Disney

Cinderella

Cinderella

1950 Film

A Jumpchain CYOA by WoL_Anon

Ver. 1.0

Once upon a time in a faraway land, there was a tiny kingdom. Peaceful, prosperous and rich in romance and tradition. Here in a stately chateau, there lived a widowed gentleman and his little daughter, Cinderella. Although he was a kind and devoted father, and gave his beloved child every luxury and comfort, yet he felt she needed a mother's care. And then he married again, choosing for his second wife, a woman of good family with two daughters just Cinderella's age, by name, Anastasia and Drizella. It was upon the untimely death of this good man, however, that the stepmother's true nature was revealed…cold, cruel and bitterly jealous of Cinderella's charm and beauty, she was grimly determined to forward the interests of her own two awkward daughters. Thus, as time went by, the chateau fell into disrepair, for the family fortunes were squandered upon the vain and selfish stepsisters, while Cinderella was abused, humiliated and eventually forced to become a servant in her own house. And yet, through it all, Cinderella remained ever gentle and kind, for with each dawn she found new hope that someday, her dreams of happiness would come true.

You arrive in this world just as Cinderella is woken by two birds, shortly before she sings *A Dream Is a Wish Your Heart Makes*. 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-

Choose between one of three options. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will.

[Free] Human

An ordinary human. Nothing more needs to be said.

[Free/+100cp/+200cp] Animal

Choosing this species may give you an additional 100cp or 200cp to spend, as explained below.

Perhaps you want to challenge yourself, or see life from a new perspective? This option gives you the form of an animal. On its own, this form is incapable of speech, and presents problems not faced by ordinary humans. Your animal form can either be a mouse (which can somehow walk on its hind legs as if it were human), small bird of equivalent size, cat, or dog.

If you'd like to gain some additional cp, you can choose to remove your ability to alt-form switch or blend, or employ any shape changing powers on yourself for the duration of the jump. Choosing to be a cat or dog under this limitation will earn you 100cp. Choosing to be a mouse or bird under this limitation will instead earn you 200cp.

[600cp] Fairy

Embodiments of hope, fairies typically require a person who holds great hope in their heart in order to properly manifest. Fortunately, purchasing this option will mean you are permanently manifested and aren't dependent on the hope of others to survive.

Despite your unusual nature, you look just as a human would. What sets you apart is your impressive magical abilities. While some of these can be done by you at any time, most of your magic is dependent on the use of your Magic Wand, which comes free with this species.

See the notes section for more information on your magic, and the *Magic Wand* item for more information on the wand itself.

-Background-

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

Romantic

You're the star of the show, Jumper! A human taking this Origin will be of low station, unless they've also purchased the *Royal Title* item.

Supporter

Your place in this world positions you effectively to support either Cinderella or Prince Charming in overcoming their trials and tribulations, be they in finding a suitor, or making it to the ball. A human taking this Origin cannot be of higher station than the Grand Duke, unless they've also purchased the *Royal Title* item.

Selfish

Why should anything nice happen to Cinderella, huh? Whatever your place in this world, you are motivated by self-interest, seeking to get yourself ahead at the expense of others. A human taking this Origin cannot be of higher station than Lady Tremaine, unless they've also purchased the *Royal Title* item.

-Location-

You may choose to begin anywhere within the kingdom, 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.

Romantic Perks

[100cp, Free for Romantics] Chore Champ

Whether it is a natural aptitude, or is the result of gross mistreatment, you are quite proficient at household "chores", including cooking, cleaning, and doing the laundry.

Now if your horrible step-mother forced you to become a household servant, at least you would be able to do the job correctly.

[100cp, Free for Romantics] Charming

You are quite attractive, Jumper. On purchase, you can choose if this grants a great enhancement of feminine beauty, allowing you to match Cinderella in terms of looks, or masculine handsomeness, allowing you to match the aptly named Prince Charming.

