



Disney · PIXAR  
**RATATOUILLE**





# Ratatouille

A Jumpchain CYOA by WoL\_Anon

Ver. 1.0

*Although each of the world's countries would like to dispute this fact, we French know the truth: The best food in the world is made in France. The best food in France is made in Paris. And the best food in Paris, some say, is made by Chef Auguste Gusteau. Gusteau's restaurant is the toast of Paris, booked five months in advance. And his dazzling ascent to the top of fine French cuisine has made his competitors envious. He is the youngest chef ever to achieve a five-star rating. Chef Gusteau's cookbook, *Anyone Can Cook!*, climbed to the top of the bestseller list. But not everyone celebrates its success.*

*Anton Ego: Amusing title, *Anyone Can Cook!* What's even more amusing is that Gusteau actually seems to believe it. I, on the other hand, take cooking seriously. And, no, I don't think anyone can do it.*

*-a television report on Auguste Gusteau*

You arrive in this world the day Remy first sniffs out poison for his family. You will be staying here for the next six months.

**You have 1000 choice points (cp) to spend.**

## **-Age and Gender-**

You may choose any age you would like for free, as long as it makes sense and does not provide you with any additional advantages you have not purchased.

Your gender remains the same, but you can pay 50cp to change it if you wish.

## **-Species-**

You can choose to be either a human or a rat. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will.

### **[Free] Human**

You are a human, the dominant species on the planet. Nothing more needs to be said.

### **[Free/+200cp] Rat**

*Choosing this species may give you an additional 200cp to spend, as explained below.*

You are a rat. In this world, rats are capable of walking upright on their hind legs (but typically choose not to), are roughly as intelligent as humans, can understand human speech, and can talk amongst each other as humans do.

If you'd like to gain an additional 200cp, you can choose to remove your ability to alt-form switch or blend, or employ any shape changing powers on yourself for the duration of the jump.

### **-Background-**

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

If you took the Jumper History toggle, you may use your actions in other jumps you are applying to this one to help determine your background.

### **-Location-**

You may choose to begin anywhere within Paris, or its surrounding countryside, so long as it makes sense and does not provide you with any additional advantages you have not purchased.

### **-Perks-**

You may choose 2 100cp perks, 2 200cp perks, 2 400cp perks, and 1 600cp perk to be discounted. Discounted 100cp perks are free, and all other discounts are 50% off. For perks you may purchase multiple times, any discount applied only counts for the first purchase.

### **[100cp] Eat Your Garbage**

Being a picky eater isn't always going to work out, especially if you are a rat.

Thanks to this perk, you'll find that you'll be able to stomach eating gross food, and even garbage. This won't make eating such food any better for you, but beggars can't be choosers. On the other hand, this perk will ensure that eating such food will not mess with your existing palate, allowing you to still enjoy high-class cuisine just the same.

**[100cp] *Each flavor was totally unique.***

By closing your eyes and focusing as you taste something, you will be able to also experience this taste visually and as sound. The greater your sense of taste, the greater the clarity you will have with these sense.

Now you can enjoy food in an entirely new way!

**[100cp] *Don't look at me like that!***

You are quite good at conveying emotions with a look. You can even do so in forms that wouldn't easily display emotions, and can convey emotions that can be picked up by completely different species.

If you are a rat planning on working with humans, this perk is sure to come in handy.

**[100cp] *We need someone to wait tables.***

Restaurants need more than master chefs to operate.

You are now an expert at waiting tables. You are comfortable balancing many plates on your body, and have an easy time remembering orders. You are also quite skilled at roller skating, and can effectively integrate it into your waiting, allowing to pull off your job faster, and with style.

**[200cp] No Match for Wishful Thinking**

The mind is capable of some wild things.

You are highly imaginative. Beyond this, you can create imaginary personas of others within your mind, that can appear either as a small floating "ghost", or by using other representations of themselves, such as drawings or cutouts.

The personas created in this way are surprisingly accurate to the character or person they are intended to represent. Should a representation of a persona be "gimmicked" in some way (such as being a caricature of another country), the persona will temporarily adjust to reflect that gimmick while it is acting through that medium.

It is important to remember that these personas are not real. They cannot interact with the world around them, they cannot be seen or heard by anyone but you, and they do not possess knowledge that you do not have. Still, if you are the sort of person that would benefit from someone floating over your shoulder as a "conscience", you may appreciate this perk.

