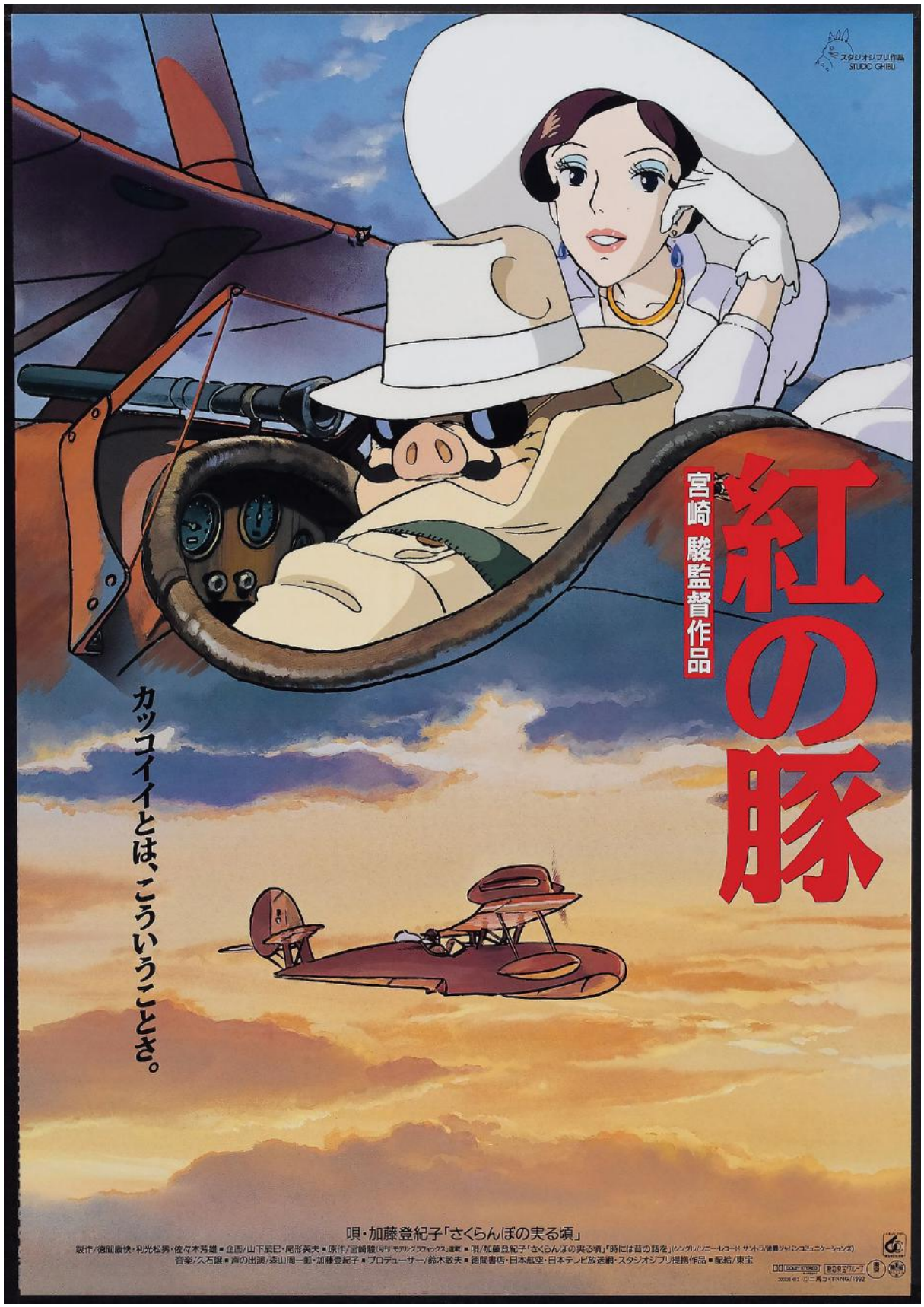


Spoilers ahead. You've been warned.
Directed by Hayao Miyazaki. Porco Rosso belongs to Studio Ghibli
A Jumpchain Adaptation by EYouchen/MadaMada/Eli
1.0 - Original Edition

Porco Rosso

"This motion picture is set over the Mediterranean Sea in an age when seaplanes ruled the waves. It tells the story of a valiant pig, who fought against flying pirates, for his pride, for his lover, and for his fortune. The name of the hero of our story is Crimson Pig."

Welcome to the Adriatic Sea, Jumper! The year's 1929, and you could say it's the age of the seaplane, the flying boat. There's adventure, romance, and more to be found throughout the skies and sea of the Mediterranean. Beautiful islands and people, great feats of aerial derring-do, and air pirates in giant biplanes abound.

The only one brave enough to take to the air in opposition to these marauding seafarers is the famous Porco Rosso, the best pilot in all of the Mediterranean. Once Marco Pagot, a legendary ace pilot, has become a heroic bounty hunter, defeating his adversaries in duels of the sky. He's also been cursed to take the form of a pig. Let that sink in, a pig that flies.

However, there's trouble brewing on the seaside horizon. Porco's got a long list of enemies, from the many pirates he's flown circles around over the years to the Italian government. The pirates in particular have gotten fed up with their constant defeats and have elected to hire an outsider - the American flyboy Donald Curtis - to take him down once and for all…

That's where you come in. You'll spend ten years here, after which you get a choice. There's something by the shore for you…

+1000cp

Location

You're somewhere in the Mediterranean region, most likely in the Adriatic. That's the sea between Italy and the Balkan Peninsula if you need a reminder. It's quite a picturesque region - the azure seas and skies are dotted with hundreds of islands, and once again, there's adventure to be had. It's not all nice, as a good amount of it is pirate country - but if you're lucky, Porco Rosso will be along to save you. Roll 1d6 to determine your location, or pay 100cp to pick for yourself.

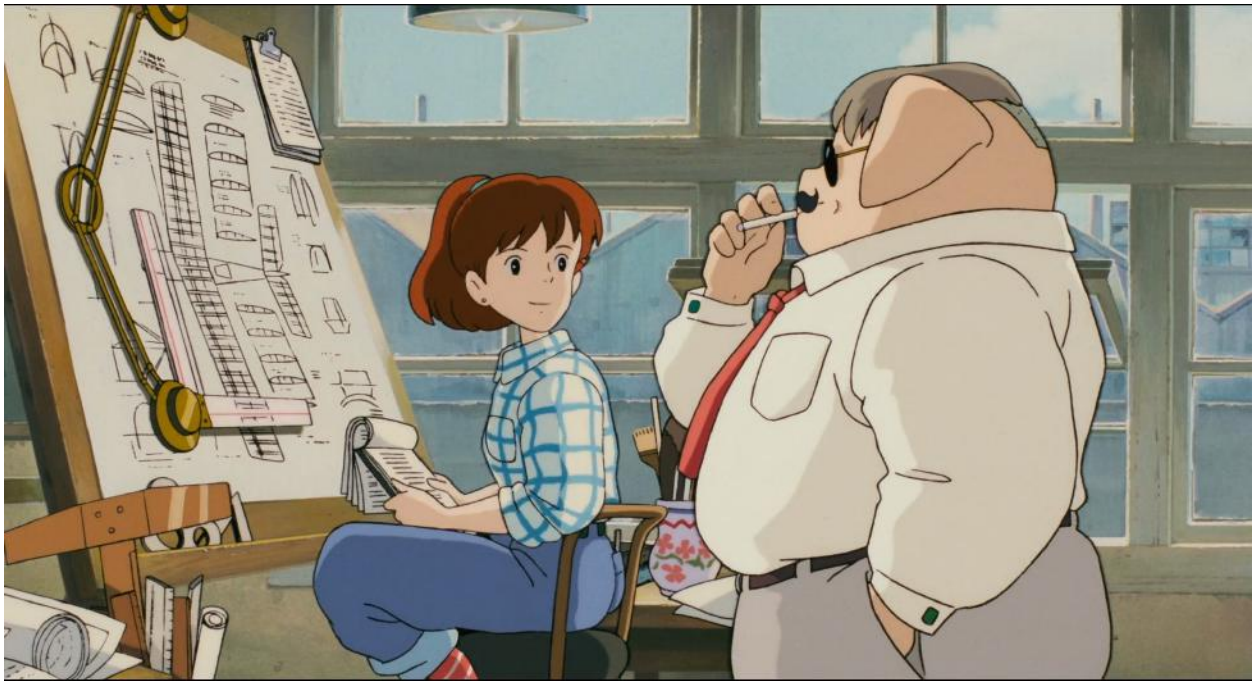
1. **Porco's Island**
   There's nothing much to this isolated island. It's a nice place, but the real kicker about it is that it's the hideout of one Marco Pagot - the famous Porco Rosso! It's from here that he conducts his operations, and relaxes in his spare time. It's got a low beach where Porco makes his abode, surrounded by a tall plateau of stone. There's probably a cove or two, and the island itself is breathtaking.



