

Willy Wonka Jumpchain

Welcome to the most splendiforous world of Willy Wonka. This is a world somewhat similar to your own on the surface - but there exists magical things if you're willing to scratch beyond the surface. One such place is the most amazing chocolate factory that has remained locked to all - until a contest with five golden tickets was announced...

Backgrounds

Drop-In - fairly standard. You drop in with no contacts, no friends and no information. But this is a marvelously marvelous world and you wouldn't be the strangest thing to exist here. You can choose your age from 14 to 80.

Golden Ticket Winner - did I say five golden tickets? As it turns out, you've landed into a slightly different version of this world where Wonka released six Golden tickets. And you've just gotten the sixth and final one. You will require a guardian to accompany you and you may import a companion into this role. Your age is 1d4+10

Guardian/Adult - you're a responsible adult, possibly with a child or ward of your own (you can import a companion into this role). If you have a child/ward, they will be the sixth golden ticket winner and you will accompany them. You can import a companion into this role. Your age is 20+2d8.

Wonkerer- you are the musicmakers, and you are the dreamer of dreams. You are one of Wonka's few (if not the only one) human employees. You help run his factory and understand his mind better than anyone. You're also set to help him find his heir among the golden ticket winners. What's that? Something about you inheriting - you really must speak up. I'm a little bit deaf in my left ear.

Gender is free to choose.

Species

Human (FREE) - you're a human being. Nothing truly fantastic about this but also nothing truly boring about it either.

Oompa Loompa (+100 CP) (only available to Drop-Ins and Wonkerers) - you are an Oompa Loompa. Your life kind of sucks. You're an employee of Wonka who is all too willing to experiment on you (albeit he is usually able to fix any huge gaffes) but your life in native land is worse. Also, you can't survive the cold well, you're obsessed with singing morality tales and you love chocolate so much you're willing to be paid in cacao beans.

Vermicious Knid (1,000,000,000,000,000 CP) - No.



Location

Roll 1d8 or pay 100 CP to choose.

1. Outside of Willy Wonka's Factory* - you're right outside Willy Wonka's factory itself. This is also close to the home of ticket winner Charlie Bucket.
2. Dusseldorf, Germany - the home of one Augustus Gloop (the greedy nincompoop).
3. Marble Falls, Arizona - the home of one Mike Teavee.
4. Salt Corporation, England - the location of the Salt corporation, owned by the father of one Veruca Salt.
5. The White House, Washington - where President Lancelot Gilligrass currently resides.
6. Loompaland - this land is filled with nothing but thick jungles infested by the most dangerous beasts in the world - hornswogglers and snozzwangers and those terrible wicked whangdoodles. Better get out fast.
7. Space Hotel USA - high in orbit, this place is empty of human life. It is, however, full of Vermicious Knids. So you need to escape or fight your way out.
8. Free Choice

* If you buy the Golden Ticket item, you may start here for free.

Time

You appear on September 30th, the day before Willy Wonka opens his factory.

Perks

Drop-In

Singing (100 CP) - Wonka and his Oompa-Loompas seem to like breaking into song all the time. You also have the ability to do so now without looking like a total idiot. Taking certain toggles will make this even more relevant.

Nanny Vice President (300 CP) - have you heard of the almighty janitor before? The person who is technically the lowest on the totem pole and yet wields power that they really shouldn't have? You've probably been one at some point. With this perk, the power of the almighty janitor and official power are one. If you start off in a low position in a company or institution, you can then rise to a high one very quickly so long as you prove competent and clever. You could be the nanny to a young boy and then run as his vice president and nobody will bat an eye - even as you become the real power behind the throne.

Little Devil (600 CP) - Willy Wonka is part of a world of nonsense and magic. But you? No - you believe in common sense and logic and you will not have any of this chocolate rivers and oompa-loompa nonsense. While there would seem to be no way to beat the nonsense of this world, you're capable of rationalizing it and then finding common sense tactics to combat them. This can help apply to future nonsense from future jumps.

<u>Golden Ticket Winner</u>

A Good Sensible Loving Child (100 CP) - there's a reason Wonka wanted children and not grown-ups. You're able to learn and understand things as a child - you're not set in your ways and can adapt and do new things rather than insisting on always having your own way.

