

# NIGEL AND MARMALADE

A Jumpchain CYOA by Deep Sea



Welcome to a magical world of wonder and whimsy, born of the creative mind of a Mr. Tom Bates. Enter a world of tiny wizards, talking animals, and horrific violence as experienced by the tiny wizard Nigel and his talking dog-horse steed Marmalade. Enjoy delicious sugary treats, be heckled by the wonderful wildlife, and stare death and discomfort in the face in this fantastical world built on aggressively British humor.

Take these **1000** Choice Points to help you along in this deceptively dangerous world. Do watch your step, lad.

## Location

The shape and layout of this world is rather ill-defined. While it is vaguely based off the English countryside, there are also snowy mountains and deserts and what-have-you. By default you start your jump just a short walk away from where Nigel and Marmalade set up their small business at the start of the series. However, for a small payment of **50cp** you may instead choose to start off in any location shown in the series, whether that be the Rat City, Colonel Kernel's Popcorn Emporium, or Patricia's house (do not do this).

## Backgrounds

Lets establish now who exactly you are in this world. Pick any of the following backgrounds, which will establish who exactly you are and your history and memories of this world. You may also choose to forgo any pre-existing memories or connections, allowing you to instead take any background as a "Drop-In" instead. Every background will grant its form as an alt-form after this jump.

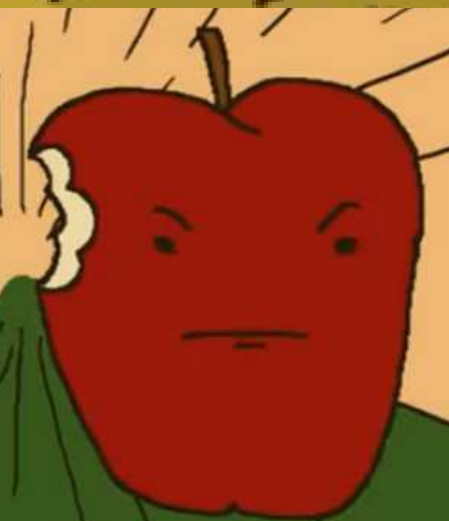
### Some Bloke

You're just a normal person, like anyone else in this world. Whether that's as a person (weird messed up nose required), hobbit, goblin, gnome, or similar normal-ish looking person. No need to complicate things, no need to get involved with magic or other shenanigans. You're just here to live your life as any other person.



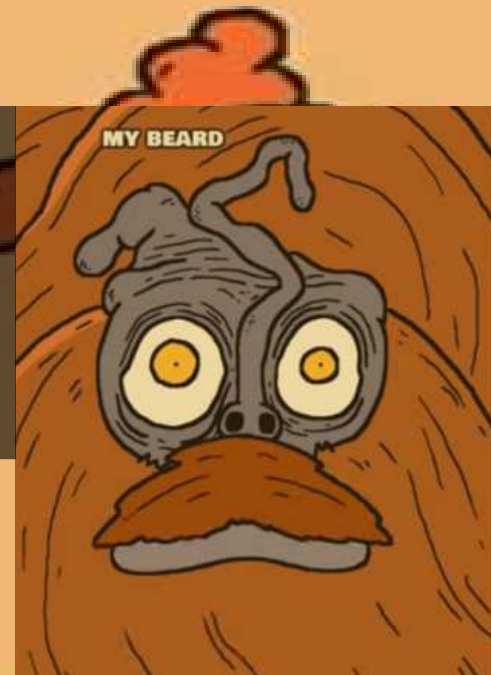
### Talking Bastard

With how much of a whimsical world this place is, there are all manner of fantastical talking beings to be found. Whether that be woodland animals, trees, flowers, logs, and even boats, all manner entity normally taciturn in our world has much to say (usually about nothing important) and a desire to constantly talk about it. Pick any such plant, animal, fungus, or object, you are now a talking example of such a creature. Do mind the birds, though. Also, if you're an apple or similar tasty treat I suggest avoiding horses.



## Magical Twat

You're not any old mundane twat, you're a magical twat! This world is full of those who engage in the mystical arts, from Nigel the Tiny Wizard to beings like Barbara the Vegetable Witch or Tim the Finger Wizard. You may start looking like one of the other previous two backgrounds, but the type of magic you use will alter and change you in some cosmetic ways, like having extra fingers or teeth made of turnips.



## Weird Bastard

There's more than just people and talking creatures in this world. All manner of strange beings dwell here, from abyssal demons, to hair eating fairies, sentient meat discs, giant brains on hands, and whatever the heck Patricia is. You likewise are now some such weird creature. How you look and how your body works is up to you, provided you are no more large/powerful than something like the giant hell worm. Other than that, just follow your imagination.



