



Dragon's Lair, Dragon's Lair II: Time Warp, & Space Ace

A Jumpchain CYOA by WoL_Anon

Ver. 1.0

Dragon's Lair: a fantasy adventure where you become a valiant knight and rescue a beautiful princess from the clutches of an evil dragon. Space Ace: a space adventure where you defend the planet Earth from the evil Commander Borf, while dealing with the effects of being hit by the Infanto Ray.

These two adventures now open themselves to you. Which will you visit? Will you be a brave hero fighting for truth, justice, and a beautiful woman? Will you be a dastardly villain up to no good? Will you go off and do your own thing? These questions can only be answered by you.

You will be staying here for the next ten years.

You have 1000 choice points (cp) to spend.

-Setting-

Before anything else, you must choose which of the following settings you will be visiting.

DRAGON'S LAIR

A fantasy setting. Here, Dirk the Daring will attempt to rescue Princess Daphne from Singe the Dragon, and later the evil wizard Mordroc. You arrive in this world shortly before Dirk approaches the castle for his rescue attempt, and may choose to start at any location visited in Dragon's Lair or Dragon's Lair II: Time Warp.

SPACE ACE

A sci-fi setting. Here, Ace will attempt to rescue Kimberly from Commander Borf, and prevent him from conquering the Earth with his Infanto Ray. You arrive in this world just as Kimberly is captured, and may choose to start at any location visited in Space Ace.

-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-

Choose one of the following options. 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 an ordinary human. Nothing more needs to be said.

[300cp] Dragon

You are a dragon, on par with Singe.

You move around on four legs, and possess a tail. You have an immense size, your claws as large as a grown man. This size affords great strength and durability – an ordinary sword harmlessly bounces off you.

In addition to sharp teeth, your mouth allows you to breathe fire at your foes, allowing you to deal with opponents at a distance. As if you weren't already a danger at close range!

[Varies] Freeform

There are a great variety of creatures to be found here. With this option, you can emulate them, or come up with something entirely original.

For Free, your form has no advantages beyond that of an ordinary human. If you want to be a lizard person, or a humanoid alien, this might be the option for you.

For 200cp, you possess some advantages beyond that of a mere human. Perhaps you are undead, a robot, or even a giant flying cat head? So long as you are a clear step down in terms of size and power from Singe the Dragon, then it's fair game.

For 300cp, you are quite the monster, on par with Singe the Dragon in terms of size, power, and advantages.

Should you choose to be undead (or otherwise choose a form that isn't technically "alive"), then destruction of your body will count as death for the purposes of chain failure.

-Background-

You must choose one of three Origins in this section. Each one qualifies you for different discounts. You may design a background in this world, based on your Origin and what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made. Alternatively, you may choose to take your Origin as a Drop-In, with no memories or history in this world.

Hero

You are a hero, whether that takes the form of a noble knight, a defender of Earth, or something else entirely. There is a good chance you will be called on to rescue someone during your time here.

Kidnapped

You fall into the "damsel in distress" archetype, though you need not be a woman, nor completely useless either. Perhaps you'll provide vital information to your rescuer, or motivate him to do his best? If you're lucky, perhaps you'll even avoid being kidnapped in the first place.

Villain

You are a nasty sort, the kind that would kidnap princesses, or scheme to take over the world. Will you succeed, or will you be stop by an annoying do-gooder?

-Perks-

Discounted perks are 50% off, with discounted 100cp perks being free.

Hero Perks

[100cp, Free for Heroes] Basic Training

A lot is said about the noble character traits a hero must possess, but being physically capable is just as important.

If you weren't already, you are now at an impressive level of physical fitness, able to go from danger to danger for an extended period of time without collapsing of exhaustion. You've also fairly well-trained when it comes to the sword – if you are planning on slaying monsters, you'll definitely appreciate this.

[100cp, Free for Heroes] Jumping Ahead

This might not be a platformer, but it wouldn't be a surprise if you thought it was.