That Tiny Chance (300 CP) - there are all sorts of contests that involve rely mostly, if not completely, on luck. Sure everybody has a chance but when everybody has a chance, what are the odds you're going to win? Well, pretty good actually. It seems that somehow you win in competitions of luck such as this all the time. You can buy one lottery ticket and win the grand prize or be randomly selected in a crowd of a billion.

I Haven't Done This In Twenty Years (600 CP) - Sometimes people are physically unable to do something because of injury. But if you give them a legitimate reason for them to get up, those people find themselves able to do it again. You could allow a man who hasn't been able to get out of bed for years to be able to not only walk again but to perform entire dance numbers. There is an upper limit on this - you couldn't get a man without legs to walk, for example.



Adult/Guardian

Job (100 CP) - you're an adult and don't have time for a lot of this Wonka nonsense. You're skilled at any legal profession of your choice that would be found in the 1960's/1970's ranging from toothpaste cap screwer to being the head of a giant corporation. You both excel and enjoy the work no matter how dull it would be otherwise.

Stories (300 CP) - wisdom is hard to pass on in many cases but sometimes telling a story can help with that. You can come up with amazing and ridiculous stories at the drop of a hat that will help impart life lessons onto the subject so they understand the point. Of course, they still have the option of ignoring your advice anyways.

"She wants a good kick in the pants" (600 CP) - Parenting is tough. How do you know how people will turn out, that you won't mess them up and that most importantly you won't create a little monster? With this perk, you don't have to worry about it. So long as you're actively involved in your child's life and being generally benevolent, you can insure they become a stable adult with good intentions and feelings towards humanity. You can also impart several of your learned abilities such as martial arts far more easily. They also won't resent you for any necessary punishment you had to instill (actual torture is not included among necessary).

Wonkerer

"A little nonsense now and then, is relished by the wisest men" (100 CP) - some people need the world to make sense all the time. Not you - you know that the old adage about a little nonsense is true. When things shouldn't be able to make sense, your mind will be able to wrap

itself around that notion - and if it really can't, you'll get over it quickly. As a bonus, you can understand the minds of men like Willy Wonka.

"One can't allow one's best friends to wait around as miserable Minuses for eighty-seven years…" (300 CP) - do you experiment on friends often? Of course! But no matter what you do to them, you always make sure they get back safely. Send them to Minusland by accident? By chocolate, you're definitely going to go and get them back from those awful Gnoolies! This gives you a grace period of about a day to recover people you may have experimented on

Because The Candy Man Thinks It Should (600 CP) - Wonka-level ideas for candy and chocolate and the ability to make it happen but it must be related in some way to chocolate and candy and be ultimately harmless. You will be able to create things like lands made purely out of chocolate and candy, make trees that grow candy from their branches, create entire architectural buildings out of chocolate (the non-melting kind) and so forth. This part science, part jump/Wonka fiat, and part magic.



Undiscounted

Candy is Dandy but Liquor Is Quicker (50 CP) - you're very good at coming up with good-tasting alcoholic versions of candy. This is, of course, limited to normal and mundane versions of candy and alcohol. Unless of course you also took "Because The Candy Man Thinks It Should." Regardless of either situation, be careful not to sell these products to children.

Gear

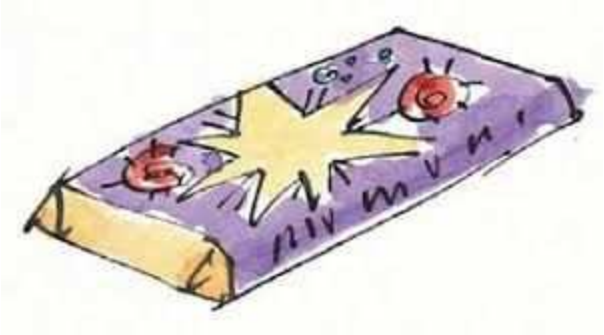
Drop-In

Case of Wonka Bars (100 CP) You get a case of a hundred Wonka Bars of your choice every month. This can be purchased multiple times to get as many different types of Wonka bars as you want. The first purchase is free for Drop-Ins and is discounted after that. These bars will not spoil until opened and will remain in perfect condition There are two hundred different types but here are some of the known ones -