2. **Hotel Adriano**
   An elegant inn and pub situated on another island, this is another of Porco's longtime haunts. It's the luxurious abode of his longtime friend, Gina. It's got a little dock for incoming planes and is reputed as a place where everyone's welcome to eat, relax, and enjoy themselves in peace. Gina herself is a nice-looking dame with quite a singing voice, somebody that everybody likes.



3. **Piccolo S.P.A**
   Located in Milan, this shop is home to Porco's longtime mechanic, Piccolo. He's quite good at his trade. The ace himself will be coming here soon for some serious repairs to his plane. The place itself is nice, and while Piccolo's sons have left for work, his granddaughter Fio has arrived from the US. It's a nice area. Just don't get on the bad side of the secret police.



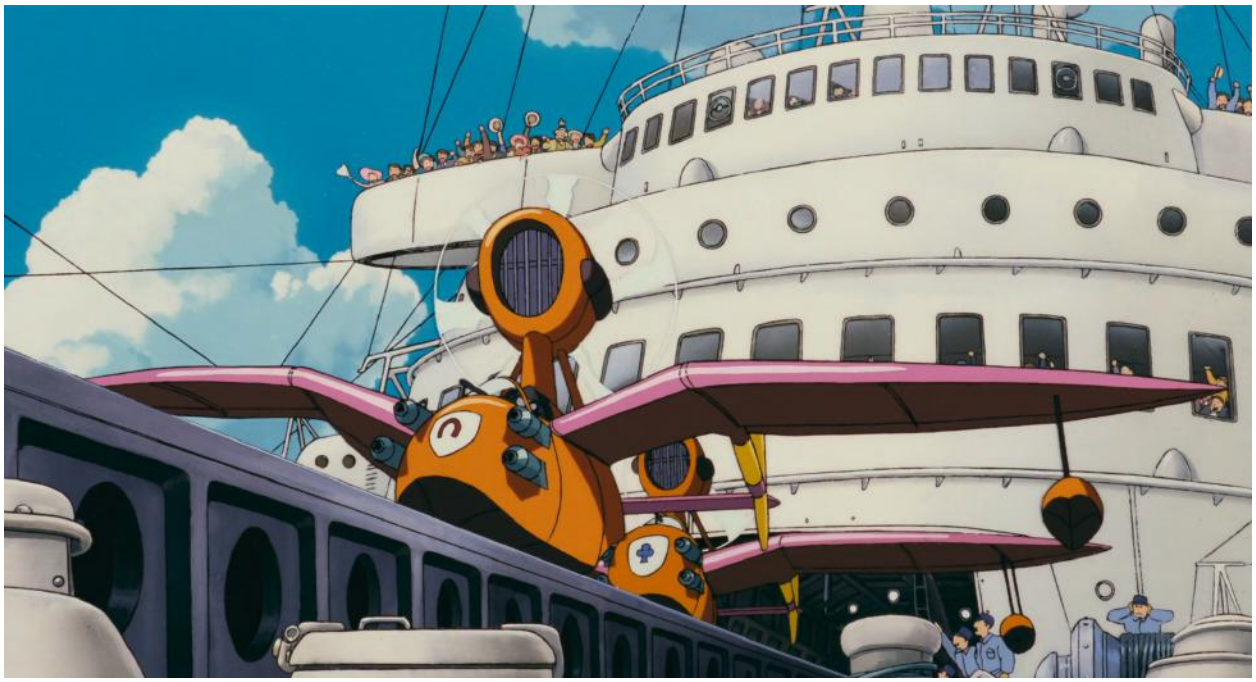
4. **Fight Island**

   If things go as they will, eventually Porco and Curtis will agree to have an honorable dogfight, and it'll be situated here. A duel between aviators as skilled as they are is a once-in-a-lifetime event, and as you can see from the picture, there will be a lot of interest in it. Until then, there's not much going on here. It'll be quite the spectacle indeed, but be warned - the Regia Aeronautica will show up soon, and they won't be meaning well…