**[200cp] Lightning-y!**

You have obtained a strange protection against accidental and incidental electric attacks.

From now on, you can never be seriously harmed or killed by electricity that was not deliberately aimed at you by another. Why, you could even be struck by lightning, and suffer no more than a momentary daze and some singed fur!

### **[200cp] You Cannot Be Mommy!**

Restaurant cooking is an entirely different beast to home cooking. Fortunately, it is a beast you are now well prepared for.

Now, you are able to work well under pressure and at a fast pace. You have a good understanding of chef etiquette; you know how to keep your workspace clean, and how to minimise cuts and burns. You are also good at remembering recipes, helping you follow them more closely.

### **[200cp] I Will Kill You!**

There are many schools of thought when it comes to instruction. For you though, it seems that a little tough love might be the best approach.

From now on, you will find that teaching others in a harsh or threatening manner produces greater results than it otherwise would, and that those who teach in such a manner are much more mentally resilient to such methods than they would usually be. Finally, so long as you are genuinely trying to teach someone in this manner, they will not hold any harshness or threats against you as a person, even if your teaching is unsuccessful.

### **[400cp] Little Chef**

You have a remarkable sense of taste and smell, it seems.

Your sense of smell allows you to identify many ingredients before you even taste them, and can even pick up some kinds of poison, allowing you to better protect yourself and your family.

Your sense of taste is also incredibly impressive. Not only can you identify ingredients, but you can intuit ways in which ingredients can be best used together. With a modicum of practice, you could turn peasant dishes into five-star meals, or fix recipes that even high-class chefs struggle with. Who knows, you may well end up as France's finest chef!

### **[400cp] Rat Race**

You are incredibly agile, able to move quickly and make impressive jumps. Combined with an ability to react quickly to changing environments, you have just what you need to move through urban environments at high speed – very helpful should you ever have to escape from a paranoid chef on a moped.

Additionally, while you are mobile, you have a great boost in luck when it comes to avoiding danger, such as dodging shotgun blasts, or escaping from an oven before it can be closed on you.

### **[400cp] Friend Finder**

Often times, who you know is a lot more important than what you know. This perk is for those who appreciate this.

From now on, you have a strange sort of luck that leads you to meeting people that can be useful to you, and putting you in a good position to befriend them. For example, if you were in over your head at a new job, you would soon have the opportunity to get to know someone who can take you under their wing and teach you what you need to know, or someone who may be willing to do the work for you. In another example, a rat with this perk may find a human willing to be used as a “puppet” for mutual gain.

This perk does not guarantee friendships to form, nor does it prevent them from fraying; you’ll have to put in the proper effort and not take your new friends for granted if you wish to properly establish and maintain these relationships. This will not create people wholesale; it only arranges things to direct you to others that already exist.

### **[400cp] Egotist**

Restaurants live and die on the word of the foremost critics. With this perk, you’ll have what it takes to make and break them yourself.

You are an excellent writer, and are very good at finding the words to describe complex feelings or tastes. Perhaps more importantly, as you spend time critiquing a given field, you will have your reputation within that field grow at a rapid pace. Before long, barring external factors, you’ll have others within that field bending over backwards in order to impress you and earn a favourable review. Unfortunately, this perk does nothing to prevent large hits to your credibility that might occur, such as if you were to recommend an establishment that is found to have a rat infestation.

### **[600cp] Puppet-Controlling Guy**

You have stumbled across a strange power, which allows you to control others by pulling on hair on the top of their head.

This power isn’t limited to humans, but does require the target have the appropriate hair. There is a bit of a learning curve to using this power correctly, but at its peak you will be able to move your targets’ bodies in all kinds of ways, potentially using them with greater skill than the target could themselves. While you can use this power at any size, you will likely find it much easier if you are significantly smaller than your target, so you can sit or stand on their head, and thus aren’t wildly swung about as the target turns.

### **[600cp] I’m Not Your Puppet**

Don’t like the idea of having your body hijacked by a rodent? This is the perk for you!

From now on, you are immune to powers or techniques that allow someone to manipulate or control your body against your will. This immunity does not protect against powers that control your mind or alter your mental state, nor does it prevent your body being physically moved in a normal manner (i.e. someone pushing you over).