[200cp, Discounted for Romantics] Sing, Sweet Nightingale

Unlike some step-sisters you might have, you have a wonderful singing voice, Jumper! Your singing is pleasant to humans and animals alike. At least you'll have something to fall back on if you are stuck doing chores all day.

[200cp, Discounted for Romantics] Disguised by Dress

When noticeably "dressing up" or "dressing down" from your usual look, your identity becomes obscured for those around you. They'll still be able to see your face, but they won't recognise you. If

a person is able to deduce your identity, whether by being told directly, seeing you change, or using other context clues, this effect fails to work for them. While they may still be fooled if you choose to go the other way with your dressing, the way you used will no longer work on them until such a time that they have forgotten how you looked dressed in that direction.

You may toggle the effects of this perk as you like. A person seeing you dressed in a certain direction while the perk is inactive will not be immunised to the disguise effect while the perk is active, but if they have seen you in a particular outfit before, that may be enough for them to deduce your identity on their own.

[400cp, Discounted for Romantics] ***Now, Jaq, what's all the fuss about?***

As befitting a Disney princess (or prince), you are now capable of talking to animals.

In this world, while all animals will be able to understand your speech, only some will be able to talk back to you. Going forward into other worlds, you'll find that all animals are capable of speaking back to you (though others around you will not necessarily understand them), though you'll probably find that most of the time they are not nearly as intelligent as they are here.

[400cp, Discounted for Romantics] A Dream Is a Wish Your Heart Makes

Your heart has become a veritable font of hope.

This faith in the future allows you to persevere even when suffering immensely in the present. It doesn't blind you to reason, but it does prevent you from giving into despair and/or apathy.

Should you or another be able to draw power from this hope, you'll find that it is a wonderfully strong fuel source for such powers and techniques, as well.

That rainbow will come shining through yet, Jumper, so don't give up!

[600cp, Discounted for Romantics] ***You can't go to the ball looking like that.***

Sometimes, despite your best efforts, you simply can't make things work out on your own. In those times, the aid of another is needed. This perk will help you get such aid.

While you are suffering great despair, or your life is in imminent danger, benevolent powerful and/or magical beings are drawn towards you, as if you were some kind of karmic magnet. These beings will be naturally inclined to help you out of these situations, though this is not a compulsion and they may choose not to do so for their own reasons.

Beings that are already hostile towards you are not drawn in by the effect of this perk, ensuring that a bad situation will not immediately be made worse.

Supporter Perks

[100cp, Free for Supporters] Zuk-zuk

How curious. Thanks to the effects of this perk, you are now capable of speech in any form you come to possess, even those that lack mouths!

You'll also find that you are able to quickly adjust your speech to these forms, ensuring that not only can you speak, you can speak well.

[100cp, Free for Supporters] Dressmaker

Your friend needs their dress fixed for the ball, but they've no time to do it. Who should they turn to? Why, you, of course!

You have an expert level of proficiency in the realm of sewing. Surprisingly, you also seem to retain this proficiency even when dealing with extreme changes in size. As a human, you would have the precision necessary to create and repair small, mouse-sized, outfits. As a mouse, you would have the spatial awareness necessary to do the same for outfits intended for fully grown humans.

[200cp, Discounted for Supporters] For a Change, You Will Handle the Reins

Need help adjusting to your new form? Expecting to be transformed during your stay by a Fairy Godmother? This perk will definitely come in handy.

Now, you are able to quickly adapt to and control any form you come to possess, no matter how complicated or weird it might be. It doesn't matter if you go from mouse to horse, or horse to human, you will be able to move about just fine.

[200cp, Discounted for Supporters] Grand Organiser

When it comes to organising balls and similar events, you are a pro. You know what goes into such events, and even on short notice you can arrange for these functions to be of the highest quality.

With resources and authority on par with the Grand Duke, replicating a ball such as the one Cinderella would normally attend is more than doable, even if you only had a single afternoon to prepare it.

[400cp, Discounted for Supporters] Escape from the Devil

That horrid "Rucifee" is quite dangerous for mice. Fortunately, this perk will help you escape from him, and other dangers.