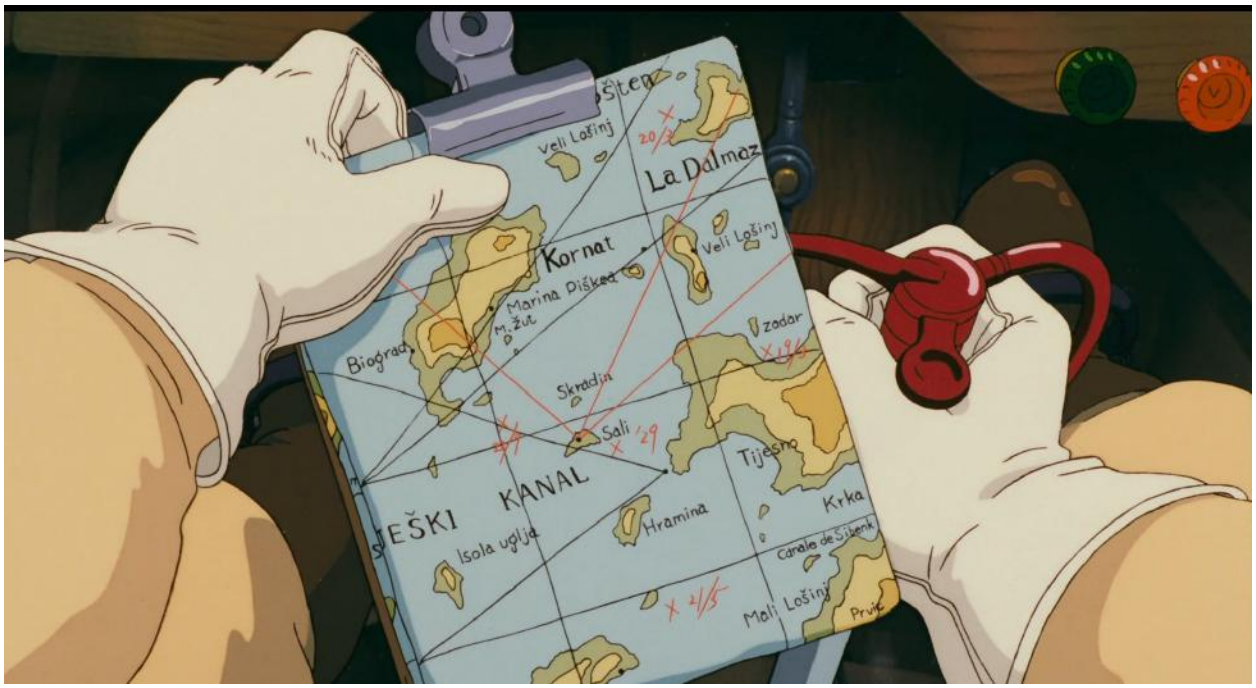


5. ***The Queen of the Mediterranean***

   Where is this ship? I have no clue. Somewhere in the Mediterranean. The *Queen of the Mediterranean* is a wonderful cruise liner, with a whole lot of people on board. You're not a stowaway; you've somehow got a ticket for it. Since the ship's so big, a group of seaplane pirates will decide that it's a good target to steal from, and they'll bring that hired American aviator along…



6. **Free Choice**
   Lucky you. You can appear wherever you want, provided it's somewhere in the Mediterranean Sea or in a country with a coastline along it. The many islands, Italy, France, Greece, Spain, Yugoslavia, the European territories in Northern Africa, wherever you want.



Origins, Age, and Gender

Now, it's time to figure out just how you're involved in all this flying business. Who are you, what's your past been like, and how do you fit into the world?

You may roll either 12 + 1d6 or 20 + 2d10 for age, or keep your current one. Your gender's the same as it was during the last jump. You may pay 100cp to choose for both fields.

Freelancer: Where'd you come from? You're one of many, a mercenary pilot of fortune flying over the seas. Maybe you've got a well-established presence here, you're a hotshot somewhere else, or maybe you're someone nobody's ever heard of. Regardless of your reputation, life is lucrative, business is booming, and there's much to see. You know your way around a plane's controls, that's for sure. This may optionally be taken as the drop-in origin.

Pirate: …Oh, dear. A scourge of the sea and the skies, I see. You're part of a pirate gang, one of the many plunderers and pillagers who loot and steal, and sometimes even get into dangerous fights. Maybe you're part of the unfortunately named Mamma Aiuto gang, or another group entirely. Either way, you make your living robbing hapless travelers on the sea and probably being trounced by a flying pig.

Civilian: Despite how cool it is, the majority of people don't go on frequent aerial adventures, even if they've flown a plane or two. Can you imagine the air traffic if everybody did? It'd be bad. You're not directly involved with flying seaplanes all the time and live a relatively normal life in the region. Though the dangers of the great depression and fascism loom over the horizon, life is good for you, and it'll remain that way if you don't do anything really stupid.

Perks

All perks are discounted by 50% to the corresponding origins, with the discounted 100cp perk being free for that origin.

Undiscounted:

Free: Graduated from Flight School - You have basic piloting skills. You can start most planes of the era, take off, fly, navigate, land on both land and water and more passably well. You understand how to operate the yoke and rudder, and are aware of common aviation dangers such as g-forces and high altitudes. Finally, you really shouldn't know this, but you can also operate any weapons that a plane would have on it. If you didn't already, you now have 20/20 vision.

100cp: Blessing of Hisaishi - If you've watched the movie, you'll find that it's got a pretty soundtrack, from the nostalgic tune of bygone days to the Mamma Aiuto gang's theme. And maybe you want to hear it and spread the music to further lands and worlds. This perk will grant you the soundtrack - you can cause any of these pieces to play at any time, decide whether or not others can hear it, and control the volume (the loudest you can go is around rock concert levels). Additionally, you have your own personal leitmotif composed in the same style and several variations of it.

100cp: Bip Bip Bip - It's hard to hear what people are saying when they're yelling at you from another plane, and other times you might want to shroud some messages in subtlety. Fortunately, you have been thoroughly schooled in the esoteric language of Morse Code. You are excellent at receiving and sending such messages, whether it's by signal light or radio. You are similarly competent with other signals, and learning other code languages is easy.

100cp: "That's My Favorite Line from a Screenplay I Wrote." - There's thrills, love, and beauty around here! There's more than enough to make a movie or write a novel about it! Maybe you'll do just that. You are a moderately competent writer. You could be a decent author with room to improve, or if you're good enough, the folks at Hollywood might like your work enough to make a movie about it!

100cp: Rose of the Adriatic - Oh, my. Could I ask you out to dinner? You'll certainly be getting lots of positive attention around here. You are one beautiful lady or one devilishly handsome guy. You're positively gorgeous, with or without makeup. Speaking of which, you're quite good at applying it to further improve your looks. You could be a real movie star, and it's likely a certain somebody will decide to ask you to come with him to the US (if you're a gal.)! He'll also propose to you. Finally, you sound as pulchritudinous as you look and could attract quite a following with your singing voice.

Pilot

100cp: "I don't fight for honor." - That's what Porco says. But hang around him for long enough and you'll start to pick on that under the exterior of the cynical, world-weary, self-serving bounty hunter is the shining heart of a hero. He's a pig all the time in the literal sense and occasionally in the metaphorical sense, but there's some real moral substance deep down in there. You've got the same qualities - whether you're a grump depends on you, but you've got the guts to stick to your values no matter what, in fair or foul weather.

200cp: "Every time I go to Milan, kiddo." - Okay. There are people you get along with, and people you don't. Occasionally the ones you don't might… come after you with guns, swords, and armed planes. Obviously, angry people coming at you with weapons is a health hazard. And you might be forced to go places where your enemies are. That's why you've gotten good at moving covertly. You're decently sneaky, can spot a tail, and lose it pretty darn fast. Hitching rides or stowing away on them is an old hat. You're simply very hard to get ahold of when you don't want to be found.

400cp: Ace of the Adriatic - Were you a hero in the war a decade ago? Did you win the Schneider Cup a couple of times? Well, if you haven't, you're certainly capable of it. Suffice it to say that Porco and Curtis have competition. You're a born ace pilot, a true knight of the skies. You've got the skills to pull every last bit of performance of whatever plane happens to be blessed with your presence. You can fly circles around professional Regia Aeronautica squadrons with nary a sweat, almost effortlessly dodge incoming fire, and shoot accurately enough to harm a plane but not its pilot. From razor-sharp reflexes to incredible marksmanship and awareness, you've got it all when it comes to flying.



600cp: The White Band - There are ace pilots, but even they struggle sometimes. The Great War that happened just over ten years ago claimed many, many lives. Even the famous Marco Pagot himself almost died in battle, being the last survivor of his squadron. But he didn't. He was pursued relentlessly by the enemy until he flew into a cloud. Though he was too exhausted to fly anymore, his plane kept flying of its own volition until it rose above the clouds, floating on a sea of white under an endless plane of blue. There was a strange white band even higher in the heavens. Soon, the many craft that had fallen in battle rose through the mist and into the sky, becoming one with the band, revealed to be the planes of all the war's fallen pilots flying together for eternity… even

He sank beneath the clouds and awoke to find himself alone, gliding just over the sea. Whatever mysterious force took Marco into its embrace that day, inscrutable as it may be, has now taken you into its favor as well. It shall become your saving grace in the event that you find yourself in a deadly situation, one that would spell your doom. Mysterious phenomena will occur and fate will be that you will live to see another day, spiriting you away to the realm where the dead go before returning you to the world. You will get a short glimpse of the afterlife before you return.

