



**It's The Muppet Show, with our very special guest, the Jumper!
Yaaaaaaaay!**





It's time to play the music

It's time to light the lights

It's time to meet the Muppets on the Muppet Show tonight!



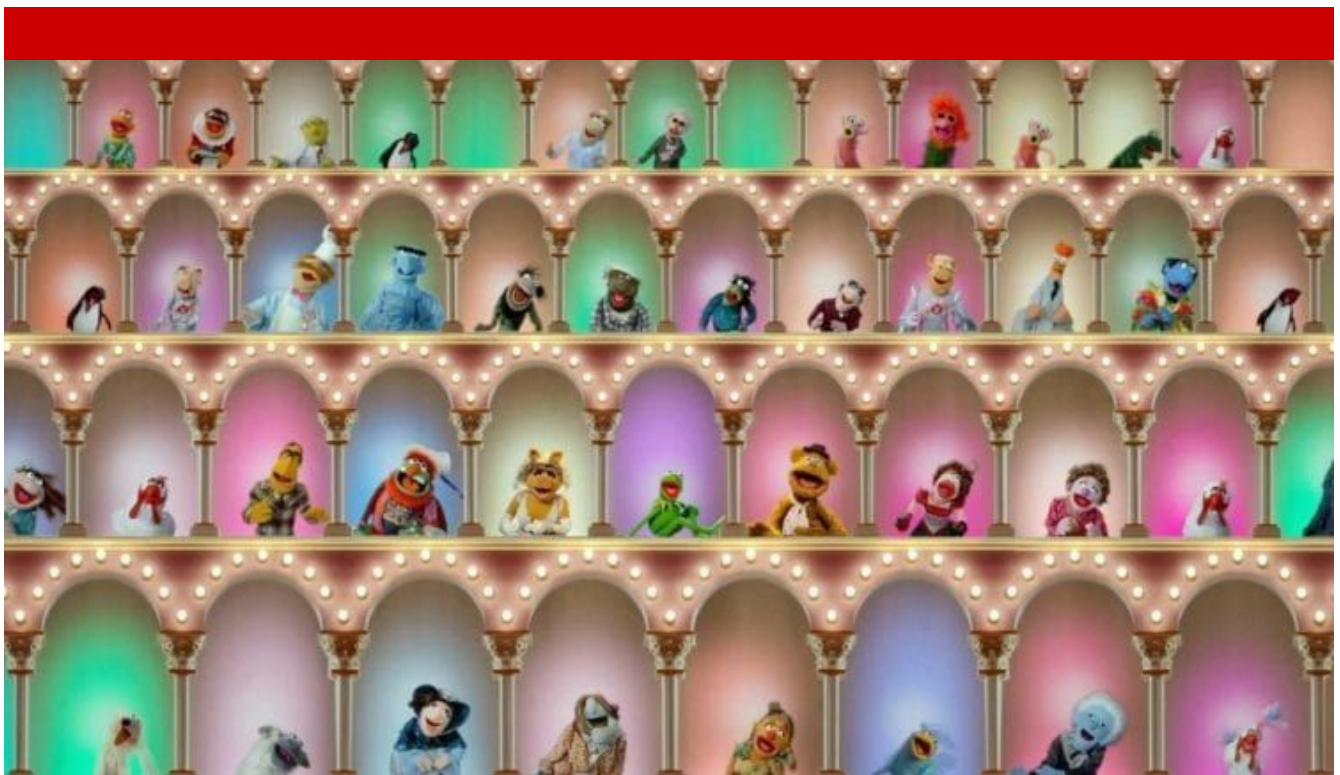
It's time to put on makeup

It's time to dress up right

It's time to raise the curtains on the Muppet Show tonight!



"If they're the Jumper, can we be the Skippers and skip this one?"



It's time to get things started

On the most sensational

Inspirational

Celebrational

Muppetational

This is what we call the Muppet Show!



HWONNNNNNK!



"Huh, almost got it that time."

Welcome, friends, to the long running live variety program known as The Muppet Show! Here, the cast seeks to entertain, the crew seeks to keep the show running with as few bumps as they can, the special guest tries to keep their sanity through it all, and a couple of hecklers in the balcony try to make their own fun.

