

Disney's Fireball Series
By BatsuAnon
Jumpable Edition (v 1.0)

On a planet, there lives two races entrapped in a worldwide war with each other; Humanity & Machines. For at least 40,000 years the mechanical aristocrats known as "Hyperion" would have an upper hand against the humans, ushering in a golden age for the rest of the machine races. However the tide has turned in the last few centuries & now the once powerful aristocrats find themselves losing the advantage. Their borders will become surrounded from all sides, their cities will be brought to ruins with EMP waves & bombs in due time.. but this isn't really about the war if this story is to go by. Instead, this is a story of a young millady & her devoted butler living their day to day life in their isolated tower of tempest. Living within the tower hasn't been as easy since the original lord passed away long ago, leaving Drossel & Gedächtnis to deal with the growing concerns of raising the former to be a proper ruler... However that doesn't mean they can't afford to have fun with their daily lessons & conversations, especially now that they have a special guest joining their presence…***You!***

"Guten Tag, Guten Tag! Please provide our newest guest with their allowance!"

"Very well Lady Drossel, ***1000CP*** *has been provided to you. May you put it to good use..."*

"…Incidentally, my name is Gedächtnis~"

Time Period

Select a period to live through

Fireball Charming ("Merkur Era Calendar", Years 48,234 - 48,426)

“Does this ‘Charming’ Mankind really exist?”

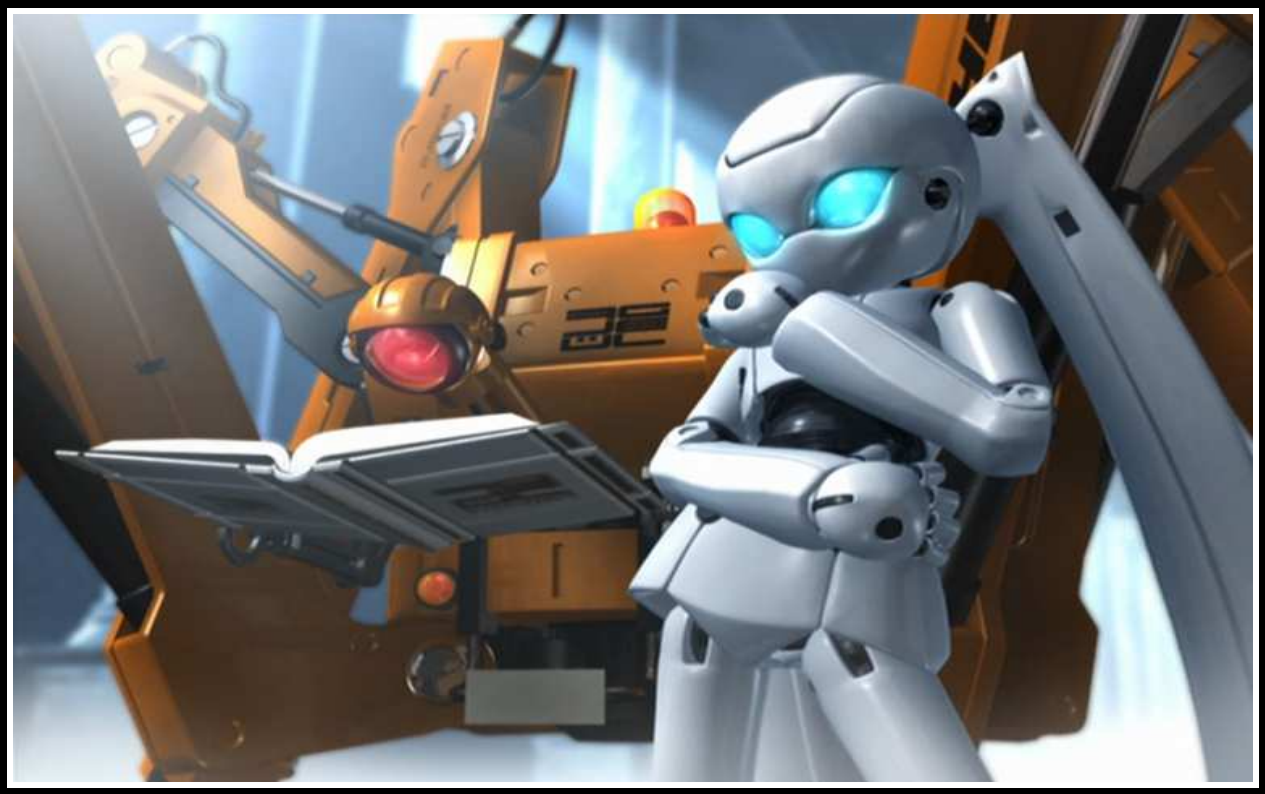
It’s the earlier half of the 49th century & Mankind will take control of the international borders by the end of this period, further extending the ongoing suspension of outside transportation enacted 5 millennia ago… But like all other days, this does not matter to the inhabitants of the Tempest Tower & the city surrounding them...*yet*. Instead the city will be celebrating with a festival during this era! The young Lady Drossel is interested in finding a way to understand humanity, even if she constantly gets side tracked by her desire to have fun. The loyal butler Gedächtnis is trying his best to raise Drossel into a proper lady with the books her late father left behind, even if he gets roped into joining her antics. Life here will be relatively entertaining during your time here in this era. Most importantly, by the end of this period, it will be time for Drossel to attend the ceremonial ball! Like two ants docking, Drossel will enter a long hibernation period where her JUNO XIII model will be upgraded to the newest JUNO XIV model, bringing a close to this period & ushering in the ***Fireball (Original)*** era upon reawakening.



Fireball (Original) ("Merkur Era Calendar", Years 48,650 - 48,794)

“I think we should try to make peace with humankind.”

It’s the later half of the 49th century & Humanity’s troops are slowly overtaking the forces of the Robots. Already they have breached through the city borders, bombing & laying waste to delivery services caught in the crossfire… However the tower looming over the city still stands proud despite the encroaching conflict below. The inhabitants of the tower are doing quite fine as well, having kept themselves busy with discussing various topics while cracking jokes between one another. Lady Drossel may not be as optimistic in learning about humans as she was in the past, but there's still a spark of curiosity within her when it comes to learning about the world around her. Gedächtnis continues his duty to teach Drossel, although his hands will become increasingly tied with maintenance on the aging Tempest Tower. Life here will become tumultuous as this period enters its twilight years… With each minute that passes by, the tower will have seen better days as rolling blackouts, leaky roofs, & the occasional hallway explosion becomes a common occurrence as the human forces lay siege to the tower. Even the maid service had to be downsized due to the chaos, so please forgive them if your time here is not up to par…



Fireball Humorous (Pre-Charming, Merkur Era, Specific Years Unknown)

“Are human beings capable of thought like us?”