How you live after this is up to you, but it could be said that God has said it hasn't been your time yet…



Pirate

100cp: Faciamo Soldi - Why do pirates commit piracy? To get rich! And that's what you intend to do, which has led you to get pretty good at looting. You know just where people might hide their valuables and can spook them into handing them over peacefully without any harm to either party. Racking up a sizable amount of booty isn't too much work, and neither is finding other ships to pillage and steal from with this.

200cp: A Score to Settle - You're a pirate, and pirates are generally dangerous folk, whether or not they're on board an armed plane. You are a decently skilled fighter. You can throw and take jabs, crosses, hooks, swing a sword, and shoot reasonably well. You've got the fitness and the build to show for it, having a fair amount of muscle on your bones. Lastly, if you do have an actual score to settle, luck will favor you when it comes to tracking down the object of your contention.



400cp: "My Gang will Host!" - This is a surprising skill that you wouldn't expect a pirate to have, but here it is nonetheless. You're good at setting up events. That's it. You can organize and schedule with the best of 'em, and if you want your event to be public you could attract a huge crowd given little notice. Your guests will find that you're a gracious, gregarious host, with a knack of playing spectacles out to be as interesting as they could possibly be. When you're hosting, cleaning up, and acting classy comes much easier to you than it normally does.

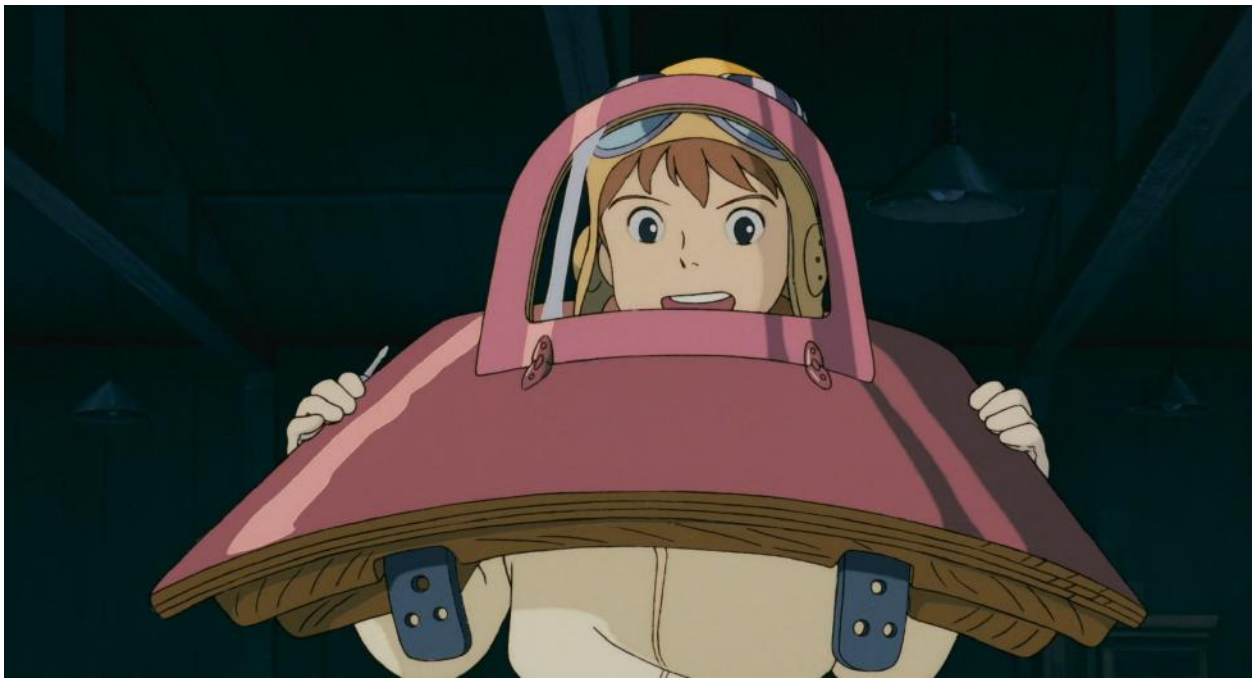
600cp: “And then… THE PRESIDENT!” - There’s something to be said for seeking fortune and glory. While there aren’t any air pirates looking for worldwide fame, their hired Ace, Donald Curtis, is very interested in it. He’d be very interested in this perk, then. Fame comes easy to you if you’re looking for it - countless opportunities for your reputation by leaps and bounds will come your way, and if you capitalize on these you could go a long way, and it’ll be known all across the world. For example, defeating a famous pilot in a dogfight in the Adriatic might be spoken of way back in the US, winning an airplane race would see numerous people clamoring for your services, and maybe if you’re smart about it and don’t mess up, you could even live up to the name of this perk.



Civilian

100cp: "May I help you?" - Making a living is important. You've got to contribute somehow in order to earn your bread. You've got about a year's worth of experience in one career of your choice, and luck seems to favor you when you're looking for a job. You're a good cook as well, able to whip up a tasty meal using the local culinary techniques. Finally, you're really good at finding people to do work for you, better than you really should be. This perk may be taken multiple times for multiple areas of expertise.

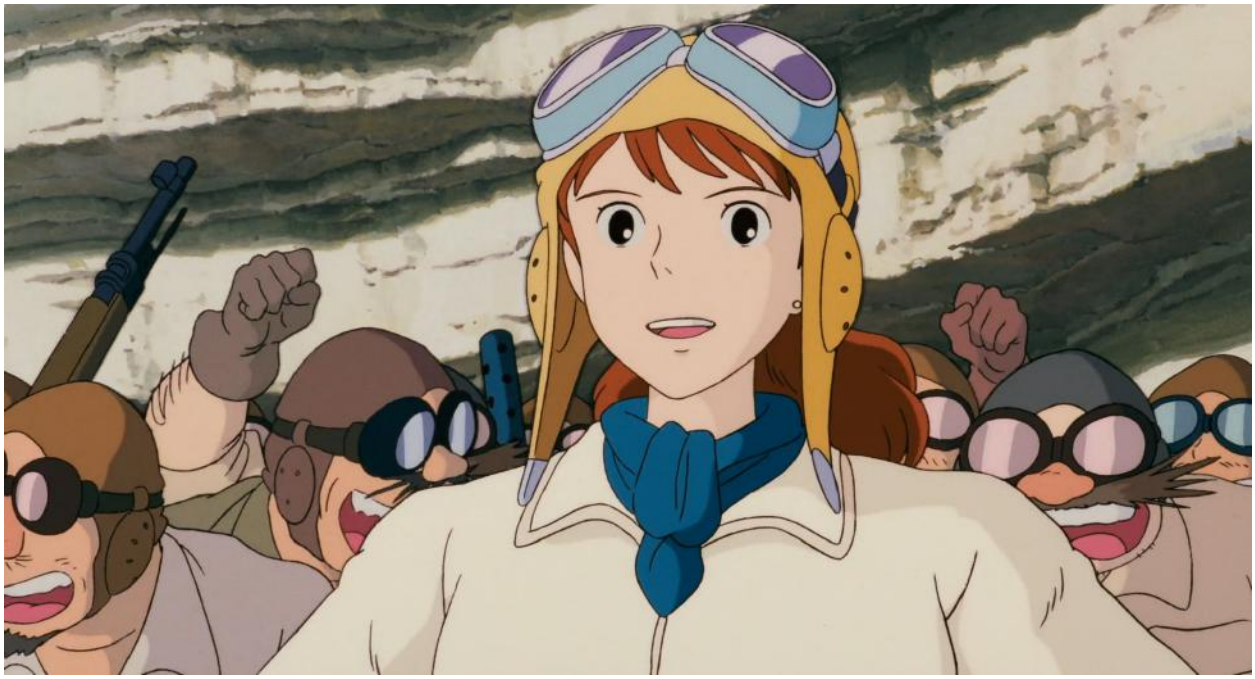
200cp: "I'm rigging up my seat." - You've got an uncanny knack for convincing people to let you help out or tag along with them, cajoling even lonely, cynical grouches into accepting. It usually will end well, too, as you'll turn out to be quite helpful when on these trips, and you might even pick up on their skills a little or manage your traveling companion out of a tight spot. While on these sorties, you'll learn the skills of whoever's showing you around noticeably faster, and they'll take a shine to you in a jiff.