- Whipple-Scrumptious Fudge-Mallow Delight (supposedly the best of them all)
- Nutty Crunch Surprise
- Milk Chocolate
- Scrumpdiddlyumptious
- Fudge-Mallow
- Triple Dazzle Caramel
- Chilly Chocolate Creme
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Chocolate Palace (300 CP) - This giant palace is made of chocolate and is a replica of the castle Wonka built for Prince Pondicherry. This one won't melt and any part of the palace you consume will regenerate. You can have it follow you on land each jump or make it part of your warehouse.

Great Glass Elevator (600 CP) This thing claims to be a mere elevator. But it is so much more than that - this thing can go into space, deep below ground and in any direction. While it is made of glass, this variant is particularly thick enough to resist most attacks without breaking (including but not limited to coming down from space at full speed) all while comfortably supporting its passengers. It can do so because of invisible skyhooks with one end attached to the elevator and the other to...well, don't think about it. You can also choose to have aesthetic from the 1971 or 2005 movie but this will not impact its effectiveness in any way.



Golden Ticket Winner

Golden Ticket (100 CP) - because I've got a Golden Ticket! Yep, you've got one Golden Ticket, allowing you passage to Willy Wonka's wonderful Chocolate factory. In future jumps, the Golden Ticket will once a jump serve to allow you into highly secretive places as part of a contest. Drop-Ins and Adults can purchase this, but Wonka will be biased against grown-ups. Wonkerers can also purchase this but it will have no power this jump.

Items of the Brats (300 CP) - you're gifted with several toy air guns and a stick of chewing gum. While using the chewing gum, you're granted Violet's competitiveness. While using or wearing the toy air guns, you're granted Mike Teavee's higher intelligence. Note - you don't have to use these yourself and can easily give them to somebody else to use. The gum restores to a default setting after it has been used.

Wonkavision Room (600 CP) - this can transport matter to television. For living beings, it can only do it once but things like candy bars can be replicated (that is to say transported to multiple different television sets - the original is destroyed). There are a few caveats - the object or person will change size to fit into the television so either you have to accept getting something tiny or start off with something really big. Luckily, living beings can take this by a triple overdose of Supervitamin Chocolate (which you get the recipe for), they can be back to good in no time. No such luck for inanimate objects though. You also get one bigass Wonka Bar of your choice which respawns every year.



Adult/Guardian

Toothpaste (100 CP) - this jar of toothpaste never runs out and it seems the cap instantly screws back on as effectively as when done by a dedicated toothpaste cap screwer. Using this will guarantee your teeth never go bad. It also actually doesn't taste bad.

Nut-Shelling Factory (300 CP) - you are now in ownership of a ordinary nut-shelling factory similar to the ones the Salt family possess. It's normal and boring but it will make you a decent amount of money. Enough to say stop all operations for weeks to fulfil a mad whim of your child's and still be profitable

Space Hotel Jumper (600 CP) - This is a replica of Space Hotel USA. this gigantic sausage-shaped capsule is no less than one thousand feet long. It has a tennis court, a swimming pool, a gymnasium, a children's playroom and five hundred luxury bedrooms, each with a private bath. It also has a gravity-making machine so you don't have to float around. And unlike the original, this one is Vermicious Knid proof and staffed by robot servants. This also comes with a space capsule to transport people back and forth.



Wonkerer

Wonka Suit (100 CP) - a replica of Wonka's own suit. You can style this off the book or any other production version. While wearing it, you become a little more nimble, fantastic and ideas become a little bit more eccentric. You also get a cool cane.