The Great Leader is away on a business trip, where will he go? No one really knows, as he is often reported to be in a new place each day & his return trips are often unannounced leaving his poor daughter to deal with the growing pains of boredom… Oh the horrors of it all having nothing to really do during these times! A period where the mere thoughts of humans are relegated to the back of the mind…mostly due to the fact that no reports of any invasion has popped up…yet. Yep, there’s not much to do here but fool around until the supposed stars align themselves once again, but on the bright side this era is the most peaceful to live in. Drossel is too young to focus her attention on learning to become a proper millady yet. Instead she would rather play with her caretaker Gedächtnis, who's going through the motions of learning to be a proper butler for Windstille Von Flügel's daughter. There's nothing wrong with joining in on the fun, although you should make sure to be on your best behavior when the Great Leader drops by.

Note: *Due to the ambiguity of information in regards to the "specific" years this era takes place, you're allowed to stay here up from* ***128 to 172 years, not including time modifiers from drawbacks****. (Which could be as short as Fireball (Original) or as long as Charming' eras.)*



Fireball Gebäude Bäude (“Cinnabar Calendar”, Years 39,298 - 39,426)

“History doesn’t repeat itself. It rhymes instead.”

The world is peaceful for its time, so peaceful in fact that the poor butler Gebäude Bäude has been trying to convince Lady Ariadne to go outside for quite some time now… To think that a member of the Von Flügel would become such a shut-in is a surprise in itself! As it can’t be further helped, it seems like the leading Von Flügel has taken his absence yet again. No one knows where he went or when he will be coming back. All that Gebäude Bäude knows is that he is currently tasked to watch over Ariadne as well as welcome any visitors such as yourself! Huh? The war with humanity? What about it, there hasn’t been a single ***PEEP*** in regards to any human activity around here! In fact, I bet that this era will be filled with just as much lackadaisical peace as the previous choice as well! Although if there’s one thing to note, something about this era feels *different*… As if when this era reaches its curtain call, *“we’ll have reached further into the future than before we started…”*



Race

Age is irrelevant, we're all machines here

Robot (Free): With the aftermath of the machine's golden age, a lot of robot models have come & gone as time has passed & the overall focus of the machines has shifted to fit these turbulent times. Big & Small. Simple & Complex. Tempest Tower welcomes robots of all kinds as long as they're willing to abide by the rules. You're free to create whatever your robot model form looks like as long as the size doesn't exceed past the size of our residential butler Gedächtnis. Any larger than that & I'm afraid you could find yourself taking several years to make your way through the inside of a building as Ariadne's Hecatonchires-series friends could attest to…

In the case you're having trouble creating your own custom model, please see **Topic of Robot Models** in the **Notes** section if you desire to use any canon models as an alternative choice or for further inspiration.

Perks

*You will receive **ONE** discount on each price tier of perks, discounted 100cp perks are free*

Keigo Master (100): You may be new here dear guest, but that doesn't mean you're allowed to speak like a delinquent, especially in the presence of our dear lady! Not only could you make her very angry, but if any of our other esteemed visitors catch you throwing around such vulgar words, this could lower our standing with other high ranking companies! Don't fret, after a few speech classes with Gedächtnis here, you managed to at least retain the basic essentials when it comes to speaking in a polite & refined manner. No matter how bizarre the situation tends to end up, you'll manage to keep up the appearance & speech patterns of a robot that is both rational, respectful & reasonable enough to be interacted with.

Dreaming Delphi (100): Had that weird dream again? The one where you came across a new face in the classroom only to wake up & meet them mere hours later? Maybe it wasn't such a weird dream as much as it was a premonition of something to come. Almost as if you're looking into a preview into the next episode of a show, your dreams might decide to give you a glimpse into any important events you're likely to deal with in the future. These dreams tend to come bizarrely and go abruptly, but they last long enough to give you a heads up on what to expect… that's if you can even manage to understand what's going on. The wiping of names from a chalkboard? Dolphins? Maybe you should consult Drossel, this isn't their first time dealing with such visions…

Capoeira Karate (200): *Ballet. Tap dancing. Mambo. Baristu*. *Breakdancing*. Do you know what they all share in common? These are just a few of the many "dance" styles humans used to fight their opponents as recorded in the Book of Von Flügel. As a beautiful yet deadly karate style used to captivate enemies as well as deliver harm upon them, it seems that participating in Drossel's practice sessions has rubbed her talent onto you as well. You're well skilled in the arts of Capoeira as you'll find yourself having an easier time dodging in & out of any incoming threats that stand in your way. Ah? You're not the type to dabble in capoeira? Well that's fine, instead of capoeira, you managed to develop a karate style based on the previously mentioned dance styles or something entirely new. If you desire additional karate lessons for another style, *we are also currently offering them for 100cp undiscounted.*

Graceful Butler (200): Those who are employed at Tempest Tower will know that the key to success here is not merely merely "acting" & "looking" like the "proper" robot. It's all about smoothly *navigating* through the activities & maintenance of their Master's life & home. Nobles can be relatively fickle as they flip through topics as if it were a phone book, oftentimes forcing their caretakers such as Gebäude Bäude to take the lead & stay engaged with their masters as a way to maintain an upstanding relationship. While you're not allowed to directly intervene in *EVERY* decision your superiors can make, you do find it easier to "nudge" suggestions to those you serve in a non-disruptive manner. Suggestion topics regarding the matters of dealing responsibilities that fall under your jurisdiction seem especially effective on influencing your superiors as no noble would want to be left dealing with such matters on their own.