You are now quite skilled at jumping across platforms. Not only is your ability to jump improved, but you are good at gauging distance so you don't over or undershoot, and can even make running jumps just as the platform you are standing on starts to collapse under you. You can also climb and swing across ropes quite easily.

[200cp, Discounted for Heroes] Daring

What kind of hero would you be if you slunk away and didn't try to rescue the princess?

If you didn't already, you have the bravery necessary to charge into the unknown or face off against dangerous monsters in order to save others. You can also keep your cool whilst in a fight; this will work to prevent you from becoming unnerved by your opponent, as well as prevent you from being too drawn into the battle itself to pay attention to what is happening around you.

[200cp, Discounted for Heroes] Ace

You've become quite good at gunplay, allowing you to draw and fire quickly without giving up much needed accuracy.

You are also quite a bit stronger than you would otherwise be, which allows you to overpower those a bit bigger than you, and shake off several opponents at once. Optionally, you can elect to receive an impressive physique that reflects this newfound strength; choosing not to receive it will not reduce the effect of this perk.

In a pinch, you'll be glad to have both of these boons.

[400cp, Discounted for Heroes] Glowing Guide

You have incredibly good reflexes and sense of timing, and also are able to almost always maintain a good sense of the world around you. In combination, these gifts will help you respond to danger before it is too late.

But respond in what way, you may be asking? Well, from now on, when in dangerous situations, you'll often notice a glow from something nearby. If the glow comes from the environment around you, it means that moving to or towards that glow will be safe, at least in the short term. If the glow comes from a weapon in your hand, it means that using it will generally be the best approach. You can toggle these glowing effects on or off as you like, in the event they become too distracting.

[400cp, Discounted for Heroes] Getting the Girl

Being a hero isn't without its rewards.

From now on, the act of rescuing someone that you find attractive or have a romantic interest towards will be perceived as a highly romantic action (and if it would already be taken that way, the effect is even stronger). Those that you rescue that meet these conditions will be much more likely to fall in love with you.

Additionally, rescuing someone in such a way will make other parties generally more accepting of you pursuing a relationship with that person, very helpful if you plan on wooing someone of high station, such as a princess.

This perk will not apply if you have arranged to have the person be kidnapped in the first place.

[600cp, Discounted for Heroes] Extra Lives

When you are killed, time will reverse in order to give you another chance. This will prevent chain failure as a result of death.

When you are brought back to depends on the specific circumstances, but typically you are brought back to the beginning of the given "scene", whether that takes the form of you entering the room or area you were in, you beginning a fight with a particularly powerful foe, or something else. If there isn't an obvious point in time for you to return to, you will instead travel back one or two minutes.

You can use this power a total of four times, with the fifth death after that no longer being protected by this perk. At the start of each jump, you will regain your full amount of "lives" back up to this maximum. Post-chain, you will regain them after every ten years.

Kidnapped Perks

[100cp, Free for Kidnapped] Pose Princess

You are quite skilled at adopting flirty or seductive poses that highlight the best parts of your form.

When you are around someone you are very interested in seducing or enticing, you will unconsciously adopt these kinds of poses, freeing you up to focus on the important tasks – like telling them how to rescue you! You can freely toggle this aspect of this perk.

[100cp, Free for Kidnapped] Agent of Snark

Not every damsel in distress is a passive supporter of their hero.

You are now quite good at coming up with clever comebacks, as well as sassy or snarky one-liners. It wouldn't do for your man to get too big a head, right?

[200cp, Discounted for Kidnapped] Fair Beauty

You are now incredibly attractive. On purchase, you can choose whether this takes the form of a boost in feminine beauty, allowing you to rival Princess Daphne, or a similar boost in masculine handsomeness.

With such looks, you are sure to have all sorts of admirers, and products featuring your looks are definitely going to catch people's eye. Of course, more admirers means more chance of an admirer simply stealing you away, so do be careful.

[200cp, Discounted for Kidnapped] Royal Breeding

You've been rescued by your true love. Now it's time to settle down and have some children!