400cp: "I'll tune this right up!" - Piloting is fantastic, but all of those aerial feats of derring-do would be impossible with the humble mechanics and engineers who design and maintain the planes. It's sensible to have a *reliable* flying machine that won't unpredictably give out on you, after all. That's where you, a top-notch mechanic capable of servicing and repairing a plane just as well as the Piccolo family, come in. You are an expert on all things aircraft engineering. Your talents don't stop there, too, as you are a skilled designer of flying vehicles. Streamlining existing designs is well within your ability, and you could eventually reach the forefront of aircraft design given years of experience.

600cp: A Seaplane Pilot's Honor - To put it simply, you have the understanding of psychology, oratory skills, confidence, and presence that makes up the *je ne sais quoi* commonly referred to

as *charisma*. It takes some real guts and the gift of gab to talk down an angry mob of pirates armed to the teeth, but you could pull it off with a passionate speech and persuade them to accept your demands through a combination of words, respect, and the tiniest bit of intimidation. You're convivial enough to make friends wherever you go if so inclined. De-escalating conflict is yet another of your social talents, as belligerent parties will respect or quickly come to respect you enough to treat each other with civility in your presence. Finally, the way you act inspires those around you to be better. You don't do it through grandiose deeds or anything, but day-to-day acts of kindness. With you around, a stinky pirate might stop being stinky, or perhaps you could even pull a certain somebody out of his endless mire of cynicism…



Items

All items are discounted by 50% to the corresponding origins, with the discounted 100cp item being free for that origin.

Free: Seaplane - You wouldn't want to be the only person without a plane in a place full of them, would you? Congrats, because you've got your very own seaplane. It's your choice whether it's a flying boat or a floatplane. By default, it is an unarmed, single-seater propeller plane. To upgrade your plane, please proceed to the seaplane customization section in this document. Post-jump, it will become self-repairing and no longer need fuel. Both of these effects are toggleable. If destroyed, you'll find it fixed and as good as new in a week. You also get a hangar to house it.



Free: Pilot's Basics - Every pilot has these, and so should you. A flight suit, an aviation scarf, a pilot's cap and goggles, and a handheld signal lamp. Your flight suit may be aesthetically customized to your liking, as long as it remains a flight suit and does what it's meant to. Your signal lamp works by pulling a trigger and is generally for communicating with others in the air through Morse code. If left alone overnight, everything here will fix and clean itself.

Free: Porco Rosso - Porco Rosso, the film. You have it signed and in every format imaginable, subbed, dubbed, however way you want it. You have almost everything related to it, too. From merchandise such as stuffed toys and plastic figurines to the Seiko Limited Editon wristwatches. And there's also a signed copy of the manga *The Age of the Flying Boat,* which was the story of Porco Rosso before the movie was ever released.

Freelancer

100cp: Aviators - As in, the sunglasses. They aren't necessarily in that style, but these shades do their job very well, and on top of that, they'll always make you look cool. It comes with a case and cloth as well. If left alone overnight, they'll clean and repair themselves, and if lost or destroyed they'll somehow make their way back to you in a day's time.

200cp: One-Person Party - This is everything you need to just set yourself down on a beach and relax. All work and no play makes Jumper a dull boy, after all. Or girl, or whatever. It consists of a folding beach chair, a parasol, a box of matches, a pack of cigarettes (which will never be addictive or have adverse effects on one's health), a radio that'll always have a signal, an ice bucket with a bottle of red wine inside, and an apple. Any consumable items will be replenished within a day's time.



400cp: Island Hideout - Wow. This is a real something you've got here, haven't you? This is a tiny island tucked away somewhere in the Adriatic, no more than ten square miles in size. You legally own the island, and it is very remote. Its environment is in pristine condition, having been preserved over the ages. The island itself has a small beach for you to relax on, plenty of benign flora and fauna, and a place where you can safely land any planes you might want to bring to the area. You've got a tent and a small cabin to stay in, and there are cliffs all around the shore, making your home difficult, but not impossible, to spot.

Pirate

100cp: Booty - I see! Not only are you a pirate, you're a *successful* pirate! I salute you on your successful feats of piracy. Namely, you somehow managed to evade the pig and keep your loot. You have about $10,000 USD worth of valuables, whether it's in gold, assets, or those giant bags of money you see in cartoons. It's possible you were smart about it and put it in a bank account. Wherever form your wealth takes, it'll be replaced every year if spent. Don't question it.

200cp: Firepower - You have a *lot* of weaponry, enough to arm yourself to the teeth and then some. You have four weapons. The first is a big gun - your choice of anti-tank rifle, regular rifle, machine gun, or submachine gun. Then it's your choice between a pistol or a revolver. And then something to be used close-up, a sword, knife, or axe. Finally, you have three hand grenades. Your big gun comes with three magazines of ammo, and your handgun has five clips. Any spent rounds and grenades will be replenished the next day.

400cp: Betting Rally - Screw robbing people dishonestly, you'll do it in a respectable way! You own a motley group of tents, or maybe a medium-sized shack somewhere, all dedicated to gambling. While this isn't any fancy-schmancy casino, it is still a place where wagers are made and games of chances are played, and as the owner of the house, you'll generate a lot of revenue. Sure, you'll have to fork over the cash if someone wins, but at the end of the day, there'll be a steady flow of profit to benefit from. While this may or may not be legal, it's certainly an asset that'll draw many gamblers looking to test their skill and luck.

Civilian

100cp: Wardrobe - Unfortunately, this one doesn't lead to a magical land ruled by a Lion. However, it fulfills the purpose of its construction, being full of fashionable outfits that are tailored to fit you perfectly, both in style and size. Gina has no shortage of nice clothes, and with this, neither shall you. The wardrobe has as many clothes hangers as you need, and leaving an outfit in here overnight will see it cleaned, pressed, and repaired when you next open the doors.

200cp: Wheels, Propellers - Not everybody uses a plane to get around. Traveling through land or sea is perfectly viable, and is still much more commonplace than a technology invented not thirty years ago. You've got a car, truck, or boat, one that existed in 1929. So no, you can't get a Lamborghini or the Riva Aquarama. Or something the something the size of the *Queen of the Mediterranean*. You could get a small rowboat, a ferry, a regular car, a motorbike, or a big Fiat, though. Your vehicle is self-repairing, self-fueling, and if destroyed will be completely fixed within a week's time. All of these effects are toggleable.