That's What it Says! (400): Is it really true that humanity's "humor" revolves around *body fluids*? Or that the sweet sounding substance known as "Chocolate" is actually just disgusting *bitter water*? The only reason I'm asking is because you seem to have quite the talent for deciphering words & sayings into their most basic meanings, a skill that's quite the necessity if we are to engage in diplomacy with the other nobles. Language these days has evolved so far in our society, that those who are oblivious to the hidden meanings might leave themselves vulnerable to losing their status or turning into a big joke. But for you, you'll be able to quickly catch on & relay the information presented to others without missing a beat. It will also make it very hard for those of the more logically minded to lie to you as their usage of increasingly sophisticated speech will do little to make you lose focus on truly understanding what they're blabbering about. You have the makings of being a great diplomat should you consider honing this talent, although interacting with the likes of humans will still pose a challenge due to their "emotionally influenced" mindset…

Royal Gamemaster (400): Sometimes the usual routine of training yourself, let alone others can prove to be too “boring”, if not stagnant. And when you’re trying to train someone of great importance, regression of their skills is quite unacceptable. That’s why it’s best to take a page from Gedächtnis & quickly devise new ways to train others while keeping them from slacking off once they understand the basics. Oftentimes this works far better if you're trying to fuse 2 completely different if not polarizing types of exercises into one. A lesson in maintaining balance? How about we up the ante by balancing books upon our heads while our assistants drop heavy objects from above in an attempt to throw you off? Studying language too tiring? Let’s mix it up with aerobic self defense while parrying through a maze of rotating pillars, to the beat even. It’s definitely a weird experience to go through, but apparently this is how royals in the past used to enjoy themselves.

Prospero of Windstille (600): While we can’t exactly specify Lord Windstille Von Flügel's role in the war before his unfortunate passing, we do know he was quite the scholar who desired peace through understanding. His earnest means of observing & recording seemingly alien cultures such as humanity comes off as inspiring enough that you managed to follow in his footsteps in the aftermath to an extent. Investigating & documenting the lifestyles of other societies is no longer a monumental challenge as it seems that you tend to have a lucky habit of stumbling into sites that contain a treasure trove of information to record for future use. Your methods of compiling research is also unparalleled in the sense that centuries of a society’s history can be crammed into a small series of stories instead of a cumbersome thesaurus. More often than not those that partake in reading your works will suffer less risk of a potential culture shock should they even interact with the society featured in your media.

Serene Milady (600): I can tell from your looks that you are already aware about the ongoing situation with humanity. The late Von Flügel once had a plan to end the war through peaceful negotiations, but if I were to express my thoughts: I do not believe such methods will be possible considering the ongoing decimation of our land. Despite all of this, you don’t seem to be bent out of shape over our seemingly inevitable demise. If anything, confidence & optimism springs forth from your mind where reality has twisted itself to appear grim & dour. Thoughts of doubt & stress would fail to cloud your mindset into embracing a depressive spiral as you boldly stride forth while the world falls apart around you. Oftentimes this can be a significant departure from how you act if things are especially dire, usually appearing to others in a *“laissez-faire”* manner similar to how Drossel goes through her lessons. Things can go wrong if you fail to use such chances gained from this to end possible conflict, but it’s likely the reason why the late Lord himself was confident enough to entrust Lady Drossel with his knowledge in the first place…

Items

*You will receive **TWO** discount(s) on each price tier of perks, discounted 100cp perks are free*

A Spare Shell (100): Despite our long lifespans, we robots are not exactly stagnant when it comes to looks you know. Lady Drossel for example may have the mind of a young teenager, but she has gone through several different bodies as time moves closer towards the moment she is officially recognized as the leading household of the Von Flügel family. Normally those of lesser status are content to stay in their current bodies until they are needed elsewhere, but if you're the type to desire another for special occasions, we are more than happy to provide an extra body for you to inhabit… for a small fee of course. The new robot body in question must not exceed the same size as the butler Gedächtnis for safety's sake but everything else is fair game. *Additional bodies past the 1st purchase will cost 100cp undiscounted for each one.*

Biohazardous Gift (100): Long ago when man & machine understood each other, the desert that surrounds them used to be a sea full of greenery. Preserved blue roses such as this one were very common, now they have become prized among those that would like to show gratitude to others. At least according to the book of Von Flügel that is. It's especially effective on days of celebrations where even on the worst days, the recipient of the rose will be forgiving enough to look over recent transgressions, if only for a day. Eh? Why is it in a container with liquid inside it? Well, we don't want a mess on our hands by killing it no?

Wonderful Cloak (100): The early eras of machines was truly a time where those made from steel & oil lived like fellow kings, dressing themselves as if they came straight out of a renaissance painting! Alas as times change & society continues onwards, the frequency of wearing decorative clothes has dwindled to the point where only a few would still wear them for novelty's sake. Just like this old cape once owned by Von Flügel here! It's a bit dusty, but the quality behind it is so sublime that you'll look & be treated more elegantly for better or worse. Even if you're lying on the floor giving puppy eyes to your elders in a blatant attempt to skirt from your duties, they'll feel a bit more compelled to let you down more gently than to grab you by the collar & drag you back kicking & screaming for whatever tasks awaits you.

Diginald Remembering Buddy (100): Why must we express feelings with words? Why must we force ourselves to relearn words if our thought processors will inevitably forget them in order to reduce production costs for our body & memory banks? If anything this shows that not even machinekind is above memory loss, which is why I offer this gift just for you. This blue & yellow colored roomba is merely a memory device that follows you, recording all of your words so that you won't forget. Yes, this includes the times you talk to yourself or while sleeping, which *could* become a problem due to how talkative it is. But don't worry, because Diginald also comes with a variety of options to restrict & delete such embarrassing recordings on top of organizing existing recordings based on date! Now if only Lady Drossel was able to realize that before it yelled out her poems loud enough for everyone to hear…

Let's Play A Game (200): Long ago Von Flügel used to govern over the Country of Uranus to such perfection, it left God himself surprised & unable to speak! To solve God's problem of working within a state of perfection, he created the *"Doing Everything in Restricted Perfection"* machine (or DERP for short). A mobile, spider-like robot that can play a game similar to the likes of chess, except there's a greater focus on making the *minimum* amount of moves possible to put your opponent in a state of checkmate. Yes, you may have put this butler in a terrible predicament by capturing that node, but by pulling off such a risky maneuver, you are set to lose in about 8,319 moves from now! Anyway, the real purpose of a machine like this is to encourage robots like yourself to make quick decisions while leaving little room for ambiguity or mistakes as you try to reach your goal. And if you're the type to prefer having simple fun, I guess we can include the likes of *actual* chess & checkers to its game database.

