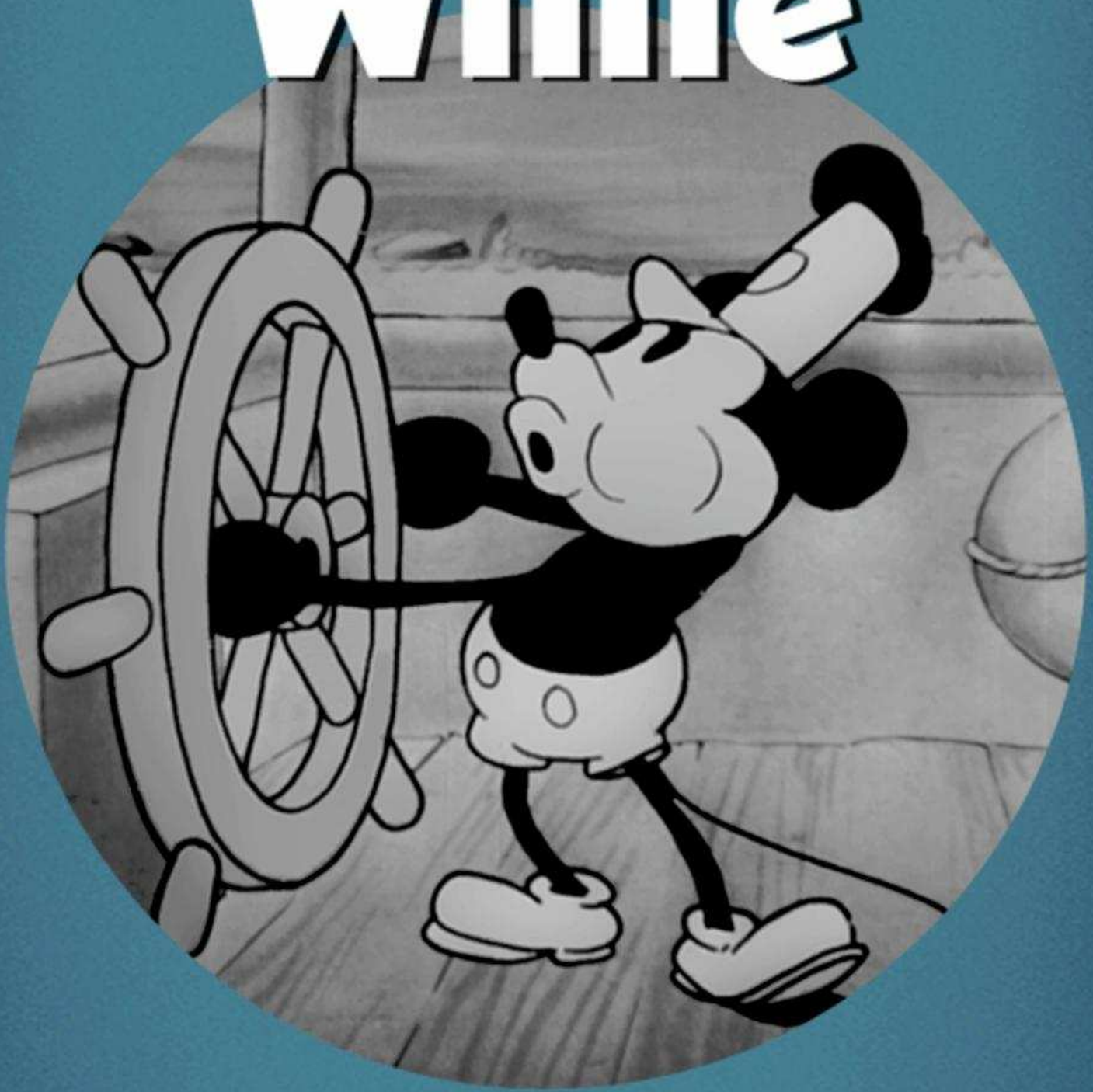
Disney

MICKEY MOUSE

Steamboat Willie



Steamboat Willie

& Other Timeless Tales

A Jumpchain CYOA by WoL_Anon

Ver. 1.0

Welcome to the world of Mickey Mouse, Jumper. Perhaps you've heard of him? After all, he's become something of an icon over the years.