## Perks

Here are some perks to give you some means of living and surviving in this surprisingly lethal land. Perks listed under a particular background are discounted for that background, except the 100cp perks, which are instead free for their associated background.

### Some Bloke

*Help me, Lad!* (100 cp) Ever been in a dilemma, and needed some assistance? You know how to beg and genuflect the right way to get someone's attention to your plight. This call for help is especially eye-catching and interesting to wizards and other supernaturally gifted being that may be listening. This won't guarantee they'll help you, or that you'll actually want their help, but this will get their attention at least. For better, or worse.

*Modern Musician* (200 cp) Heard of Chip Slapwhap? He's the greatest and most popular musician alive right now! What kind of music does he play? Well, he mostly just slaps his enormous prehensile tongue onto some guitar strings and makes noises. Just like Chip, you now have a large engorged tongue, long enough at least to be able to slap it against a stringed instrument. Furthermore, when you play music with your tongue, people are more inclined to think its actually good sounding and enjoy your "performance".

*Lifelong Undergrounder* (400 cp) Considering how much weird stuff happens on the surface above, it shouldn't come as a surprised that there is supposedly a vibrant community of undergrounders, digging tunnels across the earth to get to and from the grocery store and home. You have the basic skills needed to be a life-long undergrounder. You have an amazing sense of direction and navigation whilst underground, and you're skill at digging allows you to traverse the loam and make stable tunnels even with a trowel. Granted, if you're using a trowel instead of a shovel it make take a week to get to and from the market, but it is doable.

*Jock Jumpable* (600 cp) Who needs magic to engage in adventure and daring escapades? Jock Mandible never needed magic, and neither do you! Just like Jock, you now possess prodigious musculature and a heroic physique, able to leap across chasms, and able to stand straight up whilst flexing your leg like a bicep. Just be mindful of your limits, and try to keep your stamina in mind.





### Talking Bastard

*Bollocking Bastards!* (100 cp) Sometimes the situation demands the right insult or piece of vulgarity to really punctuate the moment. You're good at crafting insults and fancy strings of swears, ensuring that no matter what you'll have something rude to say that cuts to the heart of things and can't be simply ignored.

*Animal Magnetism* (200 cp) This world is just rife with all manner of psychopathic murderers and madmen, so what are you to do about it? Appeal to them, of course. You have a certain degree of charm to you that murderous nutcases just find to be absolutely delightful. So long as you don't bother or impede them, you'll find that most psychos will gladly ignore you in favor of less charming quarries. Do be careful though, if you give them reason to think you'll snitch on them, they'll still likely decide to leave no witnesses.

*Inventor* (400 cp) You are no mere creature, you are an inventor creature! You are a master at developing amazing technological wonders with very little resources available, much like how a certain fish once invented a water-powered all terrain vehicle using various pieces of garbage (and limbs). The inventions you develop won't be pretty, and may even involve the usage of some severed body parts, but they'll no doubt be functional.



*Animal King* (600 cp) Frog King, Rat King, and many more rule over the denizens of this world, and do so with great might and fear. Choose whichever single species you are, you are now the king of that species. Fellow members of your race will feel a natural sense of deference towards you, and will be innately shit-scared of your reprisal. And for good reason too, for you also find that when it comes to killing your fellow kin your skill is increased and your blade slides through them with contemptuous ease. Keep in mind, this ability to frighten your fellow creature into submission isn't a total guarantee, as those with exceptional courage (chemically assisted or otherwise) can still find it within themselves to deny you.

## Magical Twat

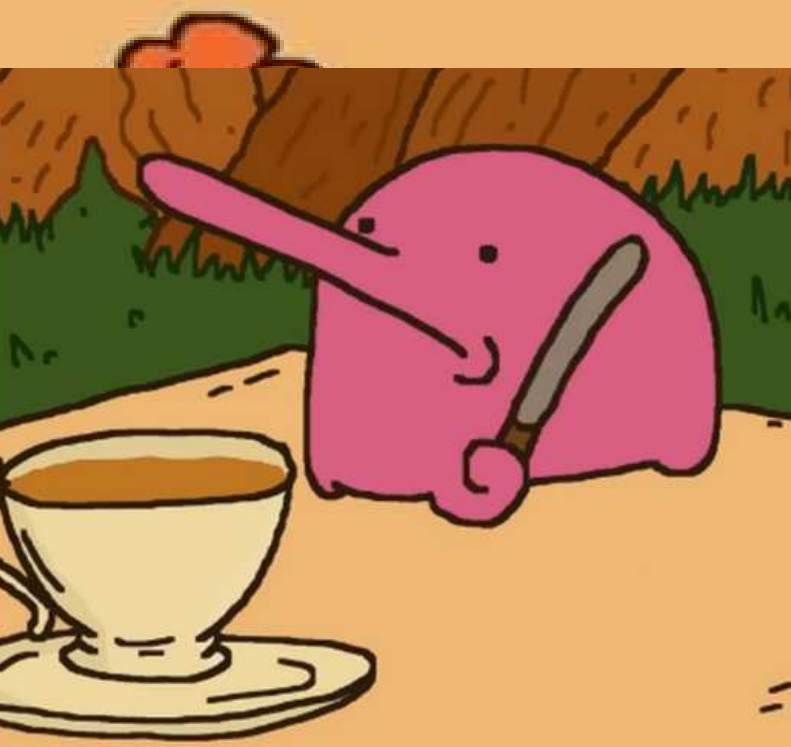
*Potion Chef* (100 cp) The most basic skill a wizard should have is in potion making, after all Nigel does make his living selling potions to people after all. You know how to make all manner of potions, from potions of courage, exploding flasks, alcoholic libations, and even just straight up flesh-dissolving acid, and other similarly useful tinctures and tonics. If you budget things right, you should be able to make a good living selling your mystical beverages...or have a fun night on the lash with some buds.