Astrologer's Toolkit (200): Ah, I see you have been eyeing that set for quite some time now dear guest. It was one of the more "hidden" items that we managed to painstakingly find within our mansion (an effort carried out by our maids of course)! Containing nothing but a bird-like helmet unit & a telescopic astrological staff, these old items were used by our astrologists to map out the stars around uh… 20 millennia ago… Well… ignoring the outdated tech, these items are still in such pristine condition that wearing the helmet is said to heighten the 5 senses & the magnifying glass on the staff can be used to view distant objects in deep space when the skies are clear. A master of astrology using this will never have their research hindered by stubbing their toes on the furnishings of outer space itself! Just don't look at bright red stars or dark nebulas up close, such phenomena can be real prediction killers that can only beckon bad news…

Fun Table Manners: Idom Edition (200): As a long-standing civilization, it's important for us to facilitate the exchange of ideas in order to promote unity & understanding with not only ourselves but towards other societies as well. Although we have not managed to establish an equal ground with humans, that has not stopped us from creating a way to better understand their activity patterns. Behold the revolutionary conversation simulator based upon the writings of scholars from…20 millennia ago as well!? Oh…um…it's certainly an item used to help understand the thought process of humans as it's capable of teaching you a variety of their puns & sayings. Responding to each incomplete pun with a correct answer will shrink the table while wrong ones will humorously expand it. And if you're the type that has no one to play with, don't fret! This table even comes with a free robot puppet based upon humans from long ago. Unfortunately it doesn't seem to have anything in its knowledge banks, so it's up to you to give it an education of its own. Who knows what personality might be born from this, what quirks it could pick up from the likes of you?

Defense System Trinculo (400): Faith is an unwavering concept with no defined form. As much as you want to see it or touch it, the reality is that it can't be interacted with. It can only lie within you as a front of mental strength that will help you endure the road that lies before you. However if you really desire to test just how strong your own faith is, then I guess there's no better gift than to present you with this test device here. Based upon the Von Flugel household's own defense system, this handheld device has the ability to convert the "faith" you display & projects it out in a physical sense. Often it's usually in the form of metal objects such as anvils, pots, & pans. With some practice you'll be able to replicate the same feats as Lady Drossel herself & project metal shields that can surround the body. And when you're all done, said items tend to dissipate into nothingness (although any damages caused by said projections will remain). There's also this weird quirk within the device that allows for food like churros to be projected into existence. We do not know if it's edible. Nor do we recommend trying to eat it.

Warehouse of Wonders (400): When it comes to being a noble, it is said that one should have an outfit fit for every occasion. Otherwise you could be the poor fool that sits on one of the pillows at your own party only to find it strangely wet & mushy. This warehouse here is not just a simple clothing storage like the many other closets Tempest Tower possesses. Nay, instead the clothing provided here are known as "Units", attachments similar to clothing/hairstyles that can modify the wearers to perform various feats that their models might not be able to achieve normally. Put on the Flight Unit "Obruchev" & take to the skies! Or if you desire to train yourself further, the Fighting Unit "Belinda" can help reduce excessive heat you produce from your exercise sessions! To be frank there's a large amount of "Units" stored here including skiing & even karaoke units which bring us to this warehouse's other purpose: Entertainment! There's quite the stash of supplies for lesser recreational activities like archery & baseball held here. If you're the type to host lots of festivities, you're sure to be the star of the party!

Speed Bike (400): Isn't it a marvel? Perfectly sleek & compact, this small bike is perfect to use for the likes of racing around from the city streets. Unfortunately due to human conflict encircling our territory, it seldom sees use outside of the occasional quick "races" Drossel participates within the tower to relieve boredom. It would be such a waste to let it rot within our garage, so for a sizable donation, you can be the new owner of this speedy beauty! It's fast enough to circle the entire tower in 88 seconds, can stop on a dime, & comes with a free pair of matching goggles! I can assure you that Drossel won't mind you owning this considering that her eventual upgrades will cause her to lose compatibility with the current model of this vehicle. Those who are built a size similar to Gedächtnis can opt for a larger bike once ridden by Windstille Von Flügel himself. Come to think of it, he hasn't taken it for a spin in a long time…

“Records” of Humanity (600): Operation Fireball, a final gambit created by the late Lord Von Flügel to ensure that both humans & machines could co-exist in peace. Consisting of a collection of over 2 dozen books documenting the history, culture & mannerisms of humans, it was intended to be used to teach machines how to come to a mutual understanding with humanity. However in the present day, it seems like the nobles are more content to use them to teach others surface level knowledge about proper *“table manners”*. A shame really, for those that are willing to be more diligent in understanding the contents within could use this to bridge the communication gap between man & machine…somewhat. Complications *could* arise from the fact that the wordings are a bit too literal & inaccurate at times… However, given the earnest tone of Windstille’s text, dedicated readers that interact with humans will find it much easier to de-escalate encounters with them to the point where some form of peace negotiation can be made. It’s a cruel military plan in the making. But given time, it might be our key to achieving a *“Charming”* era with humanity…

Timeless Pen Pals (600): Have you been hiding letters again dear Gedächtnis? You know it’s not nice to hinder the exchange of words between other robots, especially when this sender seems really interested in our guest here! Looks like you got a new “best friend” as the letter proclaims, a sheltered noble from a far away country with a hobby of collecting “intriguing” items far and wide. They’ll send over a personal messenger every once in a while to exchange letters & let you know about the local news, but due to their “shopping hog” tendencies, you’ll often find yourself receiving extra gifts as a bonus. Many of these gifts tend to be knickknacks that can sell for a pretty penny although sometimes they’ll send over a few of their “prized” family items if they feel it would benefit you more in the long run. They never seem to be bothered if you take a long time to respond back as well, although it wouldn’t hurt to invite them for a hangout session or to have one of those “sleepovers” Lady Drossel keeps talking about.

Tempest Tower (600): The sincerest form of flattery often comes in the form of imitating others. However in your case it's rather sheepish…after all I would have never expected a passerby like yourself to be a noble without a home! Hyperion must have shared the same sentiments as well, for they have decided to atone for their poor management by building you an exact replica of Tempest Tower for you to live in on short notice. Possessing around several hundred floors both above & below, this monolithic mansion will be the envy of many as it can easily tower over an entire city skyline. The building is equipped with a wired interface system that allows for them to view every inch of the property through various security cameras as well as the unusual ability to tilt its above structure by several degrees in order to avoid possible collisions with incoming projectiles should humans ever come knocking near your air space. A transmission beam has also been installed on its roof to allow for long distance messaging. The tower will also be kept in clean shape thanks to the countless invisible maids & a small repair squad of BAU-11s. With so much space to tidy, we might as well refer to our housekeepers as "ninjas" considering the chances of seeing them being near nonexistent…

Companions

Canon Companion (100): For someone who has traveled far and wide, it's not entirely unreasonable to offer the same experience to others you come across, even if the receivers of such offers might not be used to traveling away from their long standing home. For a mere 100cp, you can extend the invitation of companionship to other characters that appear within this series under favorable conditions.