Now, believe it or not, you're here as a favor. There was a minor mishap in rehearsal and, well, the show is going to be short some folks tonight. Not to worry, this is The Muppet Show; things never go to plan!

...I swear, that was more comforting in my head.

Anyway, you're here to fill in. One show, end to end, just a single night from curtain to credits. What could possibly go wrong? On that note, please take +1000 CP and make smart purchases. You'll need it.

Age & Gender:

Why would you think those matter to the Muppets? They don't even care if you've got flesh or felt! Pick whatever works for you.

Location:

This will be nice and easy; welcome to The Muppet Theatre! Owned by Mr. J.P. Grosse and located in London, this lovely historic theatre... certainly exists! Okay, full disclosure, years of abuse to this place before and certainly since it began hosting The Muppet Show have left it two nails shy of a deathtrap. When it holds up it's end of the bargain it's a gorgeous theatre with amazing acoustics, a robust backstage, and some lovely balcony seating to boot. When it doesn't... just watch your step.

Roles:

Why do you get a pick of roles to fill? That rehearsal went *really* badly, Jumper. Pick whatever suits your fancy.

The Cast

Okay, you'll be an orderly in Veterinarian's Hospital, assisting in Muppet Labs, a background extra for Pigs in Space, and we'll also need you on as a background dancer for the Special Guest's big number. And if we can find a few more spots, we'll fit you in. You're the front of the house performer, and you'll be wearing a hell of a lot of hats.

The Crew

Fozzie needs someone to try out new jokes with, the green room ran out of paint so someone taped a bunch of grass to the walls and it's starting to smell, Miss Piggy refuses to go out there unless she gets top billing even for the acts she isn't in, and Scooter's Uncle evidently sent word that there better be a rubber chicken in at least one skit tonight... or else. You're a member of The Crew, keeping the wheels greased and turning. Remember; the show must go on. No matter how impossible that might feel at times...

The Special Guest

Lucky you, you're the beating heart of this episode! I certainly hope you've got a good reason to be. Expect to be pulled into some sort of performance or three, dealing with back of the house insanity as well as front of the house mayhem and heckling. If you're male, expect Miss Piggy to hit on you. If you're female, expect her to get jealous.

The Heckler

No, don't worry, Statler and Waldorf are perfectly fine. They dodged that anvil from The Rehearsal Incident like champs. We just figure a show going this badly in the lead up even for The Muppet Show could use an extra hand. Remember the golden rule; if you're more amusing than the act you're mocking, you're winning!

Perks:

Make the most of your skills and abilities here; this can be a pretty demanding show. You get the 100 CP Perk associated with your Role free, and all others associated with it for a 50% discount.

General:

Bounce Back (Free/200 CP): Given how dangerous this show can be, you'd think there'd be a lot more hospitalizations or worse. But c'mon, this is the Muppets! You could be blown up, devoured, dropped through three different trap doors, and still be back for next week's show. For the duration of this Jump, while you can still get injured and certainly get hurt or humiliated, you can't suffer any serious or fatal injuries. Be warned, this Perk seems to act like a magnet for slapstick disasters, and may bypass any other protections you have if the result would be funny to the audience. If you don't mind taking a hit to your mystique in exchange for greater survivability (or just value the art of playing the clown), you can take a version of this with you that can be invoked for 24 hours once per Jump (or ten years, whichever comes first) for 200 CP.

The Cast:

The Frog Of A Thousand Faces (100 CP): You're a theatrical jack of all trades; you've got a smattering of skills in everything from dance to singing to dramatic and comedic acting. You even have a handful of talent in the use of musical instruments and (fates protect you) just enough knowledge of lab work to help if Dr. Honeydew needs it. This alone wouldn't be enough to take a starring role in anything, but it'd suffice to fill in most anywhere that needs a body on stage.

Just Roll With It (200 CP): Kermit has been replaced by a chicken, a table just ate the reporter, and you're pretty sure you just saw a dozen Beaker clones chasing the Guest Star down the hall. Just another day at the Theatre, you know? You've got an unflappable dedication to getting the show done, and nothing short of cosmic events is going to prevent you from hitting your mark and doing your part. You'll never need to worry about forgetting your lines, and you can even incorporate the shenanigans going on into the act as easily as if it had been the plan all along.