*Well-Meaning Deniability* (200 cp) For all the horrible things he does, its astounding that Nigel rarely if ever faces repercussions for his actions. Just like our tiny wizard friend, so long as your motivations were well, and any horrible outcomes weren't your intention at all, people will tend to give you the benefit of the doubt and accept your deniability. Though keep in mind you have to be genuine, sincere about not knowing or expecting the results of your actions. Trying to lie about your antics won't save you from any legal punishments you may face.

*Magic!* (400 cp) Finally! Magic! The thing that separates wizards and witches from the everyday chaff. You have a basic competence in magic similar to Nigel, allowing you to telekinetically grab objects, reshape flesh, and alter an object, creature, or body part's size and consistency. Other more advanced magics will be harder for you to dip into, and if you get distracted the results may be catastrophic. Also, I suggest learning how to undo your magic, for your own safety at least.

*Special Magic* (600 cp) But there's more to magic than simple grabbing and shaping. There's all manner of strange and obscure forms of conjuring that exist in the world. Upon taking this perk, pick a singular narrow field of specialization, such as "fingers", "muscle", "vegetables", "hair", or "television". You are now versed in and an expert of such types of strange and bizarre magics. This will allow you to perform all sorts of strange spells in your field, like giving people perfectly muscular foreheads, creating lifeforms made entirely out of fingers, or expertly using portals to hell as cooking implements.





### **Weird Bastard**

*Baking Aficionado* (100 cp) Everyone needs a hobby, even if it's in the absolutely cutthroat business of baking. You're an expert at baking and confectioneering, able to make lovely drizzle-cakes, sweet puddings, tarts, and anything else you could conceivably see on a British baking show. Furthermore, you have naturally cool hands, allowing you to handle chocolate and similar easily melting ingredients safely and without causing a mess. Useful for making chocolates..or handling chocolate murder weapons.

*Me Flesh Nubs* (200 cp) You ever wonder how Patricia is able to run a baking empire and operate firearms despite having little pink flesh-nubs instead of hands? That's a good question...and now you can do it to. So long as you have limbs, you can use those limbs for any of the purposes a proper set of hands can do. Whether that be pulling a trigger, operating vehicles, using a fishing reel, or sipping a nice cuppa tea. Just so long as you have an appropriate limb, whether it be a nub or a paw, you never will have to miss having hands again!



*Effective Tho* (400 cp) Sometimes the direct approach to murder isn't the best approach. Sometimes you need a bit of cunning, fore-planning, and patience to get what you want. You're an expert at constructing boobie traps and other lethal defenses, to the point where a member of the Vietcong would be proud.

*Disgusting Diet* (600 cp) Are you perhaps a Hairy (a type of hair-eating fairy)? Or maybe you're a Dream Demon? Like such beings, you now have a strange quirk to your biology. Choose a single specific substance, such as hair, dreams, lava, skin, or a similar concept. You can now gain sustenance from such a substance, and can eat a large quantity of it. Eating such substance is perfectly nutritionally balanced for you, and you can consume as much as five-times your body weight (any more and you might explode!)

## Items

Here are some items and souvenirs to gather from this world. Items listed under a particular background are discounted for that background, except the 100cp items, which are instead free for their associated background. Similar items you already own may be imported into any item you choose, and any items purchased with CP will be returned to you at the end of your jump should they be lost or broken.

### Undiscounted

**Cottage (200 cp)** A quaint and lovely home for you to stay in, located somewhere in this world. Nothing fancy, a few rooms, a decent kitchen, a decently sized basement, electricity, water, and some basic amenities. Can either look like a traditional English cottage, or can instead look like a wizard's tower if you like.