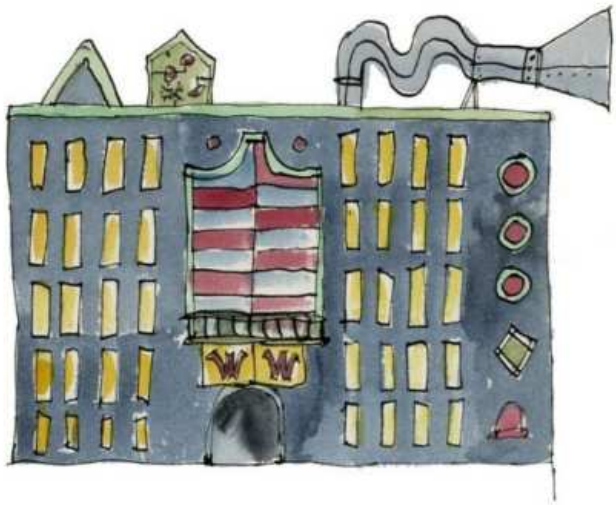
Wonka-Vite and Vite-Wonka (300 CP) - You have a pill bottle full of twenty-six Wonka-Vite pills. Eating one pill will deage you twenty years. You also have a small bottle of Vite-Wonka containing twenty-six drops. Taking one drop of Vite-Wonka will age you twenty years. When using Wonka-Vite, be careful not to deage yourself as if you go too far you will cease to exist and go to Minusland. This will work on non-humans but will age them back appropriately (i.e an elf will age back their equivalent of twenty years)

Jumper's Chocolate Factory (600 CP) - this is not Wonka's chocolate factory. It's a subsidiary factory run by you. While it isn't quite as large and marvelous as Wonka's, it is close. You get to construct this factory in the Chocolate Factory Builder.



Undiscounted

Slugworth Sizzler (50 CP) - Wow. You're in the Wonka jump and you want a monthly case of Slugworth Sizzlers? Fine. This doesn't have to be limited to Slugworth Sizzlers - it can be any chocolate bar by any of Wonka's competitors.



CHOCOLATE FACTORY BUILDER

You may only use this if you purchased “Jumper’s Chocolate Factory.” You are granted 1000 Wonka Points (or WP) to use. Depending on your origin, you come by this factory differently. If you’re a Wonkerer, it’s a subsidiary factory that Wonka has given you to run. If you’re a Ticket Winner or an Adult, you get it by the end of the tour as a consolation prize/practice run if you or your child wins. If you’re a Drop-In, it comes out of literally nowhere and even Wonka doesn’t know about it. You can convert CP into WP at a ratio of 1 CP to 1 WP, but cannot convert WP into CP.

Chocolate Room (FREE) - this room is composed of a chocolate river (ten thousand gallons per hour) and a waterfall to churn it just right. There are also grassy fields and trees made of candy. This is essential to making Wonka chocolate so you get this for free. Consuming the chocolate straight from the river is ill-advised as you don’t want to dirty it up. It also comes with a boat for the river. You can construct any kind of Wonka bar here but they do spoil if left alone long enough and you actually do have to physically sell them (or get someone to do it for you). Unless you bought a Case of Wonka bars earlier, then if you make that type, they disappear into thin air and are replaced by cash. You can also make any sort of chocolate bar (even non-Wonka bars) you want so long as you have the recipe.

Basic Factory Stuff (FREE) - the more boring things that Wonka didn’t show. These are the parts of a factory that are actually necessary for putting the chocolate bars together and wrapping them up and administrative offices. This also includes stuff like the fudge packing room and other things needed to make the chocolate.

Supplies (FREE) - this is the room where all the supplies needed to make chocolate and candy are stored - cacao beans, milk, sugar, etc. These refill as needed.

Chewing Gum Stretching Room (100 WP) - home to the Taffy Puller, this room is to stretch all forms of chewing gum, taffy and other stretchy candies. It can also be used to pull human beings but this probably won't be pleasant.

Residential (100 WP) - A large suite - the size of a mansion in fact - filled with everything you could need or want - bedrooms, kitchens, libraries, swimming pools, etc. After all, you'll have to live in the factory

Marshmallow Room (100 WP) - a room composed of beds and pillows and the creation of them. Just one thing - all these are made out of marshmallows. There is also Graham crackers for the bedposts.

Inventing Room (100 WP) - This room is for the inventing of candies and chocolate products. As a bonus, the capability, ingredients and recipes for the following products are in this room: Everlasting Gobstoppers, Butterscotch and Buttergin, Full Meal Chewing Gum (note - this doesn't actually nourish you, only gives you the impression of eating a meal), Hair Toffee and Ice Cream That Won't Melt.