Of course, there may be times where it can be beneficial to allow someone to control your body for you. In these cases, you can selectively allow these kinds of powers to work; however, you will always be able to cancel out of these powers, and can only be moved in ways you approve of.

### **-Items-**

You may choose 1 50cp or 100cp item, 1 200cp item, 1 400cp item, and 1 600cp item to be discounted. Discounted 50cp or 100cp items are free, and all other discounts are 50% off. You may purchase items multiple times, but any discount only applies to the first purchase. Discounts do not stack.

Should you already possess any similar items to the ones you purchase here, you may import these items, giving them any advantages the purchases they are imported into offer, unless the item in question states otherwise.

#### **[50cp] Film**

A copy of Ratatouille and Your Friend the Rat, on your preferred form of physical media. This Pixar picture and its supplemental piece are now yours to keep.

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

#### **[50cp] Anyone Can Cook!**

A signed copy of Chef Auguste Gusteau's cookbook, Anyone Can Cook! It is a good place for any prospective chef to start their culinary journey.

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

#### **[50cp] Bicycle**

Need to get around Paris? This well-made, but otherwise ordinary bicycle may be just what you are looking for.

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

#### **[50cp] Cutouts**

A collection of person-sized cardboard cutouts. Each of the cutouts features a representation of you, as a stereotype of various nationalities, in order to promote different kinds of cuisine. Perhaps you'll use these designs to market products, or maybe you'll just keep them around as a fun novelty?

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

### **[100cp] Ratatouille, Remy Style**

Can't get enough of Little Chef's cooking? Want to take a piece of it with you? Who could blame you?

Whenever you like, you can retrieve a freshly prepared serving of ratatouille, as if it had only just been cooked and plated by Remy. You can do this at any time, no matter how improbable that might be.

### **[100cp] Motorbike**

Is an ordinary bike not fast enough for you?

This brand-new motorbike is all yours. It never seems to run out of fuel, and general upkeep is not necessary, allowing you to drive it around just about anywhere. It also comes with a free helmet – safety first!

Should either the bike or helmet be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

### **[200cp] Your Clan**

This swarm of rats, on par with Remy's family, has decided to join up with you. If you are a human, they have found some reason to trust you. If you are a rat, they consider you part of the family.

Like the other rats in this setting, they are intelligent and capable of communicating with each other, and can even understand human speech as well. Your clan are completely loyal to you, and while they don't possess any particular skills, they will happily follow your orders.

The rats provided by this item count as followers. Should anything unfortunate happen to one of them, a replacement will show up at the start of the following week.

### **[200cp] Rat Killer's Dream**

A collection of items for those who take killing rats seriously.

First, you have a number of rat traps and rat cages, allowing you to set and forget. Next, you have a shotgun and a healthy supply of ammunition, to blast those pests away. Finally, you have a gas mask and rat spray, for when the shotgun simply isn't enough.

Your supply of shotgun ammunition and rat spray will be replenished at the start of each week. Should one of the other items be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

### **[400cp] La Jumpchain**

You have acquired your own cozy bistro!

The bistro has a replenishing supply of high-quality ingredients; no need to bribe suppliers for the best stock! It comes with a couple of human employees, who count as followers. Optionally, the



bistro may be designed with rats in mind, adding an eating area in the attic for rat customers, and special pathways in the kitchen to accommodate a rat chef.

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

Should the bistro be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

### **[400cp] Luxury Apartment**

This luxurious apartment is proof that you've made it.

The apartment has plenty of space, and a wonderful view of Paris, including the Eiffel Tower. Post-jump, a special toggle will be added to the windows so that that you can experience this special view whenever you like (though you won't actually be able to visit the Paris that is being displayed).

All bills associated with the apartment will automatically be taken care of, with no effort on your part. It will retain any upgrades it has been given.

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

Should the apartment be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

### **[600cp] Jumper's**

This high-class restaurant has come under your ownership.

The restaurant has a replenishing supply of high-quality ingredients; no need to bribe suppliers for the best stock! It comes with a large number of human employees, who can run the restaurant for you, and count as followers. Optionally, the restaurant may be designed with rats in mind, adding an eating area in the attic for rat customers, and special pathways in the kitchen to accommodate a rat chef.