You have gained tremendous skill in running away. Your speed and athletic ability will greatly improve, whenever it is solely being used for this purpose.

Additionally, you have a keen eye for places that you could fit inside but your pursuers cannot. If Lucifer can't get to you, he'll have to give up eventually.

[400cp, Discounted for Supporters] Arranging the Conditions

When events are organised by you, or by a subordinate of yours, you can elect for the event to produce greater romantic outcomes than usual. Romantically compatible individuals meet in more favourable conditions, accidents that would sour relationships are less likely to occur, that kind of thing.

Alternatively, when electing to apply this effect, you can choose for it to target a single attendee rather than being an overall effect. If there is at least one person romantically compatible with the target, this effect will all but guarantee that the target is introduced to them under the best possible conditions, and that the only accidents that will occur to the target during the event are ones that help to deepen their relationships.

With this, you can ensure that a ball celebrating the return of the prince (actually a means of finding him a wife) goes off perfectly.

[600cp, Discounted for Supporters] Jumper Godparent

Even in fantasy worlds like this, there are still wonderful people who are forced to suffer due to circumstances beyond their control. Fortunately, this perk will allow you to find such people.

When active, you will naturally be drawn to people in distress, be they in some imminent danger or being generally oppressed. Where possible, this effect will lead you to situations where less involvement from you can produce greater outcomes for them, even when such a thing is not apparent to you; for example, helping Cinderella get to the ball so she can meet the Prince and eventually marry him, instead of taking her away from her step-mother, and then having to set up a new life for her yourself. If many people are suffering nearby, this ability prioritises people that behave in a way that best comports to your values.

You can toggle this perk on or off as you please; after all, even powerful magical beings need their off time.

Selfish Perks

[100cp, Free for Selfish] Time on Your Hands?

You are quite good at noticing and recalling which menial and household tasks are yet to be done. You are also good at inventing essentially pointless menial tasks that seem vaguely necessary in the event that there is actually nothing left to do.

With these skills, you can punish that horrid step-daughter of yours by flooding her with work. Or maybe you'd just do a better job at managing others.

[100cp, Free for Selfish] Suck Up

Regardless of your ambition, there's no doubt you'll have to deal with superiors at some point. Or, if you are a cat, "superiors" that do all the work for you.

In any case, you are now much better at appealing to your superiors. This makes you better at flattery, including your choice of words and when not to overextend your praise. It also makes you better at appealing via your mannerisms, perfect for a cat that acts affectionate to keep their owner on side.

[200cp, Discounted for Selfish] Trip Them Up

You have great intuition for when those around you are susceptible to being tripped.

Additionally, you have a strange gift for tripping others without drawing attention to yourself. Unless people were already alert to you or monitoring you closely, they'll simply believe that person tripped over themselves.

Hopefully your victim isn't carrying anything fragile, heh.

[200cp, Discounted for Selfish] Frame Artist

What better way to get back at someone than to get them in trouble for something they didn't do?

From now on, you'll find that while you are trying to frame someone for a misdeed, your ability to act and sense of timing will noticeably improve. All the better to feign injury to sell an assault, or to have that authority figure turn just as your victim snaps back at your aggravations.

[400cp, Discounted for Selfish] ***I said, "if."***

You're quite the smooth talker, aren't you Jumper?

You are very good at using just the right words at the right time, allowing you to make promises you have no intention of keeping in spirit, but can keep at a technical level.

Additionally, you are also skilled at using your words to manipulate others into taking actions for you, instead of getting your own hands dirty. Get your daughter to destroy your step-daughter's dress, preventing her from attending the ball, merely by indicating that some of pieces of the dress, which actually belong to your daughter, look nice (and thereby alerting your daughter to the theft).

[400cp, Discounted for Selfish] Wicked Mind

You aren't going to get ahead if you can't devise plans to put yourself ahead. After all, no one's going to look out for you but you, right?