Fizzy Pop Room (100 WP) - this room contains the Fizzy Lifting Drinks and the machines needed to make them. Drinking Fizzy Lifting Drinks will cause you to lift into the air but by burping (or releasing gas in another way) you'll slowly descend back to safety.

Fudge Mountain (200 WP) - an actual giant mountain made out of fudge. This mountain regenerates so no matter how much you mine off, you don't have to worry about it being mined down.

Cotton Candy Sheep (100 WP) - these sheep are average in every way except one. They have cotton candy instead of wool. This is the best cotton candy too and despite how sheep normally work, the wool won't get dirty anymore than can be cleaned.

Magic Door Variant 1 (100 WP) - enter into a room, come out the way you came in but you're in an entirely different part of the factory. Very squeezed.

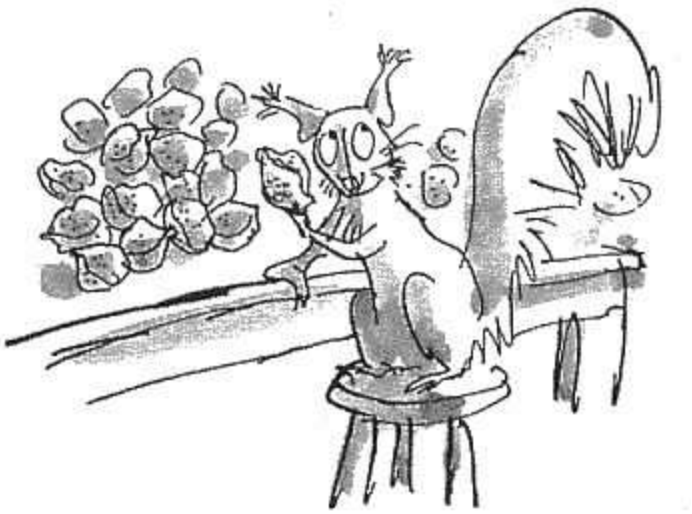
Magic Door Variant 2 (100 WP) - a tiny door guarded by a musical lock. However, opening it will cause the door to magically be huge.

Magic Door Variant 3 (100 WP) - a door that connects you with Wonka's main factory no matter the distance. After the jump, this can be connected to your warehouse.

Fear Tunnel (200 WP) - I don't know why you want this, but here you go. While going through this tunnel, people will see their worst fears. You can turn this effect off if you want.

Wonkavators (100 WP) - lesser forms of the Great Glass Elevator. These stretch out through the entirety of your factory. This is not the Great Glass Elevator though if you purchased that, you can combine these two.

Nut Sorting Room (100 WP) - this room is filled with squirrels sorting out the walnuts. They can tell the difference between the bad nuts and the good nuts (sending the bad nuts straight down to the incinerator) and the good nuts going to be used for chocolate bars. People who enter this room who attack the squirrels will also be thrown down the incinerator. These squirrels will also sort out any nuts you want.



Golden Egg Goose Room (100 WP) - This room contains five geese that lay golden chocolate eggs. The geese are quadruple size and the eggs are octouple sized. The geese are somewhat temperamental however, and some of their eggs are bad. Luckily, these eggs are gotten rid of

by the Eggdicator and sent straight to the incinerator. Make sure not to stand on the Eggdicator yourself - if you're a bad egg, you'll be sent straight down to the incinerator.

Oompa-Loompas (400 WP) - an army of Oompa Loompas to actually take care of your factory. They're happy to be experimented on and work for cacao beans. They will, however, refuse to leave the factory. This also comes with Oompa Loompa residential areas. If you're worried about the whole "slavery" issue, you can instead have Ooompa-Loompa sized non-sapient solid drones with programmable appearances that react exactly like Oompa-Loompas when experimented on.

Ice Cream Tundra (200 WP) - this giant tundra is composed solely of ice cream - vanilla, chocolate, strawberry - any ice cream that you like will be in this tundra. It can even be from different universes and brands. There is a small remote outside allowing you to program it to any flavor (or combination thereof you want. It is still cold though so you should probably put on a warm jacket. The ice cream here also doesn't melt in the sun if you take some out.