New/Individual/Group Companion Option (100/200): Eager to invite more of your friends to the famous Tempest Towers? We have plenty of rooms available so I wouldn't recommend hesitating! Similar to the previous option, a mere 100cp can be used to import an existing companion or create an entirely new one into the jump. For those who desire to bring in at least 8 friends into the setting, a payment of 200cp is needed. Each companion created/imported will receive 600cp to spend on perks & items to their liking. Companions can take up to 600cp in drawbacks, although they cannot take the following drawbacks: ***"Fireball Special" or "Decade Cut"*** unless the Jumper themselves have taken it.

My Buddy Schadenfreude (100): Is that a *pet* sitting on the prized furniture over there? Normally such pets would not be allowed here ever since that memory device Gedächtnis presented to Lady Drossel irresponsibly yelled out her thoughts for all to hear in front of a ***LIVE*** audience… but this one seems to behave well enough that you can convince her to let it stay by your side. Yes, upon closer look, not only is this machine based upon a real animal is properly housebroken, they seem to have already imprinted themselves upon you as their new parental figure before the maids could kick them out of the tower. It's best that they stay under your care, something tells me that it would become a ticking time bomb of mischief if left unsupervised…

***Used* Zugzwang Chikaboos (200):** They are very old, odd, & outdated. Quite unlike polo shirts & more similar towards dress shirts when it comes to style. Despite all that, they're the best wingmen a noble could have. Unfortunately given their status as *used* models, I don't see either Lady Drossel or Ariadne keeping them around for much longer, which is why I would like to offer you a proposal. For a mere 200cp, the octuplet "Zugzwang" servants will now serve directly under your command, having a tight brotherhood similar to a group of 7 jolly dwarves. They may lack the ability to properly display emotions on their rotational faces, but they're more than excited to go above & beyond when it comes to entertaining you & fellow guests alike, especially when it comes to competitive sports. Their ability to crouch & assume a vehicle form also makes them great escorters, but you might want to get them up to speed if you know what I mean. Being in idle mode for so long can do a number on a robot's calibration system!

Drawbacks

“Those partake in the buffet of suffering, will end up with nothing but bellyaches…”

“That’s right, Jumper! Your only medicine will lie within personal perseverance!”

“There are no limits, alas I still recommend restraining yourself dear guest!”

Fireball Skipper (+0): Unlike humans, time flows differently for the likes of robots. The years pass by but the struggles of age don’t bother them. As a result, the length of each “era” tends to stretch on for more than several decades. Because of this, options will be provided below if you desire to keep your time here short or live through an even longer stay at the Tempest Tower.

Note: Some of the options may not be available to certain eras due to their canonical placements. *Fireball (Original)* for example, is the latest occurring era of the timeline & therefore those who chose to live in this era *cannot select **The Long Haul** or **Skip Continuation** as an available option.* In the case of *Fireball Gebäude Bäude, **The Long Haul** option can’t be chosen* due to information best explained within the **Topic of *Gebäude Bäude’s* Ending** under the **Notes** section of the doc.

- **Standard Decade:** For those who simply decide to stay here for the next 10 years instead of the entire time period featured in your chosen era. ***Available to:*** All Time Periods
- **The Long Haul:** For those who want to experience the full timeframe of Fireball *without* any interruptions/skips ***Available to*:** Fireball Humorous & Fireball Charming
- **Time Skip Continuation:** For those who want to experience the full timeframe of Fireball, but ultimately prefer starting at the next available era of each series *immediately.* ***Available to:*** Fireball Humorous, Fireball Charming, & Fireball Gebäude Bäude

Fireball Special: The Making of Jumper (+0): *“AND THAT’S A WRAP!”* Hello there guest, or should I say *“potential actor”?* Oh? Looks like you still need time to snap out of your confused state, so I’ll put you up to speed. We’re just now beginning production on a live adaptation of a popular novel called *“Fireball” …* although we have taken heavy liberties here & there so don’t expect the likes of *Captain Reginald* to show up at any point. Also, please be aware that our main actors' personalities don’t exactly line up with the characters in the show. *To clarify further:* The peppy robot girl who plays Drossel has stated that she has *"nothing in common with the character"* despite her eagerness when it comes to playing the part. As for the one who plays Gedächtnis, he’s a bit gruff & rough around the edges. A complete ad-libber, but his versatility in voices & acting goes a long way.

That whole “war”? Yeah, it doesn't exist here buddy! We live in *“Charming”* times where things are truly more of a peaceful slice of life around here! If you want, you can become one of our mainstay actors around here. I do have one restriction should you take this option, it's an order straight from the higher ups at Hyperion: You can't take ***Fireball BURNING!!*** alongside this choice, apparently the higher ups couldn’t adjust the scripts well enough to offer it for selection…

-Decade Cut: The Breaking of Jumper (+300, Requires taking Fireball Special): ***"HOLD IT BUDDY!"*** You know about that *optional* offer I gave to you about becoming a mainstay actor? Well it looks like it's not really an option anymore. Hyperion just called: apparently ***YOU*** took a “loan” from them in the past & they want to redeem the I.O.U you sent their way with your full participation in our upcoming project of the *“Fireball”* adaptation that they’re now funding. And just to make sure that you’re not trying to skimp out on upholding your end of the bargain: they’re sending over a couple of high ranking executives to oversee everything that’s happening. Needless to say that things are going to be a ***lot*** more stressful around here as their inane changes to the script & retakes will lead to breakdowns on the set… Oh and one more disclaimer: should this show be canceled before it could be finished properly, your chain will be held as collateral. When will it be “finished”? When Hyperion says so, they ***REALLY*** like long runners. Try not to break a leg~

Incidentally my Name Is…. (+100): Shush up! It's incredibly rude to interrupt the details of the setbacks you'll face now that you have taken this *Bumper*! After all you can expect for people to constantly forget how to pronounce your name, instead settling for a bastardizing alteration or even a reference to a pun fitting for a personality like yours. But not me *Jumping Jacks*! I’ll always make sure to remember your true identity… *Jabberwocky* was it?