In this area, you are unmatched. You are now highly fertile, and will be able to carry many children at once (even as much as a dozen at a time), and pregnancy or childbirth will never degrade your appearance.

Aren't quite ready for dozens of children? No problem! You now have precise control over your fertility, allowing you to guarantee a specific number of children (or no children at all) so long as that number does not exceed your maximum capabilities.

You may also apply the benefits of this perk to any partner that you impregnate.

[400cp, Discounted for Kidnapped] Kidnapping Target

There's just something about you that makes others think that kidnapping you is a good idea.

First, this perk will work to make others choose kidnapping you and holding you hostage over killing you outright. While this effect is not absolute, it is definitely an advantage for those who would rather not die at all costs. This perk will not prevent others from exploiting you once they have kidnapped you, such as messing with your mind or appearance.

Second, this perk will make others more inclined to kidnap you even when they would not otherwise wish to harm you at all. If you are the type that enjoys being saved by a dashing hero, you may appreciate such an effect.

Each of these effects can be toggled on or off on an individual basis. Helpful if you only want to be kidnapped sometimes, or would rather not die but aren't really interested in being kidnapped if you can help it.

[400cp, Discounted for Kidnapped] Use The Magic Sword

You have a strange sort of luck, which is active whilst you have been kidnapped or are being held prisoner or hostage.

This luck will line up events so that you can pick up a great deal of information on those who are holding you against your will. Even if they have no reason to tell you or others, you will somehow manage to find out in some way. In particular, this luck will help you obtain information that relates to their current plans, as well as any special weaknesses they may have.

With this information, you can be an asset to your would-be saviours, rather than simply a burden.

[600cp, Discounted for Kidnapped] Power of Love

When you are being held prisoner, those that are trying to rescue you receive a great boost in both competence and fortune. They will manage to find the right way to go, and will have the best odds of successfully rescuing you.

Next any unwanted alterations to your mind and transformations imposed on your physical form against your wishes will be immediately reversed if your rescuer is able to defeat the person or creature responsible for such acts – no hero should have to settle for a monster after they defeat the evil wizard, after all. This protection does not apply to straightforward damage.

Finally, should you be rendered unconscious by some form of magic, being kissed by someone who you love, or who loves you, will be able to wake you up.

Villain Perks

[100cp, Free for Villains] Creep

You have become quite good at finding hiding spots, as well as places that lend themselves to jumping out at someone.

If you're a monster looking to get an edge on a would-be hero, then this may be the perk for you.

[100cp, Free for Villains] Kidnapped?!

You can be downright scary when you want to be, and can yell loudly for extended periods of time without straining your voice. Useful for intimidating your opponents, or motivating a good-for-nothing son-in-law.

[200cp, Discounted for Villains] Kidnapper

You really must be a villain, because kidnapping comes quite easy to you.

Should you have a target in mind, you'll have a sixth sense for noticing the best opportunities for kidnapping them. Schemes you devise to pull such a thing off are much more likely to be successful as well, though this does nothing to prevent someone coming along and rescuing your victim.

[200cp, Discounted for Villains] Dungeon Designer

Had enough of heroes barging into your place and taking back what you have stolen? Then this may be just what you are looking for!

When it comes to designing traps and obstacles, you are highly inventive, creative, and most of all effective. Should you have some kind of lair, you would be able to refit it with such things. Crumbling floors, electric floors, falling platforms – all of these and more are now tools for you to employ.

[400cp, Discounted for Villains] Master of Disguise

Whether it is the result of special magic, or a strange power, you have now gained the ability to emulate the forms and voices of others.

Such shapeshifting comes easily to you, and can be done on short notice. However, whilst you can copy someone's appearance with this ability, you cannot replicate any of their powers, nor can you use this to raise your physical or mental capabilities beyond your usual limits. Even so, I'm sure a villain such as yourself can devise all sorts of applications for this.

[400cp, Discounted for Villains] Transmuter

Changing yourself is one thing, but what about changing others?