Trucks (50 WP) - an army of automated trucks that will leave the factory and deliver your confections worldwide. You can build more of these so long as it for delivering candy or chocolate.

Sales Department (200 WP) - You might need to actually sell your multiple products.

Lickable Wallpaper (50 WP/100 WP) - this room is filled with lickable wallpapers. It has pictures of fruits on it - oranges, bananas, strawberries, snozzberries and so forth. When you lick the picture of a banana, it tastes of banana. When you lick a strawberry, it tastes of strawberry. And when you lick a snozzberry, it tastes just exactly like a snozzberry…"

Hot Ice Cream For Cold Days (100 WP) - this room makes one thing and one thing only - hot ice cream for cold days. Warms you up to no end in freezing weather.

Cows That Give Chocolate Milk (100 WP) - this field of cows has brown cows that deliver the most succulent and delicious chocolate milk.

Toffee Apple Trees for Planting Out In Your Garden (100 WP) - these apple trees literally come off the branch sweet and toffee sticky.

Square Sweets That Look Round (100 WP) - These are square sweets that look round. I mean, they literally look round - they have eyes and will look round. Don't worry, they're not truly intelligent and they're all too happy to be eaten.

Vitamin Room Producer (200 WP) - this room produces every vitamin in the alphabet from A to Z! It even includes Vitamin S (though it makes you sick) and Vitamin H (which makes you grow

horns on the top of your head like a bull. And Vitamin Wonka which will grow your toes out until they're as long as your fingers - which means you could play piano with your toes!

Snozzberry Fields (100 WP) - these fields of slightly phallic looking fruits are sweet, juicy and red and pretty much impossible to find anywhere that isn't one of Wonka's factory.

Exploding Sweets For Your Enemies (100 WP) - these sweets explode when eaten - but the impact is almost harmless. This is for scaring them, not actually killing them.

Luminous Lollies For Eating In Bed At Night (50 WP) - these are sweet sugary candies that glow in the dark.

Mint Jujubes For the Boy Next Door (50 WP) - you don't actually need to give these to the boy next door. They will give you green teeth for a month.

Cavity-Filling Caramels (100 WP) - these caramels fill in your cavities so you no longer need to visit the dentist.

Wriggle-Sweets (50 WP) - These things wriggle delightfully in your tummy after swallowing. They stop after being digested.

Invisible Chocolate Bars For Eating in Class (200 WP) - This room doesn't actually make invisible chocolate bars, it just has a machine that turns chocolate bars invisible (Wonka or otherwise). Oddly enough, it doesn't work on non-chocolate bar products.

Sugar-Coated Pencils For Sucking (50 WP) - in the theme of eating in class, these pencils are sugar-coated. Even the pencil is edible.

Fizzy Lemonade Swimming Pools (100 WP) - this should be uncomfortable but it isn't. The lemonade is sweet and satisfying.

Magic Hand-Fudge (50 WP) - when you hold this fudge in your hand, you can feel the taste in your mouth. And when you actually put it in your mouth - my god.

Rainbow Drops (50 WP) - sucking on these will allow you to spit in six different colors.

Rock Candy Mine (300 WP) - this huge rock candy mine extends deep into the earth - at least ten thousand feet. It also regenerates over time so you don't have to worry about running out.

Chocolate Oil Gushers (200 WP) - this looks like a huge oil field, except instead of oil, you get hot chocolate. Once you've well and truly tapped this room, you'll find a whole new 'oil' field to drill Hot Chocolate out of.

Treacle Mine (200 WP) - this deep mine is filled with delicious treacle instead of precious gems or oil. It regenerates with time so you never have to worry about running out.

Candy Tobacco (200 WP) - what's this? Yep, this is an authentic candy tobacco plantation. You can create candy cigarettes and cigars (that you can actually smoke without danger of cancer or just eat) out of candy tobacco leaves.

Drawbacks

The Drawback limit is +600 CP or +800 CP (if you take Jumper Vs Vermicious Knids)

Different Version (+0 CP) - this CYOA is based off the books Charlie and the Chocolate Factory and Charlie and the Glass Elevator. However, by taking this toggle you can choose to instead go to the 1971 movie, the 2005 movie, the musical, or even the Tom and Jerry version.