To start with, your restaurant has a three-star rating, but it is possible for you to raise this rating if you put the effort in. This star rating and general reputation will carry over into future settings where possible, if put out in the world, though specifics around its reputation may change to reflect the setting in question. Should you be more money-minded, there may be opportunities for you to "sell-out", and capitalise on the branding of your restaurant in order to earn money via mass-market products, though this may impact the reputation of your restaurant.

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

Should the restaurant be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

### **[600cp] Mysterious Letter**

A strange envelope. Inside, you will find evidence that you are a legitimate heir to some kind of large fortune or business.

In each future world you visit, you will receive a new letter that reflects the current setting. The evidence provided will be airtight, even if you Dropped In to the setting in question, with no actual background. You will never be entitled to a fortune or business more valuable than Gusteau's as it is after the passing of Gusteau.

Should any letter provided by this item be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

## **-Companions-**

### **[50cp per.] Import**

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

### **[50cp per.] Create**

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

### **[50cp per.] Recruit**

For 50cp each, you may take any named character appearing in Ratatouille along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a 'slot', so you can ask around and find another character to journey with if you would like.

## **-Drawbacks-**

You may gain up to **600cp** in drawbacks, but may take as many drawbacks as you like.

### **[0cp] Jumper History**

Using this toggle, you can import the events of any settings that have a demonstrated shared continuity with Ratatouille, that you have previously visited. Inconsistencies between these settings may be smoothed out in a manner of your preference, but attempts to use this toggle to interact with prior versions of either yourself or companions will fail.

### **[0cp] Extended Stay**

Taking this toggle will extend your stay in this world up to a total of ten years. Before taking it, it might be a good idea to be sure you can actually live that long, particularly if you are choosing to be a rat.

### **[+100cp] Awkward**

No matter what you do, you can't help but be incredibly awkward in both your speech and mannerism. Hopefully you don't embarrass yourself too much.

### **[+100cp] Not An Idiot**

You are quite bad at holding your liquor. As a result, you will get drunk very quickly, and will be exhausted the following morning if you imbibe to such a point.

It might be wise to abstain from drinking, even if it means you miss out on that wonderful French wine.

### **[+100cp] Overweight**

You are morbidly obese, and won't be able to shed this extra weight by any means for the entirety of your stay here.

This extra weight comes with a greatly increased appetite. This will compel you to eat often, even in situations where you need to be quiet or still. It will take great self-control for you to resist this compulsion.

### **[+200cp] Loss of Likeness**

You have given away all rights to your likeness in exchange for some extra points. You will not receive any money for this transaction, and will not be able to regain these rights during this jump.

In addition to losing out to a potential source of revenue, you'll have to put up with your likeness being used in tacky and embarrassing ways to earn someone else a quick buck. Try not to be too bothered by it!

#### **[+200cp] Paranoid Problem**

There's a human in this world who is out to get you. Highly paranoid, they will do their utmost to discover your secrets, and either expose them or exploit them for their own benefit. Whilst they won't plan to kill you outright, they aren't above keeping you prisoner if that means they can best take advantage of you.

This individual cannot be persuaded away from this behaviour. Should they be killed or permanently incapacitated, a new individual will appear after about a week.

#### **[+200cp] Rat Hatred**

You have a deep-seated, irrational hatred for rats. Should you encounter one, you will feel compelled to kill it at any cost, even if it meant destroying your residence with shotgun blasts.

Fortunately, if you are a rat yourself, you will not experience self-hatred or a desire to self-harm.

#### **[+300cp] *The world we live in belongs to the enemy.***

For the duration of your stay, all humans you encounter will be immediately hostile towards you, and will go to great lengths to kill you. This will occur regardless of the form you take.

This is such an extreme reaction that someone would pull out a shotgun and destroy much of their own residence if it meant killing you, without stopping to think about it. Live carefully, Jumper.

#### **[+300cp] Your Friend the Plague**

Oh dear. It appears the Black Death has somehow reared its ugly head again. This plague will be a serious threat to rats and humans alike, and will persist in some form for the entirety of your stay.

Are you sure you want to take this?

#### **[+300cp] *And the truth is, I have no talent at all.***

Taking this drawback will mean that for the duration of the jump, you and your companions lose access to all out of jump perks and powers, outside of your Body Mod.

In a relatively mundane world such as this, it shouldn't be too much of a problem, right?