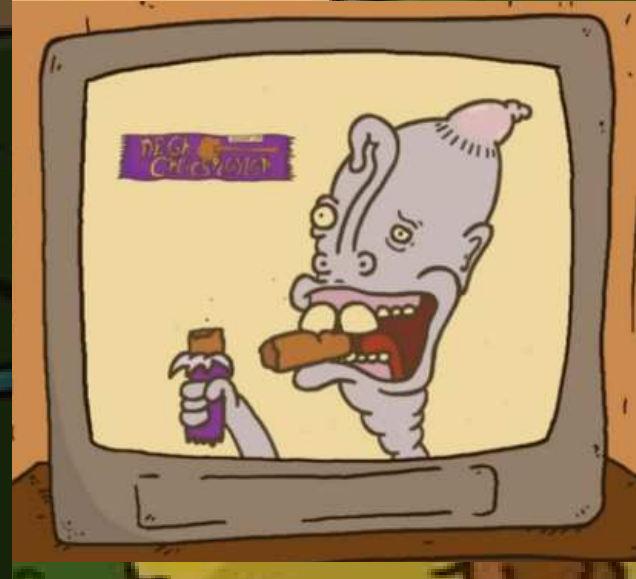
### Some Bloke

**Mega Chocsplosion Bars (100 cp)** Mega Chocsplosion is categorically one of the greatest chocolate bars to ever be invented, with each bite containing a chocolate explosion strong enough to clear your sinuses and knock you back, literally! Take this small box of chocsplosion bars to enjoy. The box refills once a month.

**Toyman.store (200 cp)** The Toyman, for how creepy and shifty he is, still makes great plushies. This sticky note contains a URL to the Toyman's marketable plushy store, where you can spend decent money on new plushies to collect. This URL will work in any future world, and the stock of plushies will update to include creatures and beings from those future jumps. Occasionally these plushies may be sentient.

**Supernatural Seed Catalog (400 cp)** For such a fantastical universe, it makes sense there are also various fantastical plants and crops to farm here. This seed catalog contains a listing of the various fantastical crops and plants that can be found here, from Eyeball Plants to Brainspouts, Preg-Plants, and Sentient Trees/fruits. Just fill out an order form, put it in the mail, and a package of seeds will be shipped to you within a few weeks to a month. In future jumps, you can also mail in seeds of other plants, magical or mundane, and it will be added to the catalog.

**Place of Business (600 cp):** Groceries don't pay for themselves, so you're going to need a source of income. This is a brick&mortar building from which you can operate a business. Could be a movie rental store, a candy shop, coffee shop, or what have you. It's yours and you're the proprietor, and as long as you put in the effort it should give you enough income to live off of. In future jumps you may import this business somewhere appropriate in the world.





### Talking Bastard

*Tentacrisps* (100 cp) Did Kevin the Fox owe you a favor? This used pringles can is more than it seems. Remove the lid and an unsettling tentacle will come wriggling out of the can. Can be used for all your tentacle based needs, whatever those might be.

### *Demons and How To Care For Them* (200 cp)

Demonology seems to be a surprisingly common past time in this world, even the worms are trying to get into it! This book contains all manner of rituals and conjurings to allow you to summon various types of hellspawn, as well as guides on how to care for your newly risen demonic servant/pet. Just be mindful of when it wants to go for walkies.

*Fishy Vehicle* (400 cp) Based off of the designs of a certain inventor fish, this all-terrain single-person vehicle can run for hours and hours, and is fueled by nothing more than water.

*Animal Town* (600cp) Sometimes one doesn't want to go exploring great peaks and bizarre locals, sometimes its best to have a community one can call home. Just like flower town or worm town, you are now the mayor of a small town/village of animals/plants/whatever of the same species as you. What's that? Didn't take the Talking Bastard background but bought this option anyway? Then instead you can make this town based around some other weird or unique physical feature that all its denizens share, like Nostril Town's obsession with large nasal holes. Yes, that is a real place in this world.