Mashup (+0 CP) - do you love both the books and the 1971 film? Then you can have them both! You'll have nut-shelling squirrels, the Vermicious Knids and Space Hotel USA, and the basic plot of the book but still have Gene Wilder as your Wonka, with the Oompa Loompas wearing their strange clothes, with the Wonka Bars and candy looking like they do in the movies and even have Mr. Wilkinson (the false Slugworth) make an appearance. You may also do this with any two versions of Willy Wonka instead.

Just Say No To Grandpa Joe (+100 CP) (Ticket Winners only) - Your parents are unable to accompany you so instead you get your worst relative. This person is lazy, ungrateful and will encourage you to steal from the factory. After that, they seem to stick around and no matter what you try you can't get rid of them.

Spoiled Brat (+100 CP) (Guardians only) - Your ward is the worst. A spoiled gluttonous child who chews gum all the time and demands everything. You can't get rid of them because for some reason you love them and you eventually give into most of their demands.

OSHA? What's OSHA? (+200 CP) (Wonkerers and people who purchased Jumper's Chocolate Factory only) - Wonka has left his factory closed for years now. Legally, that's a bit of a no-no. So you're going to have to deal with what Wonka has never had to deal with before - the Occupational Safety and Health Administration. You're going to have to deal with their agents coming in and trying to make the factory less magical, institute worker's rights, fine you for every one of your (many violations). You cannot simply kill them (that would be a whole mess of fines), get rid of them (more fines), or use any sort of illusions or mind control (even more fines.) Yes, OSHA technically didn't exist until 1970 but this world also has space hotels and Oompa-Loompas so give it a rest.

Oompa Loompa Doopmpety Doo, I've got a perfect drawback for you (+200 CP/+400 CP) - Every time you make a big mistake, five Oompa Loompas will appear out of nowhere and begin singing a parable similar to your mistake. You cannot destroy or harm these Oompa Loompas and you must watch and listen to their song.
For 400 CP, the Oompa Loompas will appear any time you make any mistake no matter how small. Trip your feet? You get a five minute show from the Oompa Loompas about your clumsiness. Miss the train? The Oompa Loompas will mock your timekeeping.

Diabetic (+200 CP) - This jump is all about candy and sugar and chocolate - and you can't have any because doing so will send you into diabetic shock. This is a shame because not only will men like Wonka distrust you but your willpower when it comes to eating candy will be very low. Hope you have insulin on you.

I haven't been out of this bed in twenty years (+300 CP) You get a free bed for this jump. You also, under any circumstance, refuse to leave that bed. If forced out, you will do everything in your power to return to it as soon as possible.

Jumper Vs Wonka (+400 CP) - What do you mean Willy Wonka is a trickster but with ultimately benevolent intentions? No. Willy Wonka is a psychopathic monster who enslaved the masochistic Oompa Loompas and loves to torment innocent children. Your goal is to stop him - but be warned he is as powerful as you are - though he won't make any moves to take over the Earth unless you try and do so.

Jumper Vs Vermicious Knids (+600 CP) - On the day of Wonka opening up his factory, the Vermicious Knids successfully crash land Space Hotel USA into Earth. They soon begin devouring humans and animals alike and the militaries of the world can barely hold them back. You will not be able to leave this Earth until every Vermicious Knid is eliminated from Earth.

If you're a drop-in, you can choose to arrive thirty days after the Vermicious Knids have landed on Earth where most of the world's militaries have been eliminated and Wonka leads Earth's resistance. Most of the Golden Ticket winners and their families are dead save for Charlie, Grandpa Joe, Veruca Salt and Mike Teavee.

Now that you've been in the absolutely gobsmacked amazing world of Willy Wonka - the question is what do you want to do. Your options, as usual are;

Go Home - all this candy has made you nostalgic for your old home.

Stay Here - this is an great and gorgeous world. Why would you want to go anywhere else?

Continue - all the better to spread Wonka nonsense over the omniverse!

Notes:

Ice Cream Tundra can replicate any form of mundane ice cream that actually exists- this should not be an excuse to get Magic Potion ice cream or Infinite Lives flavor ice cream.