But even icons have to start somewhere. And that's when you'll be arriving: the start. His official debut appearance, which sees him up to cartoon comedy and general japery aboard a riverboat.

Of course, Mickey gets around, so there are a lot more of his antics in which you'll be able to participate. He'll work as a fire fighter, take care of some orphans, operate a steam shovel, and perhaps even more. What will you do?

You arrive in this world one day before the events of 'Steamboat Willie'. 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-

Post-jump, the species you choose here will be considered an alt-form, which you can switch to and from at will.

[Free/200cp] Rubber Hose Toon

Like everyone else here, you are a black and white cartoon character in the "rubber hose" style. You may either be human, or some kind of roughly human sized anthropomorphic animal - any kind of animal is fine, so long as it does not provide you with additional advantages.

As a cartoon character, you are fairly resistant to physical damage, but you still feel pain, and you are certainly still mortal. You can also pull off various toon physics-based effects, so long as they would fit in naturally with a 1920s or 30s black and white Disney cartoon, and do not provide meaningful advantages to you.

For Free, you are about as strong as a typical human. For 200cp, you have a great deal of physical strength, like Pete, which allows you to pull off feats such as ripping a large wooden ladder in half, vertically.

-Background-

You may choose to Drop In to the setting with no memories or history in this world. Alternatively, you may design a background in this world, based on what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made.

-Location-

You may freely choose to begin at any of the following locations.

Steamboat Willie Riverboat

You begin on or near the iconic riverboat.

Podunk Landing

The riverboat will make a stop here to pick up various livestock. Minnie too, if she arrives on time.

Scene of the Fire

A large hotel building. If things go as usual it will one day catch fire, and fire fighters (including Mickey) will respond.

Mickey's House

This is Mickey's residence, and where he'll entertain a bunch of orphans on or about an upcoming Christmas.

Building Site

This location will eventually become a construction site by the time of 'Building a Building'.

Lilliput

It's not just a story, it seems. The island's locals are a strange sort of tiny people. Even an average person would be a giant in comparison, so try not to scare them!

-Perks-

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

[100cp] Steamboat Style

Do you enjoy the aesthetic of classic cartoons? Then, you'll enjoy this perk!

This perk applies a black and white, "rubber hose" aesthetic to the world around you. Despite being in black and white, you and everyone else will be able to identify colours just as effectively as before. In some case "toon physics" may even occur in the world around you, but never in a way that meaningfully affects any outcome.

You can toggle this perk on and off as you please.

[100cp] Wonderful Whistler

Whistling is a neat trick, one that many fail to learn.

For you though, whistling is less a trick and more an instrument. You can whistle all kinds of catchy tunes. Perhaps such whistling will one day become an iconic part of your character? At the very least, it will give you something to pass the time with.

[100cp] Animal Antics

You have the strange ability to create music by bothering animals, such as cranking their tails or pulling on their teats. Essentially, this allows you to play them like instruments, though the specifics vary by animal.

Fortunately, you can do this without harming the animals in question, and so long as you are doing so others will not judge you harshly for what they might normally perceive as animal abuse.

[100cp] Who'll Buy A Box Lunch

Like Minnie Mouse, you're a pretty impressive cook, and can whip up a mean huckleberry pie!

Perhaps you could leverage this into some kind of small business?

[200cp] Steamboat Pilot

You have the necessary knowledge and skill to operate and maintain riverboats, like those present in this setting, to a high level of competency. This will give you a headstart learning to operate and maintain similar vehicles as well.

Perhaps you could try and replace Mickey after he moves on to other professions? Or, maybe you'll run a riverboat of your very own?