### **-Ending-**

You have reached the end of your stay here. All of your drawbacks are hereby revoked. Any background memories you have acquired no longer have any influence over your behaviour.

Choose one of the following three options:

**Another Bite:** You choose to remain in this world. Your chain ends here.

**Another Course:** You choose to continue your chain. Proceed to the next jump.

**Head Home:** You choose to return to your original world. Your chain ends here.



## **-Notes-**

Thank you to everyone who assisted in making this jump.

### **On Puppet-Controlling Guy:**

This power works by piloting the body directly. It does not control the mind, or allow you to access or edit a person's thoughts or feelings. A person that is awake while being controlled will be aware of what is going on around them, but the power can be used on a sleeping target as well. An ordinary person that is awake can resist or fight against the control to a limited degree; being shaken off is also possible. This power does not bypass protections that would prevent it from working.

There is a bit of a learning curve to using this ability, as explained in the perk. It is possible that different people or different species may have slightly different 'controls' which require some time to learn. Obviously, without hair on their head, there is no way to use this ability on a target.

### **So, what exactly happens here, anyway?**

Remy, a rat, lives in the attic of a French home. Unlike the other rats, Remy has an impressive sense of smell and taste, and is driven to cook and experiment with flavour. He butts heads with his father, the clan leader, who puts his talent to use smelling out poison and insists Remy stay away from humans. Against his wishes, Remy regularly sneaks into the house's kitchen, and is inspired by seeing clips of famous chef Auguste Gusteau on television, and reading his book.

One day Remy takes his brother Emile into the kitchen. He learns on the television that Gusteau's restaurant lost a star after a scathing review from food critic Anton Ego, and lost another star after Gusteau passed away shortly afterward. Remy is spotted by the house's owner, and in her efforts to shoot the rats discovers the whole clan, which is forced to flee from the house. Remy elects to take Gusteau's book, but the delay causes him to be separated from the rest of his clan, and he travels down through the sewers separately from them.

While drying the book off, Remy starts to see an imaginary Gusteau, who encourages him to check things on the surface. Remy finds that he is in Paris, and not far from Gusteau's restaurant. Along the way, the imaginary Gusteau stops Remy from stealing food, saying a chef makes, and a thief takes.

At Gusteau's, Alfredo Linguini, the son of Gusteau's now deceased ex-flame, shows up looking for a job, and is made a garbage boy. Remy watches the kitchen from outside the window, identifying the various roles using his culinary knowledge. He sees Remy spill some soup, and attempt to fix it by throwing random ingredients in. Remy accidentally falls through the window into the restaurant, but chooses to fix the soup instead of escaping. Linguini spots Remy fixing the soup, but before he can do anything Chef Skinner, the head chef of Gusteau's, catches Linguini with a ladle. The soup leaves the kitchen before Skinner can stop it, and it reaches the table to of a top food critic. The critic loves the soup. Skinner wants to fire Linguini, but Colette Tatou, the restaurant's only female chef, convinces him not to, saying that it would be an insult to the critic, and would go against Gusteau's motto: "Anyone Can Cook". Skinner agrees, but informs Linguini that he must recreate the soup he stumbled into. He spots Remy, who is soon caught by Linguini. Skinner tells Linguini to take the rat far away and kill it.

Linguini takes Remy away, but can't bring himself to kill him. He soon realises that Remy is able to understand him. They come to an agreement where Remy will do the cooking using Linguini as a human proxy.

The first day doesn't go well, with Remy biting Linguini to get him to move. Linguini complains to Remy in the food storage. Skinner momentarily sees Remy, but Linguini manages to hide him under his hat without Skinner realising. Later, when Linguini nearly runs into something, Remy realises that he can control Linguini by pulling on his hair. The pair practice this at Linguini's apartment, until Remy can properly control him.

Remy is able to replicate the soup, keeping Linguini's job. Colette starts training Linguini (and Remy, unknowingly), and Linguini is smitten with her right away. Meanwhile, Skinner finally reads a letter from Linguini's mother. It explains that Linguini is actually the son of Gusteau, and that neither he nor Gusteau know. It asks Skinner to tell Linguini, but he elects to call his lawyer. Gusteau's will says that if no heir appears within two years of his passing his estate passes to Skinner, and only a month remains before that time. Skinner's lawyer suggests not to panic, and to test Linguini's DNA without him knowing. Skinner, paranoid, thinks Linguini knows more than he is letting on. Later, he gets another glimpse of Remy.