Don’t interrupt Me! (+100): There you go again, cutting right into my sentences! Only a few minutes have passed & somehow you managed to ping pong the subject from this upcoming detriment to you into “Imonikai” & BBQ when you have no shirt & no shoes to be given service! In fact that’s all you tend to do these days! You can’t seem to find a way to stop yourself from moving away from the current subject at hand in favor of focusing on something else entirely. People can only hope for the minuscule chance that your thoughts would lead you back to where you started, so they could continue talking about the matter at hand.

Linguistic Franca Not Found (+200): Have your data banks not updated to the current times or has a cat mistook your tongue for a fish? Either way you seem to be quite behind when it comes to understanding the language of people around you, often relying on another robot's help to get your point across, provided you can get someone to understand you in the first place… Not to mention that by the time you can finally speak to everyone with the proper proficiency, it seems like another language update has gone throughout the world, putting you back at square one…

Eternal Protector (+200): So there was a reason why you were sent here to stay with the famed Flügel household after all! You're not a mere guest! You're a greenhorn butler/maid that needs to be quickly taught in the ways of proper servitude, especially since by the end of your time here, some of the important figures within the Hyperion Corporation will make their way here to determine if their upcoming heir has the means to become a great leading figure! Let it be known that since you're a newbie, the heir in question will try their best to take advantage of you in order to slack off their duties. Keep them in line, prevent them from getting into trouble, maintain their happiness & remember to drill those lessons into their head! Should you fail to have them meet the standards of the Corporation, I'm afraid your jump will be held as collateral. You'll be still given the option to stay here & try again in order to surpass your initial failure but your dreams of moving on to other worlds is as good as dead….

Running Joke, Lasting Echo (+200): There goes the "Klutz", the ever so loveable clown! Once a normal guest of the esteemed Tempest Tower, a domino effect caused by their clumsy footing has raised such a ruckus… Even if the owners of the tower have long since forgiven them, it seems as if life is content setting them up to repeat that same "joke" as if it desired further entertainment, a curse you too now share. Near the beginning of your time here, an seemingly inconvenient event shall befall upon you. While it won't do too much to lower your status around here, it seems that you'll find yourself repeating these same events around others in a humorous fashion for the rest of your time here. Dealing with such bad luck will certainly get old fast, but as far as the universe is concerned, the buffet of schadenfreude that comes from this will be delicious!

My Dear Reginald (+300): Good morning to our esteemed guest! As you may have noticed from your inability to adjust to your current body, we weren't able to get your new body ready in time to enjoy the festivities. It's probably due to delivery interference from one of the many conflicts near one of our cities, so in the meantime we're going to use one of the smaller "service" models to house your consciousness until it's finally delivered. You know, item-like robots such as: DERP, Jabberwocky & the famous Rememberer Buddy Diginald. Even though you won't be nearly as flexible as other robot models & your "powers from elsewhere" will be scaled down to match, it's better than staying cooped up in the stasis chamber! Back to the topic of your main body, according to our databases it should take until… the end of your stay for it to be finished apparently. Tough luck.

Fireball BURNING!! (+300): Oh, what's this? Pardon me dear guest, but I'm afraid that your time here at Tempest Tower is but a brief retreat from where you're *ACTUALLY* supposed to be stationed. Apparently according to the higher ups, you're supposed to be stationed near the front lines of the ongoing conflict. Not only that, you're apparently marked as a "High Value Target" that is currently being tracked by our enemies for destruction, making you quite the security risk if the humans find out you're holed up here with the Flügel household of all people! Let not try to count sheep around this either by ignoring the war or settling down in another place far away. Somehow the *"Charmless Wolf"* known as mankind will end up crossing paths with you frequently throughout your time here & you'll end up with a lot more hostility from your own kind if you carelessly get your fellow robots caught in the crossfire.

"Does this mean that our guest will not be able to participate in our fun Gesundheit?"

"Bless you, Lady Drossel. I can pull some strings, but it would be better if our guest exchanged letters with us instead…"

"…By the way, my name is Gedächtnis.~"

Ending

A World Without Love: You have lived through enough & it's understandable that you desire to go back. I wish you a safe journey home guest…

At The Hyperion Intersection: Huh? Instead of moving forward or back to another world, you'll continue to live your life here?

The Bungee Jump Snaps: Sometimes the best way to show your love is to let it go. You certainly had a decent stay here, now it's off to other lands. Farewell guest!

Notes

The Fireball anime (as well as their sequels) is merely a series of fully 3D CGI shorts created by a joint collaboration between Disney & Jinni's Animated studios (which was rare around that time in the year of 2008). It's a relatively lighthearted comedy show with some continuity sprinkled here & there. Most of the very little information in regards to the war between machines & humans lies within either: the anime itself as a small mention, little behind the scene posts from the creators, or possibly extra material such as *Fireball Audio Omossilonics*. However due to the fact that this is a Japanese show and all, most of the humor heavily revolves around telling jokes through quick Japanese wordplay. Similar to how some English language words give forth to a variety of nonsensical jokes/rhymes/memes: if you can understand, you'll be fine. If not, this show might not be for you. Surprisingly it was supposed to air on Disney's *Jetix* channel years ago at one point for western audiences (under the name of *Feuerball*), but it was scrapped. The series still managed to receive an official English dub years later on Disney+, although you most likely need to switch to the Japanese version to even access it in the 1st place… *(personally just stick with the JP dub w/ENG fan subs, the ENG dub sounds off…)*

Perk/Item Notes

A Spare Shell: Each spare body obtained from this purchase would need to be transplanted from one body into the other. The methods to undergo the transfer process are not restricted to just the methods used by Drossel when she changes her body from ***JUNO XIII*** to ***XIV*** at the end of *Fireball Charming.* Feel free to get creative.

"Records" of Humanity: Post jump, the collection of books can rewrite itself to fill its contents with the history of an existing society that is having difficulties coming to understanding with others.

Timeless Pen Pals: Post jump, you can choose if the same pen pal follows you or becomes a new pen pal in future jumps going forward.