[200cp] Perfectly Balanced

You are highly skilled at maintaining your balance, allowing you to effortlessly walk along steel beams on construction sites, even while your focus is entirely elsewhere.

As a special bonus, should you have a fear of heights, this perk will help you quickly overcome it.

[200cp] Shovel It!

You have the necessary knowledge and skill to operate and maintain steam shovels, like those present in this setting. You will very quickly pick up similar knowledge and proficiency for other kinds of construction equipment too.

After Pete's fired Mickey, maybe you'd like to apply for a job?

[200cp] *Yoo-hoo!*

You're quite the head turner, aren't you? On purchase, you must decide the manner in which this manifests, such as being prettier, or more handsome.

Your enhanced appearance is such that those who find your particular flavour of attractiveness appealing can be easily distracted, especially when you go out of your way to captivate them. If you are a pretty girl, be cautious when using this at a construction site, lest someone get hurt.

[400cp] Many Jobs of the Mouse

Do you intend to pursue many different careers over the course of your journeys, not unlike Mickey Mouse? Then, you'll appreciate this perk.

Thanks to this perk, you'll somehow manage to secure entry level jobs in just about any industry track present in a given world. While it is certainly possible for you to be fired, you'll also find that your competency at any given job will quickly increase as you work until you reach the level of the typical level of competency held by someone with your job. This latter ability does not apply to extremely rare or unique professions, and will never grant you special powers or innate characteristics even when they would be expected in order to hold the job at all.

[400cp] Heroic

When it comes to rescuing others, things tend to play out much better than they otherwise would, both for you and them.

This manifests in two distinct ways. First, in such situations your observational ability dramatically spikes. If you are trying to rescue someone from a burning building, this will help you identify an alternate route to them should fire block your path. If you and they start to fall, this will help you notice a means to slow or stop that fall.

Second, in such situations you are just plain luckier. When fleeing with your target, enemies miss a great deal more than they ought to. Things will line up to facilitate a successful rescue as well; in the

aforementioned case of the fall this helps ensure that means of slowing or stopping your fall are actually present for you to notice.

[400cp] Taking Care of the Orphans

You are an excellent parent, which manifests in a number of ways.

First, you have an exceptional level of patience, able to put up with large amount of mischief and even deliberate provocations from children that are acting out.

Second, you have a strong parenting intuition that helps you identify successful approaches to reach children, even those that for one reason or another have become devious little hellions that don't respect your parental authority.

Finally, you are an engaging storyteller, able to recall, adapt, and even outright invent stories that kids will love. When you need to entertain many children at once, you'll be thankful you are blessed by such talent.

[400cp] Steamboat Rival

Do you really hate someone's guts? Do you have long-standing rival, or someone you would like to make into one? Then, this is the perk for you!

Once a jump, you may choose an individual you are aware of. Throughout the jump, circumstances will arise to put you into positions to mess with them. The specifics will vary by setting, but in many cases take the form of opportunities to become their superior in the workplace, allowing you to throw your weight around, punish them excessively for minor mishaps, and dump large amounts of work on them.

You'll never be forced to pursue such opportunities, but you'll always be alerted in one form or another when they are there.

Post-chain, you may choose to target an individual with this perk once every ten years, with its effects lasting for a ten-year period.

[600cp] Birth of a Brand

On purchase, choose a kind of image you'd like the general public to have for you. You now find it much easier to establish and maintain that kind of public image. Whilst this perk does not prevent undesired public perceptions of you arising, it does work to heavily mitigate this.

Should a business, with your approval, utilise your likeness (including abstractions and simplifications thereof), they will somehow find more success than they would otherwise. This effect is much stronger should the business be largely entertainment focused, is stronger when your public image is stronger and more positive, and is strongest when the business focuses on types of entertainment that align with your image. At its greatest effect, a small business could in time become a global behemoth, and cultural icon in its own right.

You may toggle each aspect of this perk on and off as you like, but toggling it off will not undo the effects it has already caused.