Halfway Down The Stairs (400 CP): When it means something to you, it means something to the audience. The more you care about your performance and what meaning it has to you, the better and more impactful it will be to those who experience it. Handle this right and you could make a song about being green or rainbows generationally impactful.

HI-YAH! (600 CP): Sometimes, all the finesse in the world won't fix the problem. But this is the Muppet Show; we don't solve things with fatal violence. We solve them with hilarious violence! The more absurd the solution, the more effective. Why do you think the scariest and most powerful thing in the whole show is a diva pig delivering a karate chop? There might be an upper ceiling on what kinds of problems you can solve with this, but if you keep it absurd and funny enough you certainly won't encounter it here.

The Crew:

Fifteen Seconds To Curtain! (100 CP): What's the most important thing in both comedy and stage management? Timing! You've got a perfect sense of it in every fashion, able to

juggle hundreds of time schedules in your head at once to keep you and everyone/thing else paced perfectly. And whenever something goes wrong or unexpectedly not to plan, you can adjust them all on the fly with an accurate mental estimate of how much time will be needed to fix the problem. This skill would make you an able logistician or military field commander... around here, it's roughly a third of what you'll need just to pull off one Show with minimal issues.

Propmaster (200 CP): Build the set! Strike the set! Now strike a bongo! Strike ten bongos, with a bonobo, while standing on a barrel wearing a bowler hat! Say, that'd make for a great act... but to pull it off, you'd need someone who is an expert carpenter, a wizard with lighting, a talented seamstress, and the sort who could kit-bash a stage version of just about anything in short order and with minimal supplies and tools. In short, they're going to need you.

Fulcrum of Sanity (400 CP): You want to know one of the main reasons Kermit always seems to be at the center of the productions the Muppets put on? Because without some degree of stability at their beating heart, the chaos they live 24/7 would make it impossible to accomplish anything. You now have a similar skill; when you're in charge, things just work smoother. This won't make it so there is never any issues, but the closer in proximity you are to them, the more they start to work out. Using this carefully could get rivals to put aside their hatred for a common goal, divas to temper their egos, and bring just enough sense and sensibility to proceedings to get a show from opening number to finale.

My Uncle Likes That Idea (600 CP): Sometimes, you just need to go over everyone's heads... or at least claim to. Once a Jump (or ten years, whichever comes first) you can invoke the spirit of

someone in authority to get everyone involved to go along with you on something. So long as it isn't potentially fatal or would violate their deepest morality, everyone in earshot who would be subject to this individual's sphere of influence (say, a theatrical group operating out of a theatre the individual owns) will immediately clam up any counter-argument and go with what you want. Fair warning, if said individual is present, they can easily countermand this with little more than a "I never said that!", so make sure whatever unseen higher power you invoke stays unseen at least until it's too late.

The Special Guest:

A Talented Act (100 CP ea.): The Muppet Show doesn't invite folks on who don't have some excellent skills in their back pocket. From era-defining actors and singers to award-winning ballet dancers and gut-busting comedians, being in this Role means you've got something to provide to the show, and boy are you gonna need it. Each time you take this (with the first free for the associated Role), you gain world-class talent in some field appropriate for the Muppets to build a night's show around you.

What Can You Do? (200 CP): Fun fact; most Special Guests were asked what they'd like to do, giving them incredible latitude in what they presented. So long as it would entertain, they could go right on ahead with it, giving some a chance to demonstrate skills they normally never could, like actors getting to sing and dance. Now, so long as you technically fit the role you're supposed to be in, no one will bat an eye at how you fill it. Hired as a taxi driver, and you picked up your fares in a spaceship? You'll probably just get a nice tip and a good review for being so swift, and that'll be that.

They Fit Right In! (400 CP): You know, it's funny how no one ever seemed to really dwell on how the Muppets almost always had human guests. Aside from Angus McGonagle, but really, let's not count him. Everyone just got along and moved forward regardless of who or what they were. And now, around you, it'll be the same way. You could show up in a mundane city with two Space Marines, an Adult White Dragon, and a floating sentient ball of light, and the most that might happen is someone will ask if any of you know the time. This isn't an SEP field per say; everyone will know what they're looking at, and if it actually matters they'll bring it up, but only in so much as it applies in the moment ("Oh, I didn't know power armor had watches built in. Neat!").