## Magical Twat

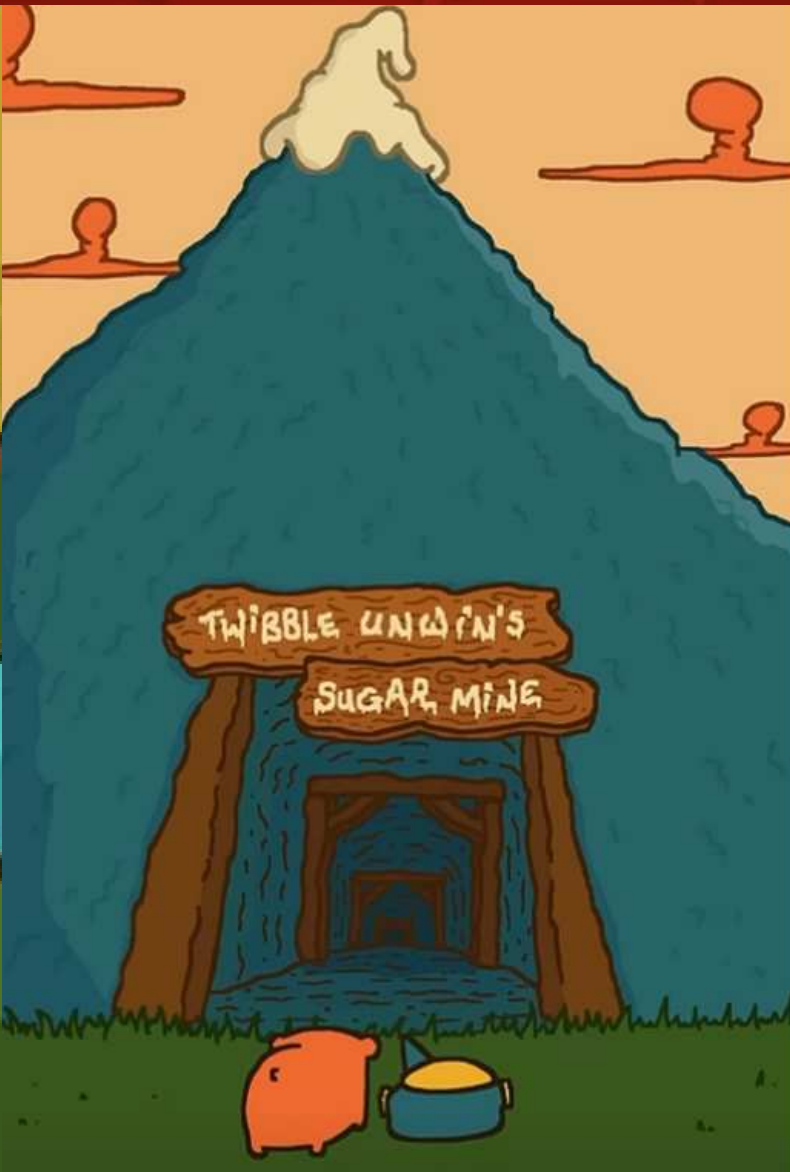
*TELEVISION!* (100 cp) TV, truly one of mankind's greatest inventions. We love you, television! Wit this purchase you gain a small little CRT television, with a built in VCR to boot! But that's not all. So long as your TV is hooked up to some sort of cable network, you'll find that no matter what world you're in, you'll still be able to tune into two programs: "Blob Squatly's Nature Bastard", and the Finger Network. There will always be new episodes of the former, and new programs on the latter. Further, future episodes of Nature Bastard may involve the adventurous Blob Squatly encountering the bizarre wildlife of whatever world or setting you're currently on. Just make sure you have good cable or satellite services, don't go letting some bastards go nibbling on your cables! If you want, you may have the TV be made out of fingers. This doesn't change anything, its just weird.

*Fancy Hat* (200 cp) Every wizard needs an appropriately fancy hat, and this is yours! This large floppy wizard's hat is not only a strong fashion statement, but it comes with built in anti-theft measures. Should someone steal it, just press the button this the provided remote, and the hat will fly off and return to you, bringing whichever cretin has stolen it back to you for prosecution.

*Cooking with Portals* (400 cp) Cooking with portals is one of the most popular cooking shows on television in this world. This collection of VHS tapes has various episodes and recipes from this show, detailing how to use conjuring to make all manner of tasty treats. It also comes with an associated cook book as well.

*Jam Jar of Insanity* (600 cp) Be careful not to gaze too deeply inside, for this is the Jam Jar of Insanity. Any who gaze into this jam jar will have their most valued trait drained away from them, whether it be their hunkiness, intelligence, beauty, or grace. Once drained, this aspect of them will be stored inside the jar, and can be retrieved later. Traits stored in the jar can be given to anyone, not just their original owner, and can even be used to imbue them into an inanimate object, making them sapient and infusing them with that trait, like turning a jar of nutella into a macho muscle man.





### Weird Bastard

*Hellishly Hot Cocoa* (100 cp) The Underworld has some surprisingly nice hot chocolate. This scrap of paper has a phone number on it. By calling the number you can place a custom order some special hot chocolate once a week straight from the bowels of the underworld. The demon who makes the cocoa will deliver it to you themselves, and they are a surprisingly nice and affable fellow if you wanna chat them up.