400cp: A Home, A Business - This here's a Hotel Adriano or a Piccolo S.P.A of your own. It is your home and your place of legitimate business. Whether it's a classy inn and pub, a mechanic's shop, or something else, you have enough income and space to live quite comfortably here. It is well-furnished and features hidden compartments, a telephone, a radio, and a refrigerator or pantry that'll restock itself with fresh, top-of-the-line ingredients every day. It has everything you need to do your job - a microphone and stage if you're a singer, tools and parts if you're a mechanic, etc. Here, people are generally friendlier, more agreeable, and less likely to fight. There's a *gorgeous* garden out back for your private use, and it too has the aforementioned aura of peace, as well as a way of making it just a tad to fall in love or reunite with a loved one. This may be on the mainland or on an island, but if it's on an island, there's *just* enough room, at half a square mile.



Companions

Life's better with friends, and here's where you'll bring in your adventuring companions or perhaps meet someone new.

Free: "It's not nice to separate them from their friends!" - They being you, in this case. You may bring up to eight people, with you into this world. Your companions each have 800cp to spend and may take up to 600cp worth of drawbacks. You may also use this to meet someone new, someone who didn't appear in the movie. They will have the same stipend - 800cp to spend and up to a potential extra 600cp with drawbacks.

Free: Co-Pilot - But maybe you're interested in somebody here. There are plenty of interesting folk around the Mediterranean, let alone the rest of the world. Maybe you want to fly through distant skies with Porco or Curtis, spend time with Gina, or take Fio on an adventure. Or perhaps you've become attached to somebody else. Well, if you can convince them to come off their *own volition,* after making sure they understand what they're getting into,

100cp: Nadia the Thief - You ran into this redheaded burglar when she flew off with your plane and a whole bunch of money. It was a heck of a chase, trying to get it back, but eventually, you tracked her down. It turns out, she had a huge amount of money stolen from pirates it turns out she was really working for *other* pirates, who were extorting her. By springing her from this, you two hit it off. Nadia, as a person, might seem pretty familiar. She's got shoulder-length orange hair, and while she has scruples, she's also a massive kleptomaniac. She's developed quite the flying skills from being chased by pirates all those times, too. Nadia flies a Fiat CR.20… which she stole.

100cp: Henry Giordano - Hailing from a short line of American pilots (after all, the Wright brothers flew in 1903, which was 26 years ago here), this straight-laced, by-the-book pilot is amazing in a cockpit. He started flying at a young age, overcoming seeing his father die in a crash to become one of the best pilots on Earth, working for the US Air Corps as both a fighter and test pilot. Here's a guy with *substance* - you won't find anyone who's as strong of heart as Hugo here, and he's a great pal to boot. Aside from being an excellent pilot, he owns a beautiful emerald ring that he won't give up. Hugo flies a De Havilland DH4.

100cp: Declan Keene - Ooh, another foreigner. There's no telling why this British, sandy-haired, blue-eyed RAF pilot stationed in Malta's doing here, and he won't tell you if you ask. He *is* pretty good behind the yoke, though. It could be that he's on some sort of secret mission. If you're being honest, that might not be the only secret he's keeping. While he does a good job hiding it, if you look at him the right way, he appears a little … androgynous. Nevertheless, he's always there to back up his friends, which you're among and is a truly *fantastic* aviator. Declan flies a Hawker Hart.

Seaplane Customization Section

It's time to customize your plane! You have been granted a stipend of 600 ap (aviator points) to pimp your flying ride with. You may convert cp to ap at a 1:2 ratio; for example, you could spend 100cp to gain 200ap. Remember, your plane is by default a seaplane with a propeller, with passable speed, handling, and no armaments. You may decide whether it is a mono-, bi-, or triplane and if it is a flying boat or a floatplane.

Free: Import - Are you feeling nostalgic? If you already had a plane, you may bring in a pre-existing plane you own, to upgrade it here. Once again, you shall soar upon its wings, this time through the skies of Italy and the Adriatic.

50ap: Aesthetical Redesign - Alright. Let's say you want to bling out your plane, coating it in gold paint to show that you're the richest pilot in the area, and maybe also get it to a mirror shine to reflect light into the eyes of opposing pilots. And add some fuzzy dice on top. Or install decals with your personal insignia, or engrave some words into the side. This is for you. You can design your plane to look however you want it to, without any downside to performance. Flying is a work of art - why shouldn't your machine be as well?

50ap: Ejection Seat - A little ahead of the times here, but definitely worth the purchase. Later planes will incorporate the eject seat, to skedaddle when someone's shot your plane to pieces. Better to live to fly another day than meet an untimely demise after being shot down, right? This seat will also come with a parachute, so you can at least control *where* you'll be falling towards.

50ap: Closed Cockpit - Weather can be a serious hazard, so protect yourself from rain, snow, and more with a closed cockpit. It allows you to get to higher altitudes without suffering hypoxia, and go really, really fast without the wind getting in your face. It's just better for long-distance flights as well. The *Spirit of St. Louis* had a closed cabin, after all.

50ap: Extra Seat - There's nothing wrong with flying somebody else around, even on a small, fast fighter craft. If you'd like to do so without having to sacrifice anything inside, this is for you. It'll be a comfortable fit for your passenger, and you won't have to remove what you already have in there, no matter how big or small their butt is.

50ap: Foldable Wings - Say you want to fit your plane into an ocean liner, or somewhere else that's a small, enclosed space. So fold the wings, as the title says to. That's what your plane is capable of - squeezing into tight spaces when landing. Sadly, this is of no use when in the air, but it opens up a few more places to land. Maybe you can work security for a cruise company.

50/100/200ap: Machine Guns - Ah, yes - the sweet, sweet science of filling things with holes. Your plane's armed now - you've installed a pair of front-facing machine guns onto it, and have the iron sights to help you aim. These guns will never jam and can be any model you like that existed in 1929 - Maxim, Browning, Vickers, Lewis, anything. This may be taken multiple times for more pairs of guns. For a separate 50 extra ap, you may upgrade your bullets to

armor-piercing rounds that explode on contact. For 200ap, you're now packing some serious firepower - the sort that'd be used in WWII fighters. You have a pair of wing-mounted cannons, and they'll blast anything out of the skies around here.

100ap: Communication Device - You know you want it. Aerial communications, while not flashy, will become quite vital in the emerging world of aviation. Now's your chance to jump onto that bandwagon early. You have an improved variation of a string telephone, to talk to anybody on your plane, if needed. The real kicker is that you get a radio. This radio is lightweight and exceptionally reliable, ensuring that you can speak to anyone you like.

100ap: Turret - Watching your six is very important. It could mean the difference between life and death in aerial combat. So why not get some help with that? This emplacement, which counts as a free seat, is armed with its own machine gun. You can get a tail gunner in here to drive off any pesky planes behind you, giving them something to fear when they try to tail you.

200ap: Amphibious - Most aircraft aren't seaplanes. They land on *land*, most likely at airfields. Maybe you'd like to get to an airfield, too. Porco had to tow his plane around on a truck or put it on a specialized wooden cart while in the hangar. *Pah*. You don't have such needs. Your seaplane has now been installed with wheels, so it can descend wherever it needs to.

200ap: Backup Engine - Some may say that it's a waste of fuel, or weighs your plane down. While the former might be true sometimes, it's a definite benefit to your speed. You can double your horsepower with this, and that's nothing to scoff at. The opposite, really. Besides, if your engine gets shot up, a little redundancy might keep your plane going.