Center Of Attention (600 CP): It isn't to say every show was built end to end around the Special Guests, but they certainly always made their presence felt. Now, in your sphere of influence, when you put in the effort you can really go. A drummer that can tire out Animal, a diva that can out-sing Miss Piggy, a source of hope and kindness that can not only surpass Kermit but even get Statler and Waldorf to smile and play along. Once a month, you can amplify one of your skills to such incredible heights that folks will still be talking about the performance you turned in decades later.

The Heckler:

Always Look On The Snarky Side (100 CP): Won't help if a Heckler gets too caught up in the show, or starts to think it's (gasp!) actually good. This gives you a Grouch-level skill to always find the sarcastic downside of whatever you're witnessing or involved in, while keeping your spirits up just as much as if it were equally good and uplifting. This will also help fuel your comments, since you'll have an insight into the best

jesters to make use of.

The Real Punchline (200 CP): For being such a bad comedian, Fozzie's stand-up routines would often pull the biggest laughs. Why? Because the real yuks would come from the follow-up jokes and heckles playing off his lines! You've got an incredible skill for following up the lines of others with pitch-perfect jokes. This has the dual effect of getting great laughs for half the effort and stepping all over the other guy's lines. Hey, if he wanted to get the laughs, maybe he should've brought better material.

A Very Good Year (400 CP): Been around a while, have you? Or do you just plan to be? An eventful life can give a good Heckler a lot to work with, but you'd need to remember it all to use it. Now, you can; you have a perfect memory, and the comedic timing needed to make the most of your myriad of experiences right when they'd be most useful. Sure, this could come in handy in more dire situations some day, but right now it just makes it a lot easier to poke fun at that bear's awful jokes!

One Of The Family (600 CP): It's easy to overlook this, but Statler and Waldorf aren't actually employed by Kermit and company. They're here, show after show, heckling and jesting of their own accord. But they're still part of the family, and on both sides of the divide there's plenty of evidence to prove that out. Regardless of how much you snark or jest, whatever jokes you pull or snide remarks you throw out there, you'll never risk accidentally hurting your standing with friends, family, business peers, or the like. Go full Heckler all you want, any time you want; you'll still be one of the family.

Items:

Everyone could use a solid prop or three! You get the 100 CP Item associated with your Role free, and all others associated with it for a 50% discount.

The Cast:

Signature Item (100 CP): A nice porkpie hat, a set of opera gloves or pearl earrings, a fashionable tie... there's something to be said for a piece of kit that no matter the show or scene will say 'There's my favorite!' When you wear your Signature Item, not only will folks easily notice it's you, but you'll find your theatrical skills get a certain boost. Even if you completely stink up the stage, this will provide a certain cushion of sympathy, so either way it'll be handy to have around.

Personal Spotlight (200 CP): Look... do you really want to trust the crew around here to nail your spot properly when it's time for your solo? Or to play the right scare chord on your dramatic line? This 'Tech In A Ball' can be affixed or removed from any spot, and afterwards it will provide light and audio as you see fit when you're within range of it. This will always uplift your performance, even if your own stage tech skills can be aptly described as lacking.

Star Nameplate (400 CP): Do not let Miss Piggy know you have this. Slapping this on any door will transform the interior into the perfect dressing room (complete with your chosen name on the star, now attached to said door). Inside will be makeup, costumes, body/hair care products, towels, mirrors and stools, bottles of water, and your favorite snacks. Any prep done for a show in here takes half the time and works twice as well, so if you use it to memorize a script it'll take only a quarter the time.

Handy if things have to change at the last minute, or you suddenly need to sub in for a skit you previously hadn't been in.

The Crew:

Tool Belt (100 CP): You'll never know what needs to be done. Or fixed. Or broken. It'd be almost impossible to preplan every tool you might need to handle all the issues around here, so why not leave that to us? The Tool Belt will generate whatever tool is needed for a job, including plenty of spare bits, screws and nuts and bolts, drill bits, glue, and the best duct tape in the business. All mundane, but high-end. Handy to keep this place running.