*Chocolate Murder* (200 cp) Chocolate is the perfect murder weapon, as you can always devour your murder weapon to erase the evidence. This option will grant you a collection of various simple lethal weapons, from swords to knives and spears, all made from hard molded chocolate. They're just as sharp and lethal as the real thing, and quite delicious too! Should any be destroyed or eaten, you'll get a replacement a week later. Be mindful when using them though, they might melt in your hands!

*A Gun* (400 cp) Sometimes you just need to shoot a bastard in the head. This gun appears to be a cartoonishly bulky revolver, and that is essentially what it is. A large revolver. It does however have one special trait going for it, as whatever or body part you manage to hit when shooting will explode in messy gribbly bits.

*Sugar Mine* (600 cp) Did you know that large sugar cubes form naturally underground? Sadly, digging and mining them out is a real bollock of a task. To make this easier, you are now the proud owner of your very own mountain sugar mine, similar to Twibble Unwin's mine. This mine sits on a rich vein of sugar lumps, so if you're ever running out go ahead and get yourself some sugary bastards.

## Companions

Its no good to go about with no friends. So why not spend some of your CP on friendship!?! This section contains various options for importing and gaining various companions and followers.

*Import/Create* (50cp each, 200cp) Have some friends and companions you want to join you here in this whimsically disturbed world? Or maybe you have your very own original character you want to create here? For every purchase of this option, you may either create a new companion or import an existing companion into this setting. They may select a background and have 500cp to spend on perks and items. Companions may not purchase other companion options. Companions may select drawbacks, except for "Adventure!" and "Well that's a lovely chain there." If you have a lot of companions you wish to import or create, you can spend 200cp to import/create up to 8 companions with one purchase.

*Canon Companion* (50cp each) Perhaps there's someone here that has tickled your fancy? For every purchase of this option you may invite a character from this series to follow you on your chain as a companion. They must accept the invitation to join you on the chain, but so long as you can get them to agree they will join you on your chain. Also, as a special bonus, you may get both Nigel and Marmalade together as a single companion.

*Bastard Bird* (50cp) Wherever some bastard is doing some bollocks, chances are there will be a bird nearby to to laugh at their noncery. By purchasing this option, you will be followed around on your chain by one such toothy avian. When someone makes a total bellend of themselves, this bird will be there to call it out and laugh at their foolishness and misery in the most appropriate and concise way. Perfect for lightening the mood of situations.

*Sentient Appendage* (50cp each) Is that a sentient face on your hand, or are you just happy to see me? For every purchase of this option, you may make one of your limbs sentient, granting it a face and its own separate and personality. The limb is innately violent and likes to be used. It also hopes you don't try to melt it off with acid.



## Drawbacks

If you need some more points to spent, why not take some drawbacks? Below are a bunch of modifiers to make your time in this world more challenging. Drawbacks cannot be erased or alleviated by any outside powers or perks, and will persist for the entire duration of your jump here



**PLUSHIE BASTARD**

*Bird Bastards!* (+100 cp) The birds of this world are quite relentless when it comes to insults and mockery. No matter what you do and where you go, you will find some feathered bastard there to ridicule you. Slip and fall dawn? They're laughing at you. Trying to have a quiet emotional moment, they'll be there to mock you. Trying to have some private time wrestling your "snake"? They will be there to annoyingly proclaim you a wanker to everyone within earshot. Even should you kill them, there will be more birds waiting to insult you for the bollocking twat-head that you are.

*Jumpman Tardly* (+100 cp) There are all manner of individuals with rather..."unique" names and titles. Whether it be Cram Twatly, Brap Nee flap, Twibble Unwin, or Krum Nipple, people here tend to have rather ludicrous and bizarre name. Now so do you. Upon entering this world, you will be given a new embarrassingly weird name. You will always introduce yourself by that moniker, it will be changed as such in all your official documentation, and any attempts to correct the record and tell people your real name are doomed to fail. Enjoy your absolute knob of a name you twat!

*Marketable Plushy* (+100 cp) Seems the Toyman got to you already. Rather than being whatever you chose as part of your background, you're now a marketable plushy of that thing instead. While you can still move and talk, your cottony body will make you weaker, more fragile, and regrettable prone to staining and soaking in moisture. But at least you're adorable!

**YAAAAAAAAY! (+200 cp)** Just like a certain tiny wizard, your attention span is rather narrow. Its hard to keep you focused on things like consequences or collateral or responsibilities, as you can easily be distracted and drawn away from your obligations by simple joys like television, candy, popcorn, and pastries. Try as you might, it will be nearly impossible to keep your mind on serious topics so long as someone promises you some lemon drizzle cakes.

**Bird Curse! (+200 cp)** Just like a certain old man, you have been cursed by bird sorcerer. Select a single building at your starting location. You now cannot leave this building, for you have been curse to never step foot outside of it. Even should the building be destroyed, you'll soon find yourself either stuck to the bounds of the former building, or getting cursed to stay in another building. I hope you don't mind missing sunlight.