[600cp] Jumper's Travels

Size is relative. What is ordinary for some is giant for others.

You'll discover this for yourself upon arriving in this world. You are now giant, such that a typical human stands comfortable on your palm, barely bigger than one of your fingers. Your increased size affords extreme strength and durability. Typical cannons will be an annoyance at worst, and generally won't faze you in the slightest. Death may still be possible, but it would likely require extreme negligence on your end, extreme luck on your opponent's end, or some combination of both.

The downside for all this? Actually having to live in a world not meant for people of your stature. Expect more than a few inconveniences.

Post-jump, this perk becomes a transformation you can enter and exit as you please.

-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] Cartoons

You have a copy of all Mickey animations, starting from Steamboat Wille, up to but not including The Band Concert. They come on your chosen form of physical media.

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

[50cp] Merchandise

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

This is a collection of Mickey Mouse branded collectibles, specifically relating to Steamboat Willie and that era of cartoons. While nothing here is especially useful, a Disney fan may appreciate it nonetheless.

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

[50cp] Chewing Tobacco

A replenishing supply of chewing tobacco, ready for you to enjoy.

Don't try spitting against the wind though; it would be embarrassing to have it splat into your own face!

[50cp] Christmas Decorations

A supply of Christmas decorations, chief among which is a wonderful Christmas tree, which remains perfectly preserved. Enjoy the holidays!

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

[100cp] Emergency "Parachute"

On purchase, choose whether you receive an umbrella or particularly large pair of pants.

In either case, your item can be used as a parachute of sorts, in order to safely fall from large heights. Just hold the item above your head (opened in the case of the umbrella)! If you ever need to quickly escape a burning building, this item will be a godsend.

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

[100cp] Box Lunch

A box lunch, like those lovingly prepared by Minnie.

Inside you'll find a delicious meal, including baloney, macaroni, corn on the cob, and a slice of huckleberry pie. The meal is preserved in a fresh, ready to eat state until the box is opened. After the box is opened, you'll receive a new one at the start of the next day.

[200cp] Pet Dog

A black and white, rubber hose style dog, like Pluto.

Though not quite a person, your dog is nonetheless very intelligent, and highly-trained. Should something unfortunate happen to it, it will be back tomorrow, good as new! Man, or mouse's, best friend indeed.

[200cp] Phonographic Goat

A black and white, rubber hose style goat.

Your goat possess a strange, musical quirk. Simply allowing it to eat sheet music. Then, open its mouth wide and crank its tail. This will cause music to play from the mouth, matching that of the sheet music. No need to worry – this is completely safe for your goat.

Should something unfortunate happen to your goat, it will be back the next day, good as new!

[400cp] Steamboat Jumper

A large, black and white riverboat. The riverboat may employ minor toon physics-based effects, such as the hook on its crane adjusting to better grab its target.

Your riverboat never seems to run out of fuel, and general upkeep is not necessary, allowing you to use it as often as you like. When not in use, you may store your riverboat in a special subspace, ensuring you have it on hand when you need it, and that you don't have to leave it behind when you travel away from water.

Should the riverboat be destroyed, a replacement will appear either on a property you possess, or in a nearby body of water (whichever is more convenient for you) after 24 hours.

[400cp] Jumper's House

A black and white house, similar to Mickey's. All bills associated with the house 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 house 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] Fireproofed Hotel

A large, black and white hotel building. The operates under a minor amount of toon physics, causing it to sway back and forth in the air without bothering those inside.

The hotel comes with a small crew of rubber hose toons, that can operate it for you, allowing you to earn a tidy profit while the building is placed out in the world. They count as followers, and should any perish, replacements will arrive at the start of the next jump (post-chain, after ten years).

All bills associated with the hotel will automatically be taken care of, with no effort on your part. It will retain any upgrades it has been given. Should the building catch fire, it will spread much slower than normal, providing more time for occupants to escape, and fire fighters to arrive.