Typewriter & Scripts (200 CP): It's one matter to keep things from falling apart physically, but without skits and sketches to perform, that just gives you a Theatre. This Typewriter is directly tied to your inner creative spirit; working on it, even just by wildly flailing, will produce apt stage scripts to the fullest of your ability as if you'd taken days to write and rewrite them. Better yet, the thirty blank Scripts this comes with will automatically update to whatever your latest work on the Typewriter is, so one master copy becomes a whole theatrical company's scripts with ease. Slam out a handful of segments and wherever they are, your cast will get the results with (hopefully) plenty of time to practice.

The Broom of Beauregard (400 CP): Behold, the ultimate Muppet relic. The most glorious and powerful Item imaginable. The Broom of Beauregard can sweep and clean any mess. *Any mess.* Toxic spill? Sweep sweep, gone. Half the stage collapsed? Sweep sweep, the rubble is gone. Blue paint explosion coated the whole dang auditorium? Sweep sweep, bye bye blue. This will only work on what would be considered trash by all parties, mind, and can't effect living things for

hopefully obvious reasons. But with this mighty Item, no matter how badly a sketch ends, a little quick work and the show can go on without more than a few seconds' pause.

The Special Guest:

Iron-Clad Contract (100 CP): You work for the Frog? Funny, so do I. This Iron-Clad Contract outlines your terms of employment for the evening (or longer) and has been gone over by the finest legal experts in the land. In addition, you can apply three caveats or special rules to it; so long as they aren't asking for the impossible ('I demand the sun set at 2 PM') or inappropriate ('I require ten dancing girls and ownership of the Theatre'), these will be treated as fair and fine. Go get yourself that bowl of blue M&Ms and top billing, like you deserve. This Iron-Clad Contract will reset to neutral and can be reused once a Jump (or ten years, whichever comes first).

Stage Item Box (200 CP): Jumpers tend to accumulate a whole slew of glorious, powerful, and dangerous Items... and while some might make for handy props, let's be real, the Muppet Show doesn't need more things that are dangerous and can go wrong. This prop chest is the solution. Opening it, you can pull out stage-ready versions of any Item you possess. They'll look as cool, but are completely harmless. 'Radioactive' items just let off a pleasing green glow, swords couldn't cut soft butter, and the worst a railgun could do is make a fun burst of smoke and sound and bop their target with a non-damaging projectile. Might still send them flying into the cheap seats if that'd be funny, though.

Fine Print Clause (400 CP): You want me to do what?! Uh, hey, didn't you read my contract, I expressly have a clause that prevents that! Well, rather, said contract does now. This Item is

a floating retroactive paragraph, effectively giving you an opt-out in signed-off writing on dodging any single thing. It's explicitly specific and situational, so while it might get you out of Gonzo's latest idea for a real dynamite act, you can't extend it to dodge a later sketch where you act out a romantic duet with Miss Piggy. You can employ this Fine Print Clause once a year on any written document you and another party are held to, and this does include the Iron-Clad Contract if you own it.

The Heckler:

Box Seat Tickets (100 CP): To what? To anything! If a show has box seats, a balcony, or something equivalent, you can cash these tickets in for it. If it's part of a season or regular show, it'll even reserve the same box for you every time you come back. You can use this once per Jump (or ten years, whichever comes first) and it will attune to your pick, resetting to neutral afterwards to be used again and again.

Vaudeville Box (200 CP): Someone challenged you to do better? The fool! You never go anywhere without your costumes and props! This small box can be expanded to reveal a whole costume rack and props chest for a traditional vaudeville stage show, complete with juggling sticks, clown paint, matching hats and canes, the works! You know, if you gave this to the Muppets, it'd make their lives a lot easier... but where would the fun be in that?

Snack Pack (400 CP): These shows would be a lot easier to endure if you had a nice bite and something to drink while you watched. Now, you do! This super-lightweight nearly-indestructible courier bag works like a normal bag of its type, but once a day you can call upon it to generate a full snack set for up to eight people. Water bottles, soft drinks, bags of

popcorn (with extra butter if you want it!), candy boxes and bars, hot dogs... whatever you'd normally find at a semi-decent concession stand. Once a week, it'll instead generate a whole dang high end banquet for eight instead, better fit for an opera than a variety show. Mixed drinks, Caesar salads, oysters and prawns, roast chicken, and of course opera cakes. Feel free to class things up for your taste buds, even if the product on the stage remains tasteless and classless.