To that end, you have gotten quite good at scheming and plotting. Whether it is something short term, like keeping a step-daughter too busy to prepare for a ball, or long term, like weaselling your way into the life of a lonely man, so you can take his household when he passes, you excel at both.

Your ability at deduction has also improved quite a bit as well. Perfect for noticing when your current scheme has been put in danger.

[600cp, Discounted for Selfish] Dream Crusher

Step-daughters are just awful, aren't they? The only reason to keep them around is as a servant. Unfortunately, some people just don't take being treated like a servant all that well. That's where this perk comes in.

As you mistreat your subordinates, whether they be employees, or children, they will gradually build up an acceptance of it. As your subordinate may react poorly to a sudden change towards abuse, it is best to slowly pile on additional tasks or chores as they build this acceptance. You'll always have a good sense for how far you can go with each individual.

Over time, you will break the spirit of your subordinate. While they won't like your mistreatment of them, they will put up with it without acting out or trying to flee. Those individuals with stronger wills or who possess strong perseverance take longer to break, but eventually they will break too.

Be warned that the interference of outside forces can cause those affected by this perk to regain some dignity, and may cause them to rebel or flee. For best results, consider keeping them on your property and preventing them from going out to socialise. Step-daughters don't deserve to go to the ball, anyway.

-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.

[Free and Exclusive to Fairies] Magic Wand

This is your Magic Wand, with which you can draw out the full extent of your magical abilities as a Fairy. By default, the magical effects created by the wand are white. On purchase, however, you can choose any single colour to replace white for these magical effects.

On purchase, you can choose whatever design you like for your wand, as long as it remains approximately the same size as the one wielded by Cinderella's Fairy Godmother.

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

[50cp] Films

A copy of Cinderella (1950), Cinderella II: Dreams Come True, and Cinderella III: A Twist in Time, on your preferred form of physical media. This classic story of perseverance can now be watched by you whenever you like.

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

[50cp] Merchandise

A lot of Cinderella 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 Cinderella branded collectibles and odds and ends. Still, a superfan might appreciate such a collection nevertheless.

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

[50cp] Fairy Tale Book

This book recounts the events of your chain leading up to this point. On top of being well-written, it is accompanied by many well-drawn pictures of your most important moments, and it updates at the end of each jump (post-chain, this becomes every ten years). No matter how long your chain gets, it will never become overly heavy or large, and the reader will always be able to navigate to the desired page with ease.

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

[50cp] Cigars

A supply of the King's finest 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.

You can also pass these out as you like. What better way to thank a subordinate for a job well done?

[100cp] Ball Attire

An incredibly well-made dress or suit, custom tailored to fit you as if by magic. The outfit is self-cleaning and self-repairing, ensuring you can wear it to ball after ball, without issue.

The shoes, or slippers, may optionally be made out of glass. Whether or not this is true they remain comfortable to wear and are surprisingly resilient, minimising the risk of accidentally damaging or breaking them. Strangely, while they are always a perfect fit for you, they never seem to fit correctly for anyone else; even if their feet happen to match yours exactly.

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

[100cp] Dressmaking Supplies

Rather make your own, eh?

This chest is filled with an endless supply of high-quality materials, fabrics, trimmings, buttons, and thread. Despite this, it remains surprisingly light, and you will always be able to find what you are

intending to retrieve. Attempts to store anything else in the chest will fail, with the item being automatically ejected when you try to do so.

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

[200cp] No Longer a Pumpkin

If you're wanting to get around in style, this is just the thing.

This extravagant carriage is pulled by four beautiful white horses. Optionally, it comes with a human coachman and/or footman, if you'd rather not drive it around yourself.

Before you ask, no, you don't have to worry about any of this suddenly transforming at midnight. If this wonderful ride is indeed the result of magic, it is at least permanent magic.

Should the carriage be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours. Should anything unfortunate happen to the horses (or humans, if you chose to accept them too), they'll be back tomorrow, good as new! This is a Disney movie, after all.