One night a customer asks for something new, and Skinner decides to instruct Linguini to cook a failed Gusteau dish. Colette wants him to follow the recipe, but Remy improvises and manages to create a successful dish. Skinner sees a shadow of Remy in Linguini's hat, but Linguini puts Remy outside before Skinner can steal his hat. Skinner gets Linguini drunk in order to gain information, but gets nothing from it. He leaves Linguini to clean up the entire kitchen before the restaurant opens the next day. Meanwhile, Remy finds Emile. Remy steals some food for Emile (despite the protests of the imaginary Gusteau), and then goes back to see his dad. He argues with his dad over how rats should act, and is taken to see a bunch of dead rats put on display at a store selling pest killing products. Remy says that things don't have to always be like this, and chooses to not go back to the colony with his dad.

Anton Ego is informed that Gusteau's is popular again, and is furious.

Remy arrives the next morning to find that Linguini has passed out. He starts controlling him, and puts sunglasses on him so Linguini being asleep is not noticed. Unfortunately, Colette arrives, and takes his silence as rudeness; she thinks that he learned all he could from her, then discarded her afterwards. A slap from her wakes him up, and he rushes after her to fix the problem. He struggles to explain that he is talentless and is told what to do by a rat, and Remy forces him to kiss Colette in order to keep himself secret. Colette returns the kiss, and the two start dating.

Remy encounters Emile and a group of his friends outside the restaurant, and reluctantly agrees to steal food for them. In order to do so, he needs to take the key from the office, and while looking for the key, he finds Gusteau's will, as well as the evidence that Linguini is his heir. Skinner comes in just at that moment, but after a lengthy chase Remy is able to escape and provide the information to Linguini, who takes over the restaurant.

Remy grows frustrated with Linguini, who becomes cockier and assigns much of his success to Colette. During an interview, Anton Ego appears, and openly challenges him, saying he will show up at the restaurant the following night. Afterwards, Remy and Linguini argue, and Linguini leaves him outside to cool off. Skinner notices this and realises that the rat is the cook. Upset, Remy decides to invite his dad and the entire clan to raid the restaurant. Linguini arrives, and starts to apologise to Remy for his attitude, but notices the other rats and chases them all out.

The next day, Remy is watching through the window when Emile comes to talk to him. Emile is nearly caught in a trap; Remy saves Emile but is caught instead. This was Skinner's trap, who tells Remy the new arrangement will be to help him get rich with new dishes in exchange for not getting killed. Meanwhile, Linguini does not know what to do and runs into his office to avoid the pressure.

In the trap, Remy talks to the imaginary Gusteau, telling him that he doesn't need him because he knows who he is. The imaginary Gusteau agrees, and vanishes for good. Remy is rescued by his family, and chooses to return to the restaurant against their advice. The staff see Remy and plan to kill him but Linguini comes out and stops them. He explains that Remy is actually behind everything and asks the staff to trust them. Unfortunately the staff choose to leave, including Colette.

Remy's family arrives. His father admits he was wrong, and offers to help – the rats can't cook like Remy, but they can follow directions. Just then, a health inspector arrives, and Remy has the rats tie him up. Driving away, Colette sees the *Anyone Can Cook!* book, and chooses to return to the restaurant and help out. Remy cooks ratatouille, and Linguini waits the tables. Ratatouille is presented to the customers. On tasting it, Anton is reminded of his childhood and loves the dish. Skinner, in disguise, is also present. After tasting it he bursts into the kitchen, demanding to know what is going on, and is tied up by the rats. Anton gives his compliments to Linguini, but Linguini tells him he is not the cook. After the other customers leave, Linguini shows him Remy and explains the situation. The following day, Anton puts out a review which protects Remy's identity, but praises him as the finest chef in France.

Unfortunately, Gusteau's is closed shortly after due to health code violations, as Skinner and the health inspector has to be released eventually. Anton Ego loses his credibility and job as a result, but invests his money in order to help Remy, Linguini and Colette open a bistro named La Ratatouille. Remy's family live in the attic and eat well.

## **-Changelog-**

0.1

Created the jump.

1.0

(i) Added two new drawbacks: **Extended Stay & Your Friend the Plague**. (ii) Added a new note: **On Puppet-Controlling Guy**.