This perk represents that ability.

From now on, you will be able to understand what animals are trying to say, and converse with them. While this does carry forward into other worlds, in places where animals aren't nearly as intelligent as they are here, you'll probably find the quality of these conversations to be much lower.

Unfortunately apes, being too close to humans, will not be able to understand what you are saying via the effects of this perk alone.

-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, First free for Dogs and Siamese Cats] Collar

A comfortable and expensive-looking collar, which signifies your status as a pet. It comes in the colour of your choice.

If you are a dog or cat with a background in this setting, the collar comes with a license, allowing you to be returned to your family if you are picked up by dog catchers or the like. If you do not have such a background, or simply prefer it, the tag can be left blank to be engraved in a manner of your preference at a later time.

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

[50cp] Films

A copy of Lady and the Tramp (1955) and Lady of the Tramp II: Scamp's Adventure, on your preferred form of physical media. This classic film is yours to view as you like.

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

[50cp] Merchandise

A lot of Lady and the Tramp 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 Lady and the Tramp branded collectibles and odds and ends. Such a collection may appeal to fans of this classic film, or fans of adorable dogs in general.

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

[50cp] Muzzle

A combination muzzle and leash. It will adjust to fit any wearer consenting to put it on. Perhaps you could find some alternate use for this, like a log puller?

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

[100cp] Coffee and Doughnuts

Once per day, you may retrieve a pair of cups of hot coffee, and a tray of plain doughnuts from seemingly nowhere, ready to consume. You do not have to retrieve all of it at once, but cannot hoard what you choose not to pull out.

Both the coffee and doughnuts are just as safe for dogs to consume as they are for humans. The perfect way to start a day!

[100cp] Spaghetti Dinner

Once per day, you may retrieve a large serving of delicious spaghetti and meatballs, ready to consume. There's enough for a couple to share a meal. If you prefer, you may retrieve it as two individual servings; you don't have to retrieve it all at once either, but cannot hoard what you choose not to pull out.

The spaghetti and meatballs are just as safe for dogs to consume as they are for humans. If you are in the mood for a romantic dinner, this will serve splendidly.

[200cp] Gun

A model of shotgun appropriate to 1909 New England. It comes with a very limited supply of ammunition, which will be replenished daily. A handy tool for deterring chicken-chasing dogs.

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

[200cp] Dogcatcher's Cart

A horse-drawn cart, intended to transport caught animals. If the cart itself is lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

Accompanying the cart are two horses that have been trained to pull it, and that are loyal to you. Should anything unfortunate happen to either, it will show up the next day, good as new! This isn't that kind of movie.

[400cp] Family Home

An upscale New England home. Perfect for raising a family, and keeping a number of pets. 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.

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.

[400cp] Automobile

You have a brand-new car, the likes of which would be found in 1909 New England. It never seems to run out of fuel, and general upkeep is not necessary, allowing you to drive it around just about anywhere. If you need to chase down the dogcatcher, having access to a vehicle like this is sure to be appreciated.

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

[600cp] Jumper Zoo

Wow, your very own zoo!

The zoo is appropriate to 1909 New England, with exhibits for apes, alligators, beavers, and more. All bills associated with the zoo will automatically be taken care of, with no effort on your part.

The zoo comes with a small number of human followers to run it on your behalf. Should any of the animals or humans that come with this item perish, a replacement will appear at the start of the next jump (post-chain, after ten years).

In future worlds, you may choose for your zoo 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 zoo be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

[600cp] Jumper's

You are now the owner of your very own Italian restaurant. Congratulations!

All bills associated with the business will automatically be taken care of, with no effort on your part. It will always be fully supplied with appropriate ingredients (even in worlds where they don't exist), ensuring you can always serve customers, or indulge in Italian cuisine yourself.

The business comes with a handful of human followers to run it on your behalf. Should any perish, a replacement will appear at the start of the next jump (post-chain, after ten years).

In future worlds, you may choose for your restaurant 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 restaurant be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

-Companions-

[50cp per.] Import

Already have some companions with you? For 50cp each, you may import these companions into this world, providing them an Origin, as well as 600cp to spend on perks, items, and their species. They may not purchase companions.