Companions:

Can't run a show solo, even if that would make things easier.

Now Hiring (50 CP/200 CP): Want to Import some of your Companions to come join you? Well, you should. Please. That Rehearsal really went badly. You can bring in any Companion to any Role, with 600 CP to use on Perks and Items, for 50 CP each, or eight for 200 CP.

Seat Fillers (Free): Got some Companions or Followers you'd love to have watch the show, but don't want to spend the CP to Import them normally? Here's a ton of tickets, as many as you want! Feel free to flood the Theatre with your friends and well-wishers. Why do we have so many tickets to spare? Did we mention That Rehearsal was open to the public? We should have mentioned that, sorry.

Road Show (50 CP ea.): Looking to bring a Muppet on the Chain? You can recruit any Muppet for 50 CP a pop, but be forewarned, they have to agree to it first. And a lot of these folks consider one another close as kin, so getting them to leave the Show might be tricky...

Guest Star (50 CP ea.): Maybe it's not just the Muppets you're eyeballing for new friends to bring along with you when you're done. Did a Special Guest from the Muppet Show's run catch your eyes? Same rules apply, but if they're willing, 50 CP will let you recruit them. Oddly, it seems you also can recruit a large number of talented puppeteers with various other skills using this option. They seem like an interesting bunch.

Drawbacks:

Wait, you want to make things *harder*? *Really*? Well, okay, it's your funeral. You can take as many Drawbacks as you want for the associated CP, with one caveat; you can only take one Situational Drawback. Trust me, this is us doing what we can to protect you from yourself.

UK Spot (+0/+100 CP): Fun fact; did you know there was an extra sketch for every UK episode? Well, looks like you're filming for that tonight too. Your show will be one sketch longer than normal. Doesn't sound like much, but that's one more chance for things to go wild. Not worth points normally, but if you're taking a Scenario, you'll get a whole 100 CP for it! Hope that's worth all the extra chaos...

Audition Night (+200 CP; Situational): Oops. Looks like Kermit didn't read his own schedule closely enough. Tonight isn't a normal night; it's a night of auditions, where new potential acts will get a chance to try out under the bright lights to see if any are worth bringing onboard. Why is this worth CP? Well, consider that every act on The Muppet Show already passed their auditions, and that means you'll be exposed to worse and more dangerous acts that haven't passed that test yet. Best of luck!

Cluck Bork Meep! (+200 CP): Your speech is very uniquely your own... in that no one else speaks like you and almost no one understands what you say on the face of it. Gesticulations and emotive emphasis can help, though, and at least Beaker and the Swedish Chef will be able to understand you and relate.

Did Somebody Say "Bang"? (+200 CP): You did. Or, you will. You just can't help it, saying the one word that summons Crazy Harry

and causes an explosion. It'll happen at least a handful of times, and while it won't bring the whole house down, it'll certainly be disruptive of whatever you were trying to do.

Cluckitis (+200 CP; Situational): There's a disease going around, a deeply insidious disease that when someone who has it sneezes turns them into... a chicken! Which, oddly, doesn't seem to have that major an impact on what they can or can't do. More of an inconvenience, and according to folks in the know it'll pass after just a few days, returning folks to normal. Not that it helps you much tonight.

Appalling! (+200 CP): Sam the Eagle is quite aware of your Jumpchain shenanigans, and he is appalled- appalled, I say! -at your lack of propriety and disturbing behavior! Even if you don't have any. Heck, especially if you don't have any! Expecting him to bother you about his sentiments, while trying to get your time reduced to make room for quality acts he favors, like Wanda and Wayne.

Piggy's Attentions (+300 CP): Perhaps accurately, Miss Piggy thinks you're going to upstage her tonight. And that's bad news for you. She'll do whatever she has in her power to sabotage you, and her machinations seem to have the powers of plot and comedy on her side, bypassing most if not all of your Perks in the process. Which also means a direct confrontation with her is likely to end with a martial arts cry and you being knocked into the box seats.

Closed For Fumigation (+300 CP; Situational): Well, I guess the city health inspectors finally caught up with the Theatre. It's closed tonight to be renovated and fumigated. But the show must go on! Er, somewhere. Last time this happened, they needed to host the show from a local train station, but where

you'll end up is anyone's guess. And if you think the Muppet Theatre has its issues, wait until you find out how hard it is to run this thing without even those limited facilities to call upon.