**"It was just his brain" (+200 cp)** You're sense of direction is absolutely shot. When someone to tells you to go north, you'll go west, left is right, and you're ability to properly judge distance is nearly non existent Trying to get anywhere, whether it be to the fair or to get revenge on some wizard, is severely challenged, and what may be a twenty minute trip may end up taking several hours, maybe even a few days.

**Horribly Deformed (+200/300 cp)** There are some people in this world who's life is just unfortunate by nature, blighted by their own aberrant body. Upon taking this drawback, you will likewise be inflicted with some sort of physical deformity or ailment for the duration of your time here. For 200cp this deformity will be something inconvenient and life altering, but otherwise not too great of a burden, such as being a bat with tiny wings, a witch with a nobby head, or a beaver with flaccid incisors. For an extra 100cp though, you can make your deformity something horrific, painful, and life altering, such as exposed tooth nerves or being made of fingers like Munt.





*Adventure!* (+300 cp) Alright you shitlips! This here is Trim Lippy, and he's going on an adventure! And you gotta help! For the duration of the jump, you have to help Trim go on adventures, keeping him safe and ensuring he always maintains his adventurous spirit. Even should you complete one adventures, it will be no more than a month before the two of you are back again on the road. Should Trim ever die, or lose his sense of adventure, this will constitute as a chain fail.

*"I want to kill people."* (+300 cp) Any sense of human decency, empty, or respect for the sanctity of life has now left you. From now on you will be constantly plagued by murderous impulses and a desire to inflict death and pain on to other people. With some intelligence and cunning you may be able to channel these impulses cleverly, like Patricia does, but otherwise without any self control you're probably going to be like all the other freaks and serial killers than inhabit this world.

*Housing Nightmare* (+300 cp) With the wide variety of peoples and species in this world, the housing market has something for just about everyone...except you sadly. Why? Because, you're only 1 inch tall now! Your size will be a great inconvenience, it will be difficult for you to find a home in this housing market, and you'll be much weaker and squishier than those around you. Should you try to increase your size via magic, it will either not work, or end in catastrophic results.

*Jump Mandible (+400 cp)* Magic? PSHAW! Your daddy taught you better than that, that a man should only rely on the surety of your own physical strength! You lose access to any magical/mystical powers or abilities you may have had, from either this jump or others. Furthermore, you feel compelled to reject any magical assistance that is offered to you. Magic and its mysteries will always be beyond you, and that's just exactly how you like it!

*OH NOOOO! (+400 cp)* Well you're just horrifically misfortune. Just like a certain tiny wizard, your very existence seems to bring misfortune for those around you. Any sort of fantastical shenanigans you find yourself embroiled in will inevitably result in horrible and horrific consequences. It doesn't matter if you're the one causing things or not, or if you have any magic yourself, but any sort of endeavor you engage in that is at least a little fantastical will land you in precarious situations, and likely result in the death and disfigurement of those around you. Considering this whole world is fantastical and semi-whimsical in nature, avoiding such situations is going to be near impossibly difficult to do. Doubly so if you ever run across Nigel and Marmalade in your travels.

*Well that's a lovely chain there (+200 cp)* Bad news, Patricia has learned about your nature as a Jumper and the Chain, and she has decided she wants it herself. For the duration of this jump you will be hunted down by the most violent pink blob in the world, who will stop at nothing to brutally murder you and take your Chain for herself. She is lethal, focused, indefatigable, and never stops until she gets what she wants. Even should you manage to kill her, chances are she'll just murder her way out of hell to get back into the world of the living. Best of luck, and you better start running. Otherwise, may God have mercy of your soul, because Patricia has none for you.



## The Ending

It has been 10 years since you first started this Jump, and my how time has flown! All your drawbacks are hereby lifted, your lost and broken items restored to you, and your horrifically murdered and maimed companions brought back to health (I suggest getting them a therapist). Now that this story has ended, its time to decide what the next step on your adventure shall be.

### **"Let's go home and watch a movie"**

Had enough of all this adventure and silliness? Well, you may choose to end your chain and return to your world of origin, keeping all the perks, powers, items, and companions you've gathered across your chain. Enjoy your break, and get yourself some popcorn.  
POPC00000000RN!