Unless directly pointed out to others, they will not notice the oddities of this item.

In future worlds, you may choose for it to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like.

Should the hotel 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] Jumperput Island

Your very own island. It is inhabited by a strange group of tiny rubber hose toons, not unlike Lilliput.

These inhabitants count as followers, and look up to you as a king, or perhaps a god. Should any perish, replacements will appear at the start of the next jump (post-chain, after ten years). These people have constructed fairly comprehensive fortifications; unfortunately the tiny size of these renders them essentially useless against ordinary humans.

The island does have one additional defence: a giant (read: slightly larger than an average human) spider-like creature. Unlike the one on Lilliput, this one works alongside the tiny inhabitants, and thus in turn serves you. It too counts as a follower, and will be replaced just as the tiny people are.

Inactive companions may even reside here, as long as they remain on the island.

In future worlds, you may choose for your island to be attached to your Warehouse via a special gateway, or to be placed somewhere appropriate, close to your starting location.

Should your island 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 via a special gateway. Should the ship be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

-Companions-

[50cp per.] Import

You may pay 50cp to import a companion you already have. They get 600cp each, to spend on a species, perks, and items, and are entitled to the same freebies and discounts as you. They may not purchase companions. Like you, they may Drop In, or have a background which matches their purchases.

[50cp per.] Create

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

[50cp per.] Recruit

For 50cp each, you may take any named character appearing in the animations covered by this jump (including additional animations incorporated 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 the animations covered by this jump, 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.

You can also use this toggle to imports the events of any settings which utilise different versions of Mickey and his friends. This will not change the setting, but may influence how this setting's version of these characters initially feel about you.

[0cp] Additional Animations

While the animations this jump primarily covers may be among the most well-known, they are certainly not the full extent of Mickey's adventures.

With this toggle, you may include the events of any Disney animation featuring Mickey Mouse that was released from 1928 up to but not including The Band Concert in 1935. Contradictions are resolved in a manner of your preference.

[+100cp] Colourblind

Normally, whether this world is in black or white or not has no practical bearing on your time here. Taking this drawback will change that.

Now, you will see this world in black and white, and as a result you are unable to correctly identify colour. This is a problem solely inflicted on you; others are unaffected.

[+100cp] Mute

You are unable to speak, your verbal communication limited to just yells and grunts. Hope you had nothing interesting to say!

[+100cp] Strange Speaking

For the duration of the jump, those around you seem to communicate with strange yells and grunts, rather than speech. Despite this, everyone else seems to understand each other just fine. Hope they had nothing interesting to say to you!

[+200cp] Mickey the Jerk

If you are used to the modern-day Mickey Mouse, you might be taken aback by his behaviour in his first appearance, gleefully abusing animals and taking joy in their suffering as revenge for minor slights. This drawback turns that up to eleven.

Now, not only is Mickey Mouse a monstrous individual, but he has decided that his personal mission is to make your time here a living hell. He'll do anything short of killing you to make your life worse, and attempts to dispose of or incapacitate him don't stick, lasting only a few weeks at best.

[+200cp] Fire! Fire!

At some point during your stay, a serious fire will start at your place of residence, most likely while you are inside.

Unfortunately, the response from fire fighters will be far from ideal. As a result, not only may your life be in danger, but even if you can assure your own safety, the property itself is likely to take serious damage, if not burn down completely.

Additionally, any property you own that respawns if destroyed will not do so if destroyed by fire, or the knock-on effects of a large fire, until the jump comes to an end.

[+200cp] Jumper's Orphans

Early during your stay, a basket of small orphans will be foisted upon you. Regardless of your usual feelings, you will be compelled to take these orphans in and care for them with the best of your ability.

Unfortunately, these orphans are little hellions. They enjoy destroying things, and pulling off mean-spirited and often very dangerous pranks. Correcting their behaviour will take serious effort on your part, and will cause you a lot of headaches in the meantime.