Topic of *Gebäude Bäude's* Ending: *Fireball Gebäude Bäude* sets itself up in the same manner as its predecessors in terms of being yet another comedy series of shorts, but as the show progresses, it becomes *increasingly* clear that not everything is what it seems. By the very last episode, the truth behind *Gebäude Bäude's* setting will be revealed entirely: ***Gebäude Bäude seems to be a separate timeline from Humorous, Charming, & the original Fireball shows***. ***One where the war between robot & humankind continued onwards until there was no victor***, the land was reduced to rubble & even the moon was left partially shattered. While Gebäude Bäude was able to survive, Lady Ariadne was ***not***. With the loss of his milady too much to bear, Gebäude Bäude decided to trap himself in a cycle of reliving his memories with Lady Ariadne until even the "Ariadne" he created tried to snap him back to reality as a way to get him to make peace with his grief. ***It does end on happier note:*** the pep talk "Ariadne" provides gives Gebäude Bäude the motivation to "jump" across space & time, eventually somehow crossing over into the time period of *Humorous* where he takes on the job as Lady Drossel's butler! (Lady Drossel doesn't seem to mind either if the final scenes are anything to go by…)



Topic of Fireball Audio Omossilonics: *Fireball Audio Omossilonics* is both a complication of the show's original OST & a series of audio skits/dramas featuring various characters from the show. The most notable skits featured within this compilation include some with Windstille Von Flügel, audio dramas with Drossel that takes place after *Fireball (Original*), & more audio dramas involving Gebäude Bäude. While this compilation may contain info that could fill in some blanks about the setting, trying to understand what they're saying is out of the question for me. If you manage to go the extra mile to try to understand, don't be afraid to use it in your stories if you do manage to get some helpful info out of it. The soundtrack can be found on YouTube with a little digging.

Topic of Robot Models: While there's not a lot of information to go around due to the loose & fast-paced nature of these shorts, we do have some information about the specific model names behind some of the characters featured in the series as a whole. Feel free to select them as a viable Robot Model choice or use them to create your own variant if you're having difficulty coming up with your own custom form.



*(Not Pictured: BAU 11, who is featured in the pic under **Topic of Gebäude Bäude's Ending**)*

BAU Series

BAU Model Robots were made by the Heizregister Corporation with the intention of being used for a variety of construction purposes. Being active during the *Fireball Humorous & Gebäude Bäude's* eras as Gedächtnis & Gebäude Bäude's current bodies respectively, they were eventually succeeded by the ***TAURI Series*** in *Fireball (Original) & Charming's* eras.

BAU 29 & its predecessor BAU 28 are functionally similar to each other. The only differences found are relatively minor, such as the rugged look & additional "mouth" with pincers best suits ***BAU 28*** as more of an outside heavy duty construction robot than the slightly sleeker ***BAU 29*** which only retains a small pressurized jet gun under its central body. ***BAU 29*** & ***28*** both have 4 massive inverted folding limbs ending on rotating drills for movement, allowing them to not only walk, but to also "drive" themselves wherever they please. On their underside they are equipped with a rectangular drone known as "**Jabberwocky**", which serves as their portable holding compartment. Their "**Jabberwocky**" has 4 stick-like limbs to move when detached from the main BAU unit, although it has shown to have the temperament of a dog when carrying out orders. On the sides of their central body lies their arms, 2 folded limbs on each side that can reach out to interact with what's in front of them. Their central body also contains a hatch that leads to a hollow chamber that smaller robots can connect to the control panel in order to pilot their bodies, when not in use it can serve as additional storage.

In comparison to the 28 & 29 their even earlier predecessor ***BAU 11, is a downscaled version of the 2 giants, right down to being somewhat less than half their size.*** It lacks the massive limbs & drill feet, instead being made to scuttle as if it was a toaster on 4 legs with its little pointed feet. The number of arm limbs has been halved (2 instead of 4). The ***BAU 11*** also lacks the "**Jabberwocky**" drone & hollow chamber due to its small size. Despite their rather diminished functions compared to their successors, their smaller size allows them to take on tasks the ***BAU 28 & 29*** can't reach. Therefore many of them are still used as helpers during the *Fireball Humorous & Gebäude Bäude's* eras.





<u>KASTALIA Series</u>

KASTALIA Model Robots are another model originating from the Heizregister Corporation. While the purposes behind these models remain unknown, they were prominent during the *Fireball Humorous & Gebäude Bäude's* eras as the current body models of Drossel & Lady Ariadne respectively. They will be eventually surpassed by the ***JUNO Series*** in *Fireball (Original) & Charming's* eras.

While both are tall as the average human, ***KASTALIA-IX B is a heavily retrofitted version of KASTALIA-IX***, with some of their limbs & their head being replaced with rugged ISOLDE-made body parts. The change in parts results in ***KASTALIA-IX B*** not only gaining their signature cyclops look, but also the ability to shoot out their ISOLDE-made arm like a grappling hook to retrieve far away items. ***KASTALIA-IX*** may not be as “mixed up” or share the same quirks as its ***IX B*** variant but its models do have the ability to activate a weak gravity pulse from the tips of their “hair/ends” in order to prevent themselves from falling over as well as using them to jump higher than normal.