[200cp] Knight's Horse

Why go for style, when you can go for performance?

This menacing black horse is of a high quality. With it as a mount, running down a carriage will be a breeze, assuming the carriage doesn't throw you off its trail by transforming into a pumpkin or something similarly outlandish. Your horse is absolutely loyal to you, and you can choose its sex on purchase of this item.

Should anything unfortunate happen to your horse, it'll be back tomorrow, good as new! This is a Disney movie, after all.

[400cp] Jumper's Chateau

You are now the proud owner of this property, equal in size to the one possessed by Lady Tremaine.

Presently, it is liveable, but a bit run down, perhaps a result of the poor spending habits of a previous owner. Fortunately, the property retains the upgrades applied to it, making it a fixer-upper truly worth fixing up.

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

Should the chateau 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] Royal Wedding

Weddings can be expensive even when kept fairly low-key. But why settle for low-key, when you can have the grandest celebration in the land?

This special ticket can be redeemed by you at any time, simply by holding it and willing it so. At the earliest convenience, a grand wedding (or ceremony of similar scope) will be arranged on your behalf, at no additional charge. In this world, this ceremony will be on par with the wedding between Cinderella and Prince Charming. In other worlds, the ceremony will be of an equivalent standard, accounting for the differences in resources, space, and population between settings.

Of course, this ceremony will not force anyone to marry you, so make sure you are properly committed to each other before using the ticket. Once used, the ticket will disappear, making it unavailable to you.

At the start of each new jump, you will receive a new ticket if the previous one has been used. Post-chain, this occurs every ten years. Should your ticket be lost or destroyed other than by being used, a replacement will appear in your Warehouse after 24 hours.

[600cp] Royal Palace

Want to live like a king? This opulent palace is all yours!

To say that this castle is extravagant is an understatement. The master bedroom is ludicrously oversized, with a bed more appropriate for a giant than a human, and the ballroom is similarly expansive, making it a perfect place to throw a ball.

Optionally, your palace may come staffed with servants to defend and maintain it. Though no more capable than ordinary humans, they are absolutely loyal to you. They count as followers, but cannot be made to leave the palace. Inactive companions may stay here as well; they too must remain inside the property.

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

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

[600cp] Royal Title

Living like a royal is one thing, but *being* a royal is another thing altogether.

Taking this item will position you just under Prince Charming in the royal hierarchy of this world. If you are a human who has taken a background in this world, you will be a direct descendant of the King. If not, then you've arrived in this position by some bizarre circumstance that everyone is okay with – even if you are a cat.

In each future world you travel to, you can elect to be placed in an equivalent position. Even in worlds without royalty, you can still be placed in a high position of a wealthy family, should one be available. While having this position naturally comes with a great deal of privileges, this item on its

own does not provide you with any bloodline or genetic based powers or abilities that a family member would typically possess.

I'm sure there will be no end to your suitors while you are so well placed. Perhaps you may even find one to be to your liking?

-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 Cinderella (including Cinderella II: Dreams Come True and Cinderella III: A Twist in Time if you've included them 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 Disney Princess settings, former Disney Princess settings, or settings that have a demonstrated shared continuity with either, 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] Direct to Jumpchain

Using this toggle, you can determine whether either Cinderella II: Dreams Come True, Cinderella III: A Twist in Time, or both (smoothing out any inconsistencies between them in a manner of your preference), are a natural part of this world's events. These stories each take place after the original events of Cinderella, and take the tale in new directions.

If you are choosing to incorporate Cinderella III: A Twist in Time, you may choose whether you begin in the original or altered timeline. If you begin in the original timeline and the timeline is changed, you will retain your set of memories related to the original timeline, and your time spent in that timeline will still count towards your total time spent in this world for the purposes of determining when your stay is over.

[+100cp] Cinderelly

You have developed a strange speech quirk or impediment, making it harder (but not impossible) for others to understand you. Conversations with you are likely to be less smooth than you'd want them to be.