Veterinarian's Curse (+300 CP): Sometime tonight, you're really going to bring down the house. Well, at least a piece of it. A lighting rig, a bowling ball, confused sheep, something is falling right smack dab on top of you when you're least prepared for it. At least it'll make a good note to end a sketch on.

Heckler's Night (+300 CP; Situational): Wait, why are Kermit and Fozzie in the box seats? Who is running the sh- Statler and Waldorf?! Well, that's different. Expect a very unusual night, geared moreso towards the old vaudeville style of entertaining, while Fozzie Bear of all people heckles and jeckles. And without Kermit backstage to keep things sane, expect this will go so far off the rails you won't be able to see them with a telescope.

I've Been a Successful Jumper Half My Life! (+400 CP): Then why'd we have to get this half? You just cannot stop serving up softballs for Statler and Waldorf to make use of, and you'll never see it coming when they do. Make no mistake, these two seasoned Hecklers aren't going to give you much daylight tonight if any, and you'll rarely if ever get one over on them no matter how long you're here. At least Fozzie will be able to relate.

A Galaxy Far Away (+400 CP; Situational): Well, whatever you thought this show was going to be, that's been derailed. If this isn't your first Jump, you'll find folks from previous ones running rampant through the backstage and sketches. Some might be looking for you, some might be looking for work, and most will be confused as all heck. Trying to keep this from imploding even worse than the average show is going to take all your skills.

And if this is your first Jump, no worries; a certain Luke Skywalker and his friends will be coming along shortly, looking for Chewbacca and bumbling their way into a handful of skits along the way.

Pig Takeover (+500 CP; Situational): The swine are revolting! A group of renegade pigs are storming through, replacing cast and crew with their pig equivalents... and that includes you, if you're not careful! Pig Jumper is a crafty stage hog, and if you're not careful you'll end up bound and gagged in the boiler room while they make a real pigpen of the whole night.

Scenarios:

If you're willing, you can take one (but not both) of the following Scenarios.

Season Pass

One night with the Muppets wasn't enough for you? How about twenty-four? You'll stay for twenty-four weeks with the Muppets, helping them produce a whole season of The Muppet Show... well, for whatever value of 'help' your role can offer up. Don't think things will be too easy, though... those Situational Drawbacks? You're going to have every one of them appear at least once in some form this season. If you can somehow manage to get through all twenty-four weekly shows and not throw in the towel, you'll be rewarded with The Muppet Theatre itself. Serving either as an attachment to your Warehouse or an Importable location, it'll be the perfect place to stage shows... including The Muppet Show, since the whole cast and crew will happily come with you. Why not, you did help them pull off a whole season, that's not nothing! You can Import them all as one Companion, Import individual Muppets, or just have them stick to the Theater putting together their weekly shows.

Full Series Order

Jumper... are you sure about this? Remember, this show made Kermit lose it constantly. *Kermit*. Even with all the patience and luck and cheerful thinking Perks in the omniverse this might be asking a lot. Well, okay... this is a full run of one hundred and twenty shows; with a month off every twenty weeks, that's roughly one hundred and fifty weeks in this world, mostly devoted to making The Muppet Show work. And if you thought having to deal with every Situational Drawback once in

Season Pass was a tall order, just wait; you'll have to deal with similar but wholly unexpected disasters in equal measure, all spread out over the nearly three years you'll be doing this.

If somehow... somehow... you manage this without giving up or the Muppet Show being forced to close, then not only will you get the prizes for Season Pass but you'll also get the Perk Rainbow Connection. From here on in, you're a part of the Muppet Family, and for all their ups and downs that is a family that is always there for you when the chips are down. Accordingly, all your Companions and Followers now share a similarly deep abiding bond. However bad life gets, however hopeless the situation, and however far-flung they may be, something will always keep hope alive, remind one another what matters most, and bring them back together when it counts. And if you're ever really in a jam, in the worst and darkest moment where it seems like things are bound to fail, they can all find you in time to help.

End:

The curtain is down, the credits are rolling, and those two guys in the balcony dished out a few last lines to see us out the final time. However long you stayed here, you helped bring The Muppet Show across the finish line. Regardless of what you do next, please take this Muppet Show Box Set with you. It has all the original episodes, plus any you were involved in while here. Now, what's your next step?