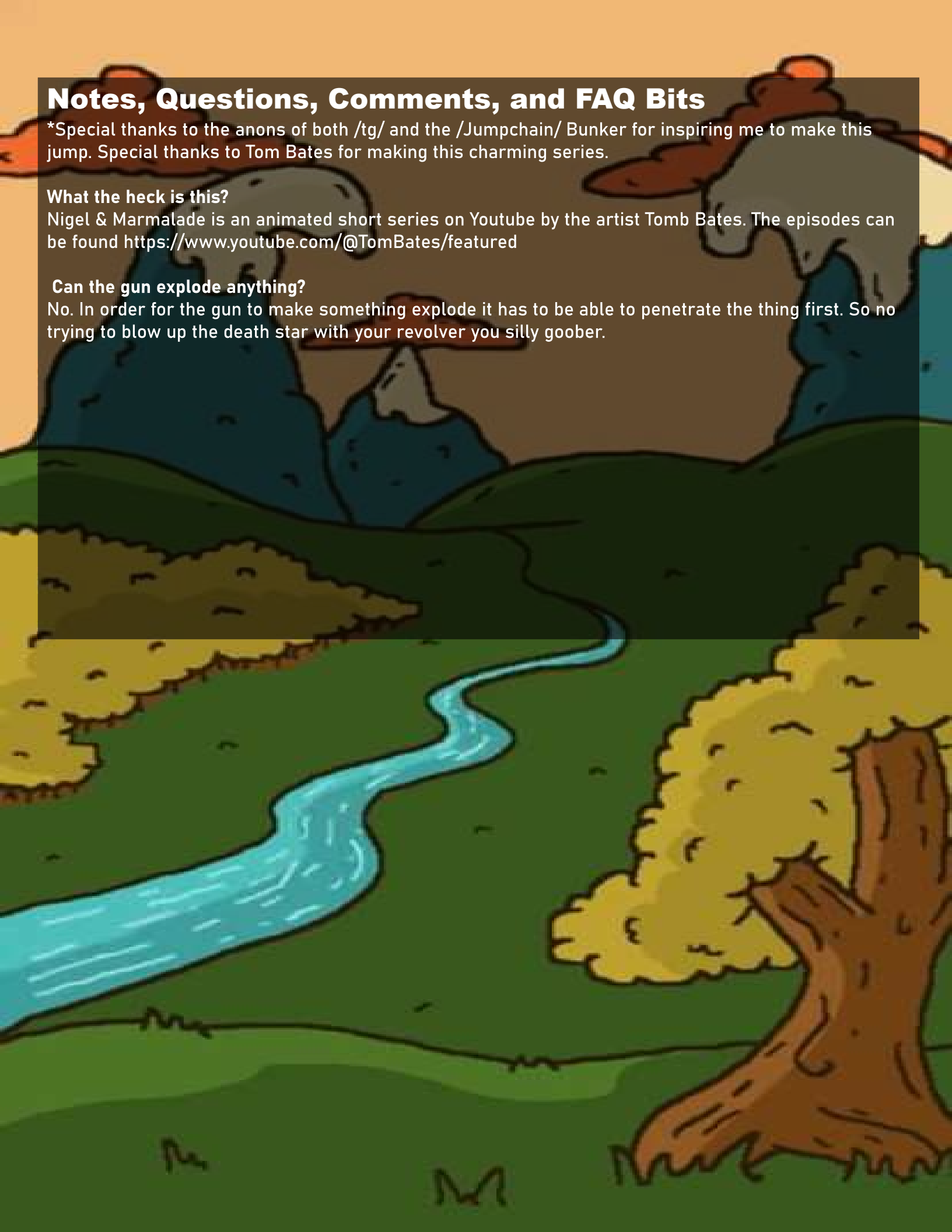
### **"I'll Grab the Basement"**

Perhaps the charm of this world has grown on you? You may choose to end your chain here, retiring and staying in the world of Nigel & Marmalade, keeping all the perks, powers, items, and companions you've gathered across your chain.

### **"I'm Going Stabbing!"**

Its a big universe out there, full of wonders and fun and violence, so why stop now? You may continue on your chain, going onward to the next jump, taking with you all the perks, powers, items, and companions you've collected so far with you. Good luck on your journey, Jumper!



A cartoon illustration of a landscape. In the foreground, a blue river flows from the left towards the center. To the right of the river is a large tree with a thick brown trunk and a full, yellowish-green canopy. The ground is green with some darker green patches. In the background, there are blue mountains and a brown, hilly horizon under a light orange sky. A semi-transparent dark grey box is overlaid on the top left of the image, containing text.

## Notes, Questions, Comments, and FAQ Bits

\*Special thanks to the anons of both /tg/ and the /Jumpchain/ Bunker for inspiring me to make this jump. Special thanks to Tom Bates for making this charming series.

### What the heck is this?

Nigel & Marmalade is an animated short series on Youtube by the artist Tomb Bates. The episodes can be found <https://www.youtube.com/@TomBates/featured>

### Can the gun explode anything?

No. In order for the gun to make something explode it has to be able to penetrate the thing first. So no trying to blow up the death star with your revolver you silly goober.