As a special consideration, at the end of the jump you may choose to take these orphans with you as followers, companions, or a mix of the two. This decision is made free from the influence of this drawback.

[+300cp] Lilliput-Sized

Oops! Looks like you've shrunk down quite a bit. In fact, you'd only barely be taller than an ordinary person's finger.

As a result of being smaller, you are also significantly weaker – even if your strength didn't actually depend on your physical form. Likewise, any personal equipment you purchased via this document or are bringing in with you are shrunk to suit your new form, making them considerably weaker as well.

These changes persist until the jump comes to an end. Until that time, you cannot make yourself or your personal equipment larger by any means.

[+300cp] Arachnophobia

A strange, spider-like creature, like the one that fought Mickey in 'Gulliver Mickey', considers you its enemy and will stop at nothing to kill you.

Unfortunately, this one has been scaled up; it is to a normal human what the original was to the people of Lilliput. As a result, it is borderline impossible to harm it with the weapons you can find in this world. Unless you are bringing in serious firepower, running may be the best option for you.

[+300cp] Keeping It Simple

Unlike some of Mickey's later adventures, there are no big world-ending threats here. No Heartless. No Blot. No Chernabog. So, you don't really need any of those fancy out of jump powers, right?

If you agree, you can take this drawback. For the duration of the jump, you and your companions will lose access to all out of jump perks and powers, outside of your Body Mod.

-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:

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

Building a Chain: You choose to continue your chain. Proceed to the next jump.

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

-Notes-

Thank you to everyone who assisted in making this jump.

Which animations are covered by this jump?

In addition to Steamboat Willie (1928), this jump covers: The Fire Fighters (1930), Mickey's Orphans (1931), Building a Building (1933), Gulliver Mickey (1934).

Additional animations beyond this can be included via the toggle, up to but not including The Band Concert (1935), Mickey's first appearance in colour.

So, what exactly happens here, anyway?

Steamboat Willie (1928):

Mickey Mouse is a steamboat pilot. An angry Pete replaces him at the wheel. At Podunk Landing, Mickey pulls a cow onto the boat. As they pull away, Minnie Mouse arrives late and chases after the boat. Mickey uses the boat's crane to pull her aboard. In the process she drops some of her sheet music, which is eaten by a goat. She is upset, but is cheered up when Mickey cranks the goat's tail, causing it to play the music like a phonograph. Mickey continues to make music in various ways until he is caught by Pete, who sends him below deck to peel potatoes. A parrot at the window laughs at Mickey, so he throws a potato at it.

The Fire Fighters (1930):

A crew of fire fighters, which Mickey is a part of, respond to a fire at a hotel. Mickey is able to rescue Minnie from the burning building.

Mickey's Orphans (1931):

Around Christmas, a basket full of orphans are left on Mickey's doorstep. Mickey and Minnie attempt to provide a Christmas party, but the orphans are quite mischievous and destructive.

Building a Building (1933):

Mickey has a job operating a steam shovel at a construction site. Pete is his foreman. Minnie operates a box lunch cart.

The arrival of Minnie at the construction site is a distraction to Mickey, who causes several accidents that annoy Pete. After Pete steals Mickey's lunch, Minnie (having romantic feelings for Mickey as well) offers him a box lunch for free. Pete abducts Minnie, but Mickey rescues her and the pair flee from Pete through the construction site. Pete fires Mickey, but Mickey joins Minnie's business and the two share a kiss.

Gulliver Mickey (1934):

Mickey recounts a version of Gulliver's Travels to the orphans, in which he washes up on Lilliput, a giant in comparison to the tiny inhabitants. Mickey antagonises them, causing them to futilely attack him, which is interrupted by the appearance of a spider creature larger than he is. As he battles the creature, an orphan startles him with a spider on a string, ending Mickey's storytelling, and Mickey laughs along with them.

-Changelog-

0.1
Created the jump.

1.0
(i) Minor rewrite of **Rubber Hose Toon**, no mechanical change.