[+100cp] ***Even I couldn't expect the boy to-***

You are not so charming, Jumper.

Any appearance enhancing effects that you have are nullified, and you are quite ugly besides. Getting hitched will prove a lot more challenging, looking like this.

[+100cp] Don't Sing, Nightingale

You aren't musically inclined, Jumper. A real shame in this kind of world.

When singing, you can't help but be off-key. You've lost any ability to play musical instruments as well. Don't even bother with lessons, as you'll be stuck at this level for the duration of the jump.

[+200cp] Forgetful

Like the Fairy Godmother, you've got a bit of a problem with your memory. While you don't have to worry about losing memories central to your identity, you are vulnerable when it comes to your talents and abilities, whether they be supernatural or just better than most people. For example, you might regularly misplace your wand, or forget just how that particular spell went. Things forgotten aren't necessarily gone forever, so if you put your mind to it you may still recall what you need.

[+200cp] ***Now, Sire, remember your.... your blood pressure.***

Like the King, you have issues managing your temper. You'll find that it is much easier to anger you than usual, and when you are in such a state your face will be comically red.

If you aren't careful, you are at risk of serious health complications. You would be wise to avoid smoking as well, lest you make matters worse.

[+300cp] Forced Servitude

Oh dear. Should you have a family as part of your background, you have been forced into being their servant. If not, you have been assigned to a random family.

This family treats you quite cruelly, and expects you to do a huge amount of chores each day. Initially, this is enough that an average member of the species you have chosen here would only have an hour or two to themselves each day after chores and sleep. If your family finds out you have greater than average ability, or you are getting your chores done faster than expected, you will be provided with more work to keep you busy. Unfortunately, this doesn't go the other way if you start to struggle. No need to worry about not getting appropriate work; your family will go so far as to invent nonsense tasks if they need to, and they'll always be able to come with something appropriate, no matter how capable you are.

You must persevere through these unreasonable conditions if you wish to reach your dream of a new world. In other words, if you fall too far behind in your chores, attack your family (either directly, or setting things up indirectly so they will be attacked), or flee from your family, you will fail your chain.

[+300cp] She Who Fits the Slipper

On arrival, you will come across a single glass slipper. Somewhere in the kingdom, there is a single maiden who can wear it properly.

Unfortunately, any kind of method of determining the maiden in question besides having them try on the slipper will fail. Additionally, without the proclamation of the King and promise of marriage to Prince Charming, you may find it much harder to convince random women to try it on, or even give you the time of day.

If you cannot find the right maiden, and have them try on the slipper by the end of your stay, you will fail your chain. While you may adjust the size of the slipper or a maiden's foot, that won't make the wrong maiden suddenly right.

Though the maiden might be ordinary, perhaps your quest has endeared her to you? If you like, any time after you've had the right maiden try on the slipper, and before the end of the jump, you can choose for the maiden to become a companion and join you on your travels.

-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:

Happily Ever After: You choose to remain in this world. Your chain ends here.

Stroke of Midnight: You choose to continue your chain. Proceed to the next jump.

Home Before Midnight: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

On Fairy Godmother Magic:

The Fairy Godmother demonstrated the following magical abilities:

- She possesses a pocket dimension or equivalent, which she had her wand stored in when she met Cinderella. Besides appearing before Cinderella, this is the only magic that she did not use her wand for.
- Lighting: She used her magic to generate light around a pumpkin before she transformed it.
- Transformation: Using magic, the Fairy Godmother transformed a variety of animals and objects. She turned a large pumpkin into a carriage, four mice into horses, a horse into a human coachman and a dog into a human footman. She also transformed Cinderella's dress into a new one complete with glass slippers. With the exception of the glass slippers all of these effects expired at midnight, demonstrating all but the most minor of these transformations are limited.

In order to cast spells with her wand, the Fairy Godmother says "Bibbidi-Bobbidi-Boo". You can choose to use the same magic words, or have your own nonsense words that activate your magic. If you like, you can also fanwank the existence of a few other magical abilities that are within the same range of power and are appropriate to a Disney fantasy setting.