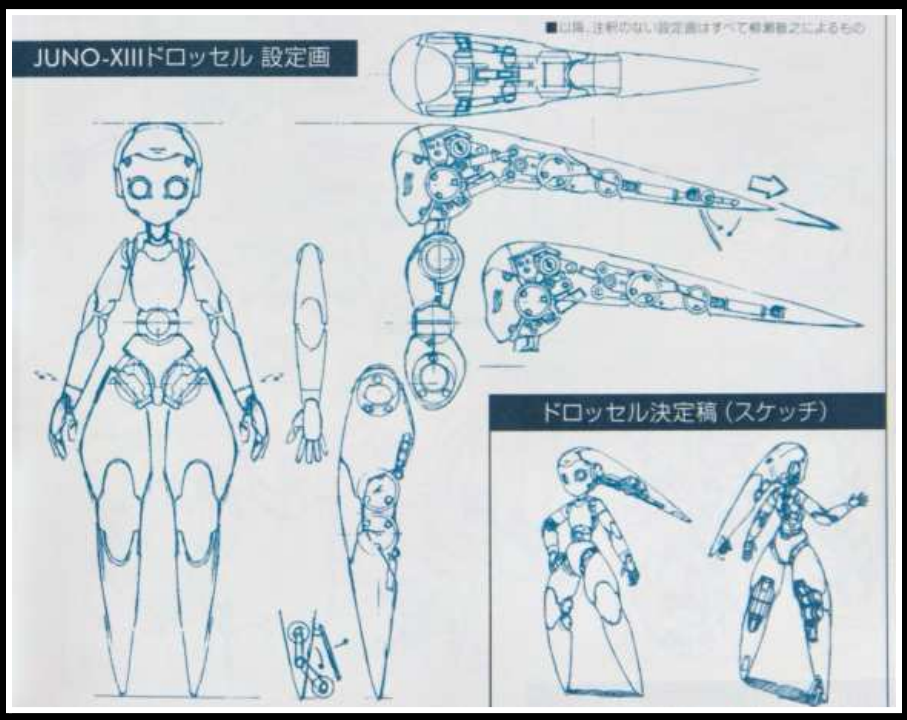


<u>HECATONCHIRES Series</u>

The HECATONCHIRES Model Robots are unlike most robots within this section as they’re not affiliated with being made by the Heizregister Corporation. They hail from another robot occupied country known as Kronos, far beyond the dunes that surround the city where Lady Drossel/Ariadne lives. Also known as the ***OSTRICH 2187*** models, these bony appearing robots are taller than an average human due to their 6 long legs they use to walk, with 3 placed on each side. Not much else is known about these models otherwise.

KRONOS Series

The KRONOS Series Model Robots are yet another Heizregister Corporation original. The purpose behind these models has never been shown. Their only notable showing in the series has been in the very end of *Fireball Humorous* & a cameo in *Gebäude Bäude* with the titular Windstille Von Flügel as a ***KRONOS V*** model. The huge gorilla-like body heavily implies that these models possess significant strength. Outside of such implications, nothing else has been revealed or confirmed.



(*Not Pictured:JUNO XIV, who is located under the Fireball (Original) time period option*)

JUNO Series

JUNO Series Model Robots are the successors of the ***KASTALIA Series***, appearing in *Fireball (Original) & Charming's* eras as the current model of Drossel Von Flügel. Still not much is known outside of being the most recent Heizregister Corporation Model for Drossel to ”wear”.

Despite both ***JUNO XIII*** & ***XIV*** having similar size & retaining a humanoid design, **JUNO XIII** has shown to display an extreme degree of flexibility due to her waist & hips containing orb-like joints to help her bend & perform several agile maneuvers around incoming threats to the body. ***JUNO XIII*** can also assume a “tripod” form that moves around using little wheel attachments within her legs & her “ponytail”. It’s extremely unflattering for a member of the Von Flügel household to assume such a form, but this hasn’t dissuaded Drossel from zooming around. ***JUNO XIV*** is currently the closest model to accurately reflect the human form. However as a consequence, ***this model lacks any notable gimmicks or quirks her past models may have been installed with in the past.*** It is without a doubt, one of the most “ordinary” robot models within the series. Nothing that there’s anything wrong with going back to basics though…



(*Pictured: Tauri 34 [Left] & Tauri 32 [Right]*)

TAURI Series

The TAURI Series are the successors of the ***BAU Series***, existing through the *Fireball (Original) & Charming's* eras as Gedächtnis “current model” to exercise his duties as Lady Drossel’s guardian. Although these Heizregister Corporation Models were also intended to be used for construction purposes as their ***BAU Model*** predecessors, the lack of any heavy duty tools indicates that they're more fit for cleaning up areas full of excess trash/debris than direct excavation of large structures/obstacles.

Unlike the ***BAU*** models seen in the series,***TAURI 32 & 34 share no external similarities of any kind***. The only real similarities they share is the use of extending their internal wires from the body in order to connect to & interact with the database of Tempest Tower.

In the case of ***TAURI 32***, their models resemble a gigantic spider with 4 hydraulic pumps for legs. Due to the arrangement of their legs, their movements are rather stiff, giving off an inching caterpillar vibe as they try to catch up to other robots. Despite this setback, they still possess some flexibility in the form of being able to use said legs to "tilt" the main body as well as their “eye” having the ability to rotate 360 degrees along the core body’s internal rail. Under the core body lies 4 of its arms (2 facing the front & back of the body each) & a small compartment that can hold various items. The compartment cannot detach itself to be an autonomous unit like the “**Jabberwocky**” attachment ***BAU 28*** & ***29*** possessed. The compartment is also large enough to hide ***JUNO XIII*** in it apparently.

TAURI 34, while still larger than most robot models, has revamped itself once again, now resembling something closer to a long legged spider with 6 thin, yet long limbs & a single eye on a stalk that is attached to its central body. Out of the 6 total limbs, 2 of the limbs that are attached to the main body storage compartment are actually large pincer arms that can pack a punch enough to smash glass. The remaining 4 are connected under the central body of the machine. Their leg arrangement also gives them the movements of a spider that can make long strides across the rooms of Tempest Tower. ***TAURI 34*** also possesses additional 2 mini-arms hidden within the lower half of the chest-shaped storage compartment that serves as the robot's main body, only popping out to retrieve/put away items within the "chest". The back of the main body also has additional plug ports to allow other robots to connect to their body in order to receive information/interact with other interfaces.

Changelog

Jumpable Edition (v 1.0): Some perks/item names tweaked, missing perks recovered/rewritten (turns out the one I saved in the previous ver was 2 perks in one so I split it), **A Spare Shell** item added for those who wanted extra bodies, rest of the item section finished, companions finished. Perk/Item notes updated to include: **"Records" of Humanity**, **A Spare Shell**, **& Timeless Pen Pals.** The beast of formatting has been kept in line. *Obakeeeeeee, it's Halloween already?!?*

Sterbendes Lachen WIP Edition: Name of Document changed from **Fireball Series (Anime)** to **Disney's Fireball Series** just for convenience of being owned by Disney. Intro, Time Period selection, Drawbacks & Notes* are done (*although in the case of notes this could change by the time this hits 1.0). Some perks, items & that last companion option is not finished, *they are marked in green* (the majority has the basic ideas put down but not tweaked/expanded/fluffed). Formatting is a pain right now so this doc hasn't been adjusted for the most part. Possible scenario scrapped since I couldn't think of a good reward in the end. It might come back, it might not. ***Note to self:*** *some of the empty green perk ideas are still trapped on the other copy of the WIP document in GDocs, try to see if you can still recover them (even if the copy document method isn't working atm). There's gotta be another way…*

Post *No.87267130* WIP Edition: Posted on /tg/ as proof of concept & claim of making jump for setting. Due to being recently made at the time, it lacks a lot of things. An incomplete skeleton that will soon find all of its bones, or make new ones when the situation calls for it.