[50cp per.] Create

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

[50cp per.] Recruit

For 50cp each, you may take any named character appearing in Lady and the Tramp, including Lady and the Tramp II: Scamp's Adventure if you have included it via the 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.

-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 Lady and the Tramp, 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] Extended Stay

Taking this toggle will allow you to extend your stay in this world anywhere up to a total of ten years. Before taking it, it might be a good idea to be sure you can actually live that long.

[0cp] Direct to Jumpchain

Using this toggle, you can determine whether Lady and the Tramp II: Scamp's Adventure is a natural part of this world's timeline, smoothing out any inconsistencies between them in a manner of your preference. These events occur roughly seven months after the events of the original film.

[+100cp] Muzzled

For the duration of the jump, you will be forced to wear a muzzle. Yes, even if you are a human.

Your muzzle cannot be destroyed, and will adjust to fit your current form. It may be briefly removed at designated mealtimes, but will immediately reappear on you when those times are up, and cannot be removed at other times by any means.

[+100cp] Stop That Now!

No matter when and where you try to sleep, you'll always have to put up with a nearby dog whining or yapping. Attempts to stop the dog in question will invariably fail; you'll simply have to put up with it and hope you can get to sleep anyway.

[+100cp] Annoying Aunt

You have an aunt, whether by blood or circumstance. She is the same species as the one you chose here, but has no special abilities or notable talents.

Unfortunately, despite meaning well, her judgement is notably poor. Give her the chance, and she might really mess things up for you. You could cut her out of your life, but you do really want to do that to an old woman that really does want the best for you?

Maintain a positive relationship with your aunt, and when the jump ends you may even take her as a companion for free.

[+200cp] Easily Duped

You are easily tricked by the schemes and fast-talking of crafty individuals.

If you aren't careful, you may find yourself pulled into fights with others who have done you no wrong, blaming others for things they aren't responsible for, or otherwise taken advantage of by those tricky types in your midst.

[+200cp] ***I was certain he was no good the moment I first laid eyes on him.***

People assume the worst of you in almost all cases. Save a baby from a vicious rat attack, leaving a mess behind? Someone walking in will think you deliberately messed up the room, and may even believe you are out to harm the baby yourself.

Overcoming this bias may be possible on the individual level, but perks that would help in this endeavour fail to do so.

Fortunately, those you bring into this jump with you, such as companions, are not influenced by this drawback.

[+200cp] ***We've been after this one for months.***

You are known to the local dog catchers (or police if you chose to be human). They will seek to lock you up, pursuing you immediately should they spot you, and making efforts to track you down when they don't know your location.

Wearing a license will do nothing to stop them from keeping you locked up as long as possible, so you best run while you have the chance.

[+300cp] Form Locked

Must not be Human.

This is a setting focused on dogs, but this is man's world, and not being a human presents various disadvantages here.

If you aren't choosing to be human, you can take this drawback, which locks you to the form you have chosen here for the duration of the jump. This includes switching or blending alt-forms, or utilising any shapeshifting powers or similar means of altering your form.

[+300cp] Not So Trusty

Perhaps once you were impressive, but not so much anymore.

As a result of taking this drawback, your senses, as well as any special skills or powers you have, have significantly atrophied. As a result, you'll struggle to make use of them with any real success.

While you will regain what has been taken from you at jump's end, doing so beforehand will not be possible by any means.

[+300cp] Baby on Board

Congratulations! You are now responsible for the wellbeing of a human baby. Unfortunately, if the baby perishes, you will fail your chain.

In addition to the usual responsibilities involved in caring for a baby, this baby is often targeted by oversized rats that will attempt to attack the child from time to time, usually at night.

If you aren't human, then a human family will take care of the basic needs of the baby – this might be the family you belong to, or just one nearby. However, they will never be able to deal with the rats by themselves, and the rat attacks occur slightly more often.

At the end of the jump, you can elect to take the baby with you as a companion. Their death will no longer cause chain failure from this point.