Thanks to this perk, you are now able to create objects which can transform people in a specific way, decided on purchase of this option. For example, you might be able to craft a magically enchanted ring which transform the wearers into a violent, gargantuan beast, or invent a device that regresses those shot by it in both body and mind.

The effect chosen here cannot allow you to make others more powerful than The Banshee, a colossal creature which can crush boulders between its teeth. Creating these objects will initially be time consuming and difficult, but over time you may learn to do so faster and with less difficulty.

[600cp, Discounted for Villains] Time Wizard

You have gained the ability to travel through time and space with magic!

In order to travel somewhere, you need to have a general idea of when and where you are going. Travelling in such a manner leaves behind a trace, allowing those with powers or technology that can travel in a similar way to identify your destination.

Time travel achieved via this magic operates under a kind of cartoon logic, which prevents you from suffering from time paradox-related concerns, but also means that someone could follow you as you hop back and forth through time if they had the ability. Try not to think too hard about it.

Travelling time via the effects of this perk will not allow you to “skip” a jump – only time you actually experience will count towards a jump’s duration.

General Perks

[Free] Don Bluth Presents

Thanks to this perk, you are able to perceive the world around you as if it had been well animated by Don Bluth, in his classic style. You can toggle this effect on and off as you like.

-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] Dragon’s Lair Trilogy Arcade Collection

You have acquired three arcade cabinets, one for Dragon’s Lair, one for Dragon’s Lair II: Time Warp, and one for Space Ace. Each of these arcade cabinets can easily be changed from free play and requiring money to use.

Should an arcade cabinet be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

[50cp] Dragon’s Lair Trilogy Console Game Bundle

But perhaps you are more of a couch gamer? This bundle contains:

- A 2017-era television.
- Your choice of a PlayStation 4, Nintendo Switch, or Xbox One.
- A controller for your chosen console (those who chose the Switch can receive either an additional pair of Joy Cons, or a Pro Controller).
- A copy of Dragon’s Lair Trilogy for your chosen console. This can either be a physical copy, or a digital copy pre-installed on your chosen console.

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

[50cp] Additional Media Bundle

A real Dragon's Lair die-hard, huh? This bundle contains:

- A 2002-era television.
- Your choice of a PlayStation 2, Nintendo GameCube, or Xbox.
- A controller for your chosen console.
- A copy of Dragon's Lair 3D: Return to the Lair for your chosen console.
- The Dragon's Lair TV series, on your preferred form of physical media.
- A copy of every officially released Dragon's Lair and Space Ace comic.

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

[50cp] Sword

A well-made, but mundane sword. Such a weapon may be effective against many of the monsters you might encounter in these parts. It can even take down some robots!

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

[100cp] Flying Barding

A set of magically enchanted horse armour. This enchant allows it to fly around, making it transport in its own right.

Although it may seem superior to a horse at a glance, unfortunately in most cases it falls short of the mark. The barding is extremely difficult to pilot, especially for more than a short period of time. A good crash will damage the armour and remove its ability to fly as well.

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

[100cp] Space Attire

Planning on defending Earth? Then you probably should look the part.

On purchase, you may choose whether this attire is intended to look cool and heroic, or is a bit on the skimpy side. In either case, the attire is self-cleaning, and self-repairing, ensuring you can wear it regularly. The attire has a built-in personal communicator, which is sure to be handy if you are suddenly kidnapped.

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

[100cp] Royal Wardrobe

This is a collection of revealing and seductive outfits. By default, they are intended to be worn by a beautiful princess, but on purchase you can choose to receive men's attire if you prefer.

Each of the outfits is self-cleaning and self-repairing, ensuring you always look your best when your rescuer finally arrives.

You also receive a beautiful crown, that manages to stay on your head in most circumstances unless deliberately removed.

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

[200cp] Ray Gun

This handgun fires relatively powerful laser blasts, making it a great tool for those looking to protect Earth from aliens. It will never run out of ammo.