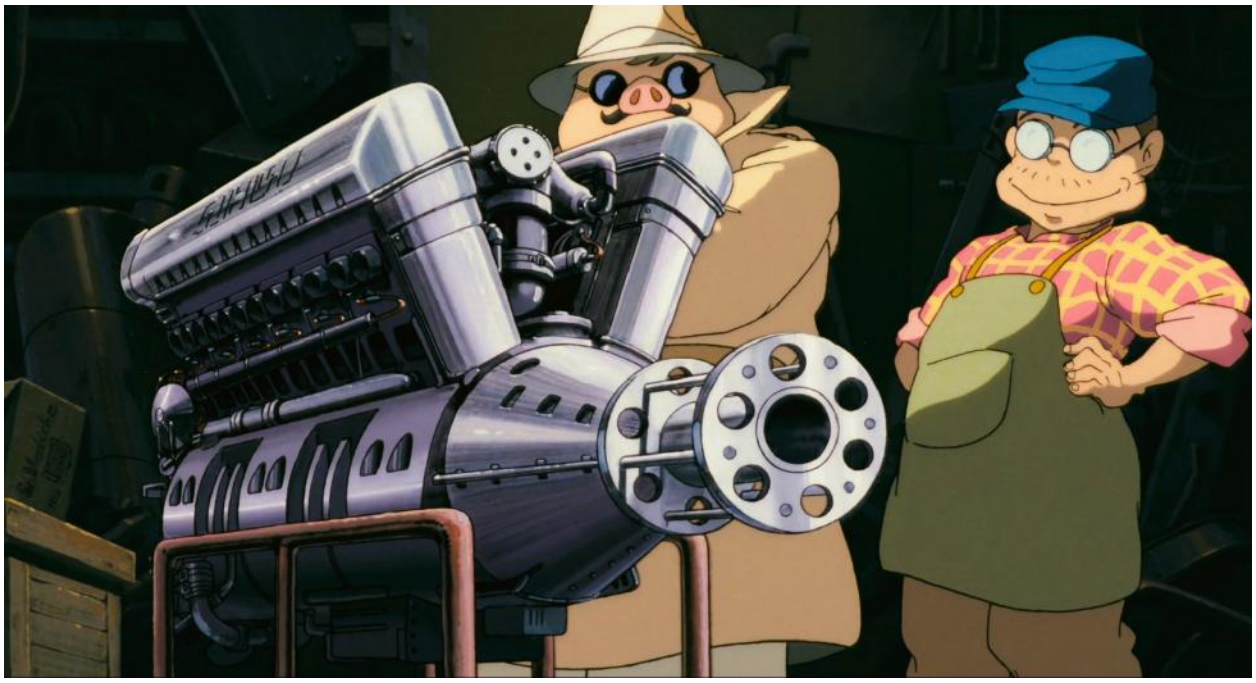
200ap: Bombs - Exactly what you think they are. These are bombs, meant to be dropped on things. As you might expect, they explode and do a lot of damage. If you have a small plane, you have just one, but larger planes will have larger stockpiles and perhaps a dedicated bombardier's bay. Kind of goes against the message of the story, but you can get them if you like.

200/400ap: Dabohaze - Cargo's important. Whether you're carrying people, booty, or just a ton of firepower, there's a limit to how much single- or double-seater planes can carry. This enlarges your plane - it no longer resembles a fighter, but rather a heavy bomber - the kind of plane that'll ravage cities the world over in the Second World War. There's no need for the earlier option of extra seats when you can fit over twenty people in your plane, after all. This does come at the cost of speed and agility, but it's probably worth it. Depends on what you're looking for. I *do* recommend you get an extra engine to keep your plane going, though. For 400ap, you have not one, but *two* hulls! Even more people and gear can fit. Your plane would look something like a Savoia Marchetti S.55.

200/400ap: Desert Wind - Quantity is all well and good, but quality's where it's really at. And that's what you've got - one *beast* of an engine. It'll have your plane purring with pure power, able to outfly anything else in the sky someday - perhaps, at this point, it might even be the

fastest plane in the world! This is beyond the ken of anything around today - something that'd race in the Schneider Cup. You could even get a Napier Sabre!

For 400ap, you're on another level entirely. There are fast planes, and then there are *fast planes*. Yours is one of the latter, as you don't have something as *primitive* as a propeller anymore. You have something that's not going to be invented for ten years - an honest-to-god jet engine. Suffice it to say, it can easily outspeed anything around here, even the Curtis R3C-2.



Drawbacks

We get it. You want those extra perks, shinies, or to pimp your plane to its maximum potential, but lack the points to get there. Well, if you're willing to suffer a little, you can get those points here. There's no limit to the amount of drawbacks you can take. Just don't be a pig and bite off more than you can chew…

+0cp: The Age of the Flying Boat - Instead of going to the world of the Studio Ghibli film *Porco Rosso*, you will instead visit the world of the manga it is based on, written by Hayao Miyazaki. The story's mostly the same, with some very minor differences.

+100cp: "And let me ask…" - It would seem that you've built up a bit of a reputation. While this would seem like a good thing, it doesn't bring you respect from anybody from a pair of reporters. While they're not bad folk, they'll pester you at inopportune times, such as when you're listening to a singer, with no regard to their surroundings. They'll show up once every two weeks or so, and while you can shake them, you can't get rid of them entirely.

+100cp: "Not a single one of them" - …knows how to bathe. You are one smelly person. You smell. You just have trouble finding a bath, and as a result, you stink. It's not *too* offensive to the senses or off-putting, but it'll be mild. You'll smell for most of your time here, but it can be temporarily warded off with a nice bath. You still know how to, by the way, but you kind of just see it as unnecessary and are disinclined towards it.

+100cp: "Love is a little bit more complicated here…" - You wear your heart on your sleeve. It could be said that you're not in love with anybody but in love with the idea of finding someone to love. Not like you're introspective enough to realize that, anyway. You'll fall head over heels for every single good-looking person that could potentially attract you, and believe me, there'll be a good amount of them around. What's more, the targets of your actions will always reject you, as you'll try too hard or otherwise goof up.

+200cp: "Come On, Baby…" - You've been plagued with a curse… the curse of chronic mechanical unreliability. Whatever machine you use will be at least *somewhat* unreliable, and won't necessarily work the way it's meant to. Guns will jam, tires will pop, and planes will do anything from leaking oil, taking extra effort to get into the air, to giving out on you at the worst possible time.

+200cp: "I got the call last night..." - You've had a very unfortunate love life. It seems that you've been through numerous romances before, but each time without fail, your lover died tragically. It hurts so much that you've numbed your heart a little, and while you're not depressed or emotionless, you carry much baggage and the melancholia shines through sometimes. Additionally, you are in love with another person - they seem like, and perhaps they are - the perfect person for you. While this person does love and care for you as well, they, too, have a lot of baggage. You may pine for each other, but there'll be a not insignificant amount of anguish in your heart…

If you do end up with your flame, you may take them as a companion. Incompatible with *"Love is a little bit more complicated here…"*.

+200cp: "Now, girls, this is not a playground…" - Somehow, you've been stuck with a group of fifteen elementary schoolgirls. Maybe you took them hostage, rescued them from pirates, or you're just their teacher. You'll have to care for all of them for at least six months, making sure that they remain happy, healthy, fed, and otherwise well. Which is much easier said than done. Despite being good kids, they're an extremely rambunctious bunch who'll get into a lot of trouble if left unattended, and they'll probably mess with your stuff by accident.