-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:

Life on a Leash: You choose to remain in this world. Your chain ends here.

Beyond Those Distant Hills: You choose to continue your chain. Proceed to the next jump.

***Come on. I'll take you home.*:** 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?

Note: this synopsis only covers Lady and the Tramp (1955) in its entirety, but indicates where Lady and the Tramp II: Scamp's Adventure fits in.

On December 25, 1909, Jim Dear gives his wife, Darling a Cocker Spaniel puppy whom she names Lady. Six months pass as Lady grows up, befriending a pair of dogs from the neighbourhood, a Scottish Terrier named Jock and a bloodhound named Trusty who seems to have lost his sense of smell. She receives a collar, which she is quite proud of.

A stray silver mutt named Tramp rescues two fellow dogs, Peg and Bull, from the dog catcher, and escapes into uptown. Meanwhile, Lady expresses concern to Jock and Trusty that the Dears are behaving strangely, only to be told that this is natural as they are obviously expecting a baby. Tramp happens upon this conversation, and warns Lady that a baby will take away time and attention for her.

Over the following months, Lady feels more pushed out, but when the baby does arrive, she quickly warms to him.

The Dears head off for a vacation for a few days, leaving Lady and their baby with Aunt Sarah. Aunt Sarah doesn't like Lady being close to the baby. She has a pair of Siamese cats, who get up to mischief, trying to eat the bird, the fish, and then go after the baby's milk. Lady stops them, chasing them around the house. Unfortunately Aunt Sarah is tricked by the cats into believing Lady is responsible for the mess. She takes Lady to the pet store to put a muzzle on her. This causes Lady to run away.

Lady is soon chased by wild dogs, but Tramp fights them off. He notices the muzzle, and takes Lady to the zoo to get it removed, tricking a beaver (Mr. Busy) into removing it for them. At night, Tramp tells Lady that all this mess is a result of her being tied down, and that he lives a "footloose and collar-free" lifestyle which allows him to be fed by many families. He takes Lady to Tony's, an Italian restaurant. Out the back, Tony and Joe (who run Tony's) are happy to see Tramp and his "new girlfriend", and arrange a candlelit spaghetti dinner for them.

In the morning, Tramp attempts to persuade Lady to give up on her home and live free with him, but fails. Relenting, he takes Lady back to her home, but halfway decides to show her chicken chasing first. This leads to Lady being caught by a dogcatcher, and taken to the pound. There, Lady learns that Tramp has had many girls before, and is also led to believe should he ever have a true love, it would lead to him getting caught by the dogcatcher. Lady is taken back home.

At home, Lady is attached to the dog house by a chain. Jock and Trusty attempt to cheer her up, and offer her the option of living with them instead by marriage, but she declines. Tramp arrives and tries to win her over, but she is upset and sends him away. A large rat enters the baby's room; Lady tries to warn Aunt Sarah, but she ignores her. Tramp hears the distress and returns, running into the house to protect the baby. Tramp kills the rat before it can harm the baby, as Lady pulls her chain off the dog house and runs in after him. Aunt Sarah hears the noise and sees the dogs; she locks Tramp in a closet and Lady in the basement, calling the dogcatcher to come pick up Tramp.

The Dears return as the dogcatcher pulls away with Tramp. Aunt Sarah tells them what happened, but they are not convinced Lady would behave as described. Letting her out of the basement, they follow her to discover the dead rat. Jock and Trusty overhear and realise they were wrong about Tramp – they chase after the dogcatcher in order to delay him long enough for the Dears to catch up in their car. Trusty is able to use his tracking senses after all, allowing them to catch up to the cart. Trusty causes it to topple; it lands on him, but fortunately only injures his leg. The Dears arrive, and Tramp is adopted by them.

By Christmas, Lady and Tramp have had puppies, and Trusty's leg is still injured but on the mend.

[Should you include it via the toggle, Lady and the Tramp II: Scamp's Adventure occurs about seven months after the events of the original film.]

-Changelog-

0.1
Created the jump.

1.0
(i) Minor correction to **He's a Tramp**.