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

[200cp] Magic Sword

This wonderfully crafted sword has been magically enchanted, making it highly effective against dragons.

First, by holding the sword out in front of you, it can absorb incoming flames, protecting you should a dragon try to cook you alive with their breath. Second, if the sword is set alight, it can keep the blade itself burning without damaging the sword or harming the wielder. This pairs very nicely with the first effect. Finally, the sword somehow manages to deal extra damage to dragons it strikes – why it could slay Singe the Dragon with a single blow.

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

[200cp] Mount

This well-bred and well-trained mount is now yours.

On purchase, you can decide whether your mount is a bull or a horse. In either case, it looks quite vicious, but is intensely loyal to you. If you are wanting to emulate the Black Knight, or chase down a foolish son-in-law, it is sure to come in handy.

Should something unfortunate happen to your mount, it will reappear the following day, in perfect health.

[400cp] Small Spaceship

This spaceship, which is an identical model to Ace's Star Pac, now belongs to you.

The ship is designed to house two, one pilot and one passenger. It can fire lasers, which can remove debris and obstacles from your path, or combat enemies. The screen in the cockpit allows it to send and receive video calls from any kind of appropriate communicator. You won't have to worry about it running out of fuel or ammunition either.

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

[400cp] Bubble of Helotry

A strange, bubble-like prison. It is activated and deactivated via the use of a key, which comes with the item.

The magical nature of this prison makes it extremely difficult to break open, and a prisoner is forced to float about inside. Over time, a prisoner trapped inside is brainwashed, becoming your adoring slave. If you wanted to build a harem of enslaved princesses, then this is certainly one way to go about it.

Should the Bubble of Helotry, or its key, be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

[400cp] Infanto Ray

Attached to this flying platform is a truly strange weapon.

Those exposed to this weapon, the Infanto Ray, are regressed in mind and body all the way back to being a baby. If someone is briefly or partially hit, they may not experience the full effect; for example, they might develop an adolescent alter-ego, and be forced to switch between that and their adult form every so often. The beam fired by the Infanto-Ray will bounce off reflective surfaces, such as mirrors, so be careful not to shoot yourself by mistake.

The platform and weapon will never run out of power, ensuring you can use them as often as you like. Should it be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

[600cp] Time Machine

You encountered this strange, sentient device, which looks like some kind of chair attached to a platform.

This device is able to fly around, allowing it to serve as an unusual kind of vehicle. But that's not where its true value lies. A sword can be inserted into a slot at the front of the machine, creating a lever which activates the machine and allows it to travel through time and space.

As stated, the time machine is sentient, and can speak. This is important because the time machine is the one that determines to which time and place it is travelling. While it is loyal to you, and won't disobey your directions, there is still some risk of mishap due to miscommunication. Fortunately, the time machine will be able to detect nearby uses of similar powers, allowing it to easily follow after someone who has escaped by jumping to another time period.

Time travel achieved via this device operates under a kind of cartoon logic, which prevents you from suffering from time paradox-related concerns, but also means that someone could follow you as you hop back and forth through time if they had the ability. Try not to think too hard about it.

Travelling time via the effects of this perk will not allow you to “skip” a jump – only time you actually experience will count towards a jump’s duration.

Should your time machine be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

[600cp] Jumper’s Lair

In the market for an evil lair? This may be just what you have been looking for.

This menacing looking castle has plenty of space, and is packed with all sorts of traps and monsters. Fortunately, you won’t accidentally trigger these traps yourself, and the monsters are all loyal to you. They count as followers, and should one perish, a replacement will arrive at the start of the following jump (post-chain, replacements arrive after ten years).

Deep underground, you will find an impressive hoard of gold and jewels – the perfect place for a dragon to lounge about. Should you actually decide to *spend* it, then you’ll find that the missing wealth will be replenished at the start of the following jump (post-chain, this occurs after ten years).

Inactive companions may even reside here, so long as they remain inside the lair.

In future worlds, you may choose for the lair to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location.