+400cp: "A Pig is a Pig…" Something happened, and you lost your faith in humanity. You have no shortage of inner demons that plague your heart - self-hatred, cynicism… You're still very much a functional being. You're just no longer a functional *human* being, as all this disillusionment, self-loathing and world-weariness has twisted your perception of yourself into a pig, and that has in turn twisted your very body into that of a pig. Everything's bleak to you, and you're just a lot more fat, lazy, chauvinistic now - just like the animal you look like. You'll have to break out of this terrible slump before the Jump ends, or you'll be forced to stay in this world and give up your chain.

If you *do* get past this drawback, you'll find that the pig becomes an alt-form that you may assume anytime post-jump.

+400cp: Just a Person - It'd be kind of lame if you were flying around like Superman in a place and time that's all about seaplanes, right? Takes all the peril and suspense out of the narrative. So no, you won't be using those perks, powers, super-science, and items that you've probably accrued. You cannot use them, you are barred from using them. If you're going to make it in this world, it'll be earned with your own skills and what you got here.

+400cp: "I'd rather be a Pig than a Fascist." - And the fascists aren't taking kindly to that. You are wanted by the Italian Fascist Party, who form the government of *Italia* right now. You're not really a public enemy, but they've really got it out for you. The OVRA (the Organization for Vigilance and Repression of Anti-Fascism) is going to be after you. The longer you evade their manhunt, the more forces they'll send after you. And know that if you do confront them, they'll pose a dangerous threat - no matter how powerful you are. They'll eventually find a way to hunt you even when you're outside of Italy. It won't be pretty if they catch you. You won't be getting a fair trial, that's for sure.

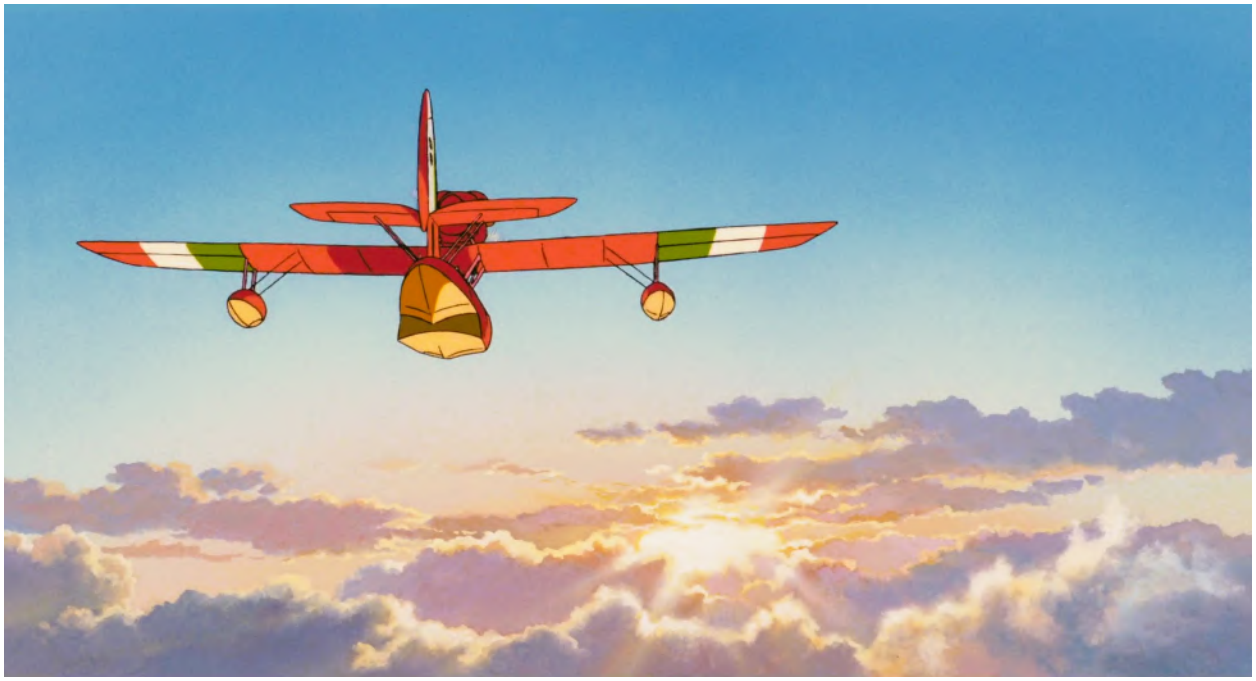
Ending

It's over. You've lived ten years in this world, and the promise choice presents itself. Where will you go now?

"But soon I decided it was time to go back to Milan." - Milan, or wherever you call home. You have chosen to end your journey and return to your original universe. Your chain is over and you keep anything you've gained on it. Live long and prosper.

"We're in this together." - I see! So you want to spend the rest of your days here, is it? Can't say I blame you - it's a glass-half-full kind of world, even if there'll be wars and turmoil up ahead, and you can spend time with your friends. Settle down, start a family, that sort of thing. Maybe Curtis really will become the President of the United States. Farewell, Jumper.

"A Pig's Gotta Fly." - It had to come to this, didn't it? You're leaving, for another world, another sortie, another story to tell. The travelling hero. I hope you've learned something here, and made an impact for the better. Until next time. Who knows what the next world might hold? Your journey continues…



Notes

EYouchen/MadaMada/Eli Jump #18. Mada Mada Plus Ultra. Made for the September 2023 Monthly Jump Challenge. This, too, is a bit of a tribute to astrangeplaytomake's jumps, but I've implemented a bit more of my way of Jumpmaking into it. I cut it really close with it - it was almost October - but in some part of the world, it was still September.

On the Pirate capstone - it's more based on Curtis than the actual pirates, who are mostly minor characters.

This was initially going to be a location but was scrapped.

> **Milan, Italy**
> The second-most populated city in Italy, right after Rome. Featuring luscious food, soft beds, and beautiful women. It's got a lot to check out, from the Galleria Vittorio Emanuele II to the Columns of Lorenzo. But unless you're looking to see the sights, that's not important. What *is* important is that Porco's longtime mechanic, Piccolo, is based out of here. Just don't get on the bad side of the secret police…



Q: Is Marco's last name Pagot or Rossolini?
A: I believe it's Pagot in the original Japanese film and Rossolini in the English dub.

Credits:

- EYouchen/MadaMada/Eli, the Jumpmaker. Me.
- QafianSage and Poscidion, who were my sounding board while I made this. I usually like to refer to them as the Jump-Elector Counts.

Changelog:

- First made on September 13th, 2023.
- 1.0 published on September 30th, 2023.

Location Categories:

Total: 18

- Not Earth: 5 - Peter Nimble, Sophie Quire, Thor: Love and Thunder, Warhammer Fantasy: Empire of Man, Behind the Bookcase
- Earth, Unspecified: 3 - Toaster Dude, Giving Tree, Fire Punch
- Earth, Global: 4 - DCeased, Arthur Christmas, Superman: The Last God of Krypton, Roverandom
- Earth, Specific: 5
    - Canada: 1 - The Troop
    - The UK: 1 - Rise from Ashes
    - Japan: 1 - My Dress-Up Darling
    - The US: 2 - The Amazing Spider-Man, Raw Deal
    - Italy: 1 - Porco Rosso