Stay Here. Showbiz does have a heck of an appeal, doesn't it? And for all their faults, the Muppets are a pretty fun bunch to experience it with. Kermit will find a spot for you; welcome aboard.

Go Home. Nostalgia can make anyone pine for the simplicity of home. You'll reappear back home, with everything you've accumulated over the course of your travels. Chain's over.

Move On. The road is calling, and there's a lot left to do. We'll wish you luck, and hey; plus side, you'd need to try to have your next Jump be more chaotic than this one was.



"That's it? They barely did anything!"

"I could think of something worse."

"What?"

"Watching their next Jump."

"Doh-ho-ho-ho-ho-Hoh!"

Notes:

The Muppet Show was created by Jim Henson, produced by ITC Entertainment and Henson Associates, and is presently owned by The Muppets Studio/The Walt Disney Company. All rights reserved to their respective holders. Please support the official releases.

The Muppet Show was a staple of my childhood, several times over, and getting to revisit it to write this Jump was an absolute blast. I hope I managed to capture the general madcap but heartfelt vibe of the show.

For those unfamiliar, The Muppet Show was a variety show running originally from 1976 to 1981, though reruns gave it new life several times over including in the 1990s when Nickelodeon introduced it to a whole new generation. The idea was to provide an adult-leaning all-ages comedy that could be equally fun for any member of the family, even if some references, guests, or jokes might go over the heads of some of the audience.

The standard (so to speak) layout of a show would be the intro (whose truncated version I reproduced for this Jump's opening) where the special guest is introduced, followed (or in some seasons preceded) by a backstage skit showing the cast and crew trying to get the show running properly. The special guest would typically be featured in three to four segments over the course of the program, with both one-shot acts and songs as well as recurring segments like Pigs In Space (a psuedo-Star Trek pastiche) or Veterinarian's Hospital (A brutally pun-laden pastiche on medical soaps centered on Rolfe) in-between. Also in between certain bits (or during one they took particular issues with), Statler and Waldorf commentate from their box

seats in snarky heckling fashion. Finally, the special guest takes to the stage one more time for an act, dance, song, or all of the above to see us out before Kermit thanks us for coming and the credits roll. Occasional episodes have more overarching plots, hence the Situational Drawbacks.

Rule of slapstick, rule of comedy, and Murphy's Law should be applied constantly. If the Jumper leaves here with nothing having gone wrong for them or anyone else, you probably fanwanked wrong.

Up to you whether the Jumper and any Imported Companions appear as their normal selves or as Muppet versions. If the latter, post-Jump the Muppet version becomes a free alt-form.

Halfway Down The Stairs is named after an early (Season 1) song based on a poem named "Halfway Down", sung by Kermit's nephew Robin and impactful enough that it actually charted as a single (#7 in the UK). Worth looking up if you want a hint of what this Perk provides.

What Can You Do? and They Fit Right In! are intentionally complimentary. The former will make it so as long as you fit the role/job expected, anything abnormal will go unnoticed, while the latter makes it so you and yours will blend right in even when you're not doing anything actively. Combining the two gives incredible flexibility in who, looking like whatever and doing whatever, the Jumper wants to bring in with them for any given Jump. Think how in the various films no one really bats an eye at a frog asking for help at a hotel desk or a pig serving as a fashion editor for an international magazine. It's listed for the Special Guests since, as the only humans in the building, they're arguably the weird ones out on any given night.

If you take a Scenario, up to you whether you get the points for all the Situational Drawbacks or just one you pick for the first night. If you take all the points, assume the Drawbacks are at full strength, but if you just take it once assume that you've got good odds of being able to counter and resolve said Situations yourself. And no, taking Full Series Order will at most only grant the full set of CP once, no matter how much evil you inflict on your Jumper. Just assume that if you took the CP for a Situational, both that instance and each similar incident happen at full Drawback strength to the Jumper and Muppets.

Rainbow Connection is not a free Import option; rather, it's a promise that when they *need* them, your Jumper's friends and family-of-choice will be there for them. Rules and regulations and reality itself be damned, they're showing up for the finale when your Jumper needs them to be there.

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Version 1.0: Created Jump

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