In A Twist in Time, the way that magic works is changed a lot. Others can use fairy magic simply by stealing the wand and using the magic words themselves. Magic doesn't work on metal, instead rebounding onto another target. It also added a large amount of power to the magic, including:

- Creating objects wholesale instead of turning other objects into them.
- "Half-transforming" animals, such as Lucifer being turned into a duck with a cat's head.
- Turning the Fairy Godmother into a statue with no time limit.
- Transforming Anastasia into a physical copy of Cinderella, a specific member of a species vs. that species in general, and with seemingly no time limit.
- Teleportation of both self and/or others, within the range of a palace at least.
- Altering the Prince's memories of his dance with Cinderella, so that he thought he danced with Anatasia. Physical contact with Cinderella broke this effect, likely due to the "true love" in play.
- Most significantly, time travel. Lady Tremaire and the step-sisters were able to travel back in time over a year, returning to the place they were at the time with the memories they had picked up in the interim (and retaining the wand). Besides them, only the Fairy Godmother was aware of this change (whether it was because it was her magic, or simply because she is a magical being is not explained).

For the purposes of this jump, those who purchased the Fairy species cannot have their magic used against them by stealing their wand, and don't have to worry about magic rebounding off metal. However, they do not receive the level of power only shown in a Direct-to-DVD sequel made 57 years later, that also happens to conflict with the other Direct-to-DVD film it is apparently a sequel of. This is a soft-cap, not a hard one; if you have some other methods of boosting your magical power, this ruling doesn't interfere with those.

So, what exactly happens here, anyway?

Note: this synopsis only covers Cinderella (1950) in its entirety, but indicates where the direct to video films fit in.

A narrator explains that after Cinderella's father remarries, and then passes away, her new stepmother, Lady Tremaine's true nature was revealed. She spoiled her birth children while neglecting Cinderella. As their stately chateau fell into disrepair due to Lady Tremaine's poor spending, Cinderella was even forced to become a servant for her own house. Nonetheless, Cinderella remained kind and gentle, hoping things would change.

In the present, Cinderella is woken up by some birds. Cinderella sings, waking up the small animals (mice and birds) that live in and around the house. They help her get ready, and it is shown that Cinderella has made them each a small outfit to wear. One mouse, Jaq, informs Cinderella that a new mouse entered the house and was caught in a trap. Cinderella rescues the mouse from the trap, and has Jaq explain that things are okay. She provides the mouse with an outfit and names him Octavius (Gus for short). Cinderella asks Jaq to keep Gus out of trouble as well as warn him about Lucifer, Lady Tremaine's cat.

While Jaq explains "Rucifee" to Gus, Cinderella goes and feeds him. This involves taking Lucifer downstairs near Bruno, Cinderella's dog. Bruno dislikes Lucifer, as he dislikes cats in general. Lucifer gets annoyed with Cinderella as she can't think of a good trait of Lucifer's while explaining that Bruno should get along with him. To get back at them, Lucifer pretends to have been attacked by Bruno, which causes Cinderella to scold Bruno and take him outside.

Cinderella provides breakfast to the other animals outside. In order for the mice to get out to it, Jaq distracts Lucifer and successfully flees from him. Gus's greed causes him to take too much food to carry, and he is almost caught by Lucifer on the way back as a result. He manages to hide in a teacup. Cinderella takes breakfast to her step-mother and step-sisters, who treat her rudely and demand she do their laundry. Anastasia finds Gus in her teacup and freaks out. She insists that Cinderella put him there deliberately, and Cinderella takes the blame. Lady Tremaine says that since she has time for practical jokes, she has time for even more chores.

At the royal palace, the King complains to the Grand Duke. He is impatient for his son to get married, as he wishes to see grandchildren before he grows too old and passes. As the Prince is returning to the palace today, the King plans to throw a ball in celebration; in fact, it is a ruse in order to put all of the eligible maidens close to Prince Charming and have him fall for one.

A letter from the palace arrives at the chateau, and Cinderella presents it to Lady Tremaine. It is an invitation to the ball; by royal command, all eligible maidens must attend. Cinderella asks if she can come as well, as by command she should go. Lady Tremaine says she can, if she gets her chores done and find something suitable to wear (she expects Cinderella will fail to accomplish this). Cinderella retrieves an old dress of her mother's. It needs work to get ready for the ball, but her step-mother and step-sisters keep her busy with chore after chore. Jaq and the animals decide to help finish the dress since Cinderella won't have the time to do it. In the process they avoid getting eaten by Lucifer, and take some items belonging to Anastasia and Drizella (the step-sisters) in order to the finish the dress.

When the carriage arrives to take them to the ball, Cinderella is disappointed as she had no time to finish the dress. The animals present her with it and she is overjoyed. She heads downstairs and asks her step-mother if it is alright to go. Lady Tremaire agrees, saying that she never goes back on her

word, however she also subtly indicates to Anatasia and Drizella that she is wearing some of their stuff. Angered, the sisters tear their stuff away, completely ruining the dress. Cinderella is left behind as the rest of her family heads to the ball.

As Cinderella despairs, she is suddenly visited by her Fairy Godmother. Her Fairy Godmother cheers her up, and prepares her for the ball: she turns a pumpkin into a carriage, the mice into horses, a horse into a human coachman, and Bruno into a human footman. She also transforms the ruined dress into a beautiful one, complete with glass slippers. She warns Cinderella that all this magic will be reverted at the stroke of midnight, and sends her off to the ball.

At the ball, Prince Charming meets all of the other maidens, but is not interested in them. When he sees Cinderella, it is love at first sight. Lady Tremaine doesn't recognise Cinderella, merely thinking there is something familiar about her. Cinderella and Prince Charming have a romantic evening, but Cinderella is forced to flee at midnight, leaving behind one of glass slippers in the process. Everything turns back except the slippers, and Cinderella keeps the one she has as a memento, thanking her Fairy Godmother for everything.

The Grand Duke informs the King that the mysterious woman (Cinderella) disappeared, and that the Prince refuses to wed anyone but the woman who fits the glass slipper she left behind. The King has the Grand Duke test every maiden in the kingdom to see if it fits (the King is content to force the Prince to marry another woman if she fits the slipper, because he is desperate for grandchildren and the Prince has already given his word).

Lady Tremaine hears the news and informs her daughters. She becomes suspicious of Cinderella's reaction to the news. Deducing the Cinderella is the mysterious woman, she locks her in her room so that she can't interfere with the chance of her birth daughters marrying the Prince. As the Grand Duke arrives for the fitting, Jaq and Gus manage to steal the key. They are held up by Lucifer, but the other small animals get Bruno and drive him away, and Cinderella gets the key.

Neither Anatasia and Drizella fit the slipper. Cinderella makes it downstairs, but before she can try the slipper on, Lady Tremaine trips the footman, and the slipper shatters. The Grand Duke despairs, but Cinderella reveals the she has the other slipper, which she tries on and fits.

Cinderella and Prince Charming are wed, and live happily ever after.

[Should you include it via the toggle, Cinderella II: Dreams Come True occurs sometime after the events of Cinderella. Within it are three tales recounted from the past, all of which occur after the events of Cinderella as well. The first occurs immediately after Cinderella returns from her honeymoon. The third conflicts with the events of Cinderella III: A Twist in Time.]

[Should you include it via the toggle, Cinderella III: A Twist in Time begins after a year the events of Cinderella. It creates an altered timeline by having characters travel back to the slipper fitting and using magic to make the glass slipper fit Anatasia. The Prince still ultimately ends up with Cinderella, and Cinderella and Anastasia reconcile.]

-Changelog-

0.1
Created the jump.

1.0
(i) For **She Who Fits the Slipper**, you may now choose to receive the maiden as a companion after you've prevented chain failure.