Should the lair 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] Commander’s Ship

This is a large space ship, on-par with the one possessed by Commander Borf. In addition to being able to move about the galaxy, it could serve as a base of operations for a spacefaring villain.

In terms of external defences, the ship is armed with some basic laser weaponry, as well as a highly precise tractor beam – perfect for kidnapping snarky human women! Internally, there is a decent variety of traps and obstacles, which will hinder intruders. Your ship will not run out of ammunition or fuel, allowing you to use it as often as you like.

Internally, there is a good amount of space, and the ship comes with a small force of aliens and robots, who can operate the ship for you, as well as defend it from those who make their way inside. They count as followers, and are completely loyal to you. Should one perish, a replacement will arrive at the start of the following jump (post-chain, replacements arrive after ten years).

When not in use, you can store the ship in a special subspace, but may not do so while it has anyone other than the followers provided by this item inside. Retrieving it from this subspace is an easy matter.

Should your ship be lost or destroyed, a replacement will appear in a suitable location after 24 hours.

-Companions-

[50cp per.] Import

Already have some companions with you? For 50cp each, you may import these companions into this world, providing them an Origin, as well as 600cp to spend on perks, items, and their species. They may not purchase companions.

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive an Origin, and 600cp to spend on perks, items, and their species. 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 Dragon's Lair or Space Ace 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] Additional Content

By default, the settings visited here only reflect Dragon's Lair, Dragon's Lair II: Time Warp, and Space Ace.

With the toggle, you can choose to incorporate additional Dragon's Lair and/or Space Ace media, including other games, comics, and tv series. Contradictory information may be resolved in a manner of your preference.

[0cp] Double Dip

Taking this toggle will allow you to visit both the Dragon's Lair and Space Ace settings. When taking it, you can decide that you will be transported to the setting you did not initially choose after 5 years (in which case you will be staying in the new setting for 5 years), or after 10 years (in which case you will be staying in the new setting for 10 years instead). In either case, you will arrive in the new setting at the time and location indicated in the Setting section.

[0cp] Protagonist Replacement

With this toggle, you can take on the role of Dirk, Ace, or both (if you've also taken *Double Dip*).

You must be visiting the characters' respective setting if you want to replace them, and doing so overrides your starting location to theirs.

[+100cp] Clumsy

It seems you have become quite a bit clumsy. If you aren't careful, you will trip over yourself, or knock over objects by accident – a serious mistake to make when creeping around a sleeping dragon!

[+100cp] Violent Mother-In-Law

Should you romance someone here, or an imported companion who is taking a background, you will come to find that they have a mother who doesn't like you all that much.

This mother is quite ugly, but is surprisingly strong and has a terrible temper. If you give her a reason to actually be mad at you, expect her to violently attack you – even kill you. Fortunately, this drawback will only saddle you with one such person.

At the end of your stay, you can choose to take this mother as an additional companion if you haven't grown sick of her. She will still have a short fuse, but is no longer a direct threat to your health.

[+100cp] Short Temper

You have a horrible temper, and will fly into a rage over the smallest thing. Should someone give you a legitimate reason to be mad at them, it will take great restraint on your part to not go berserk and try to kill them.

[+200cp] Room Repetition

Throughout your adventures, you will often encounter additional rooms which replicate an existing dangerous room you have encountered before. Sometimes these rooms will be mirrored, other times they will be exactly the same.

In addition to potentially confusing you, having to go through these rooms will slow you down, and force you to combat the same dangers multiple times. You will never be able to gain anything useful from these extra rooms.

[+200cp] Energize!

Oh dear, it seems that you have been hit by the Infanto Ray!

Fortunately, you haven't suffered the full effect. Unfortunately, you have been rendered into a scrawny adolescent, and lost most of your physical strength as a result.

Occasionally, you will be able to briefly revert to your proper form and strength, before returning to your adolescent form. Outside of these brief bursts, attempts to regain your form and strength will always fail until the jump comes to an end.

[+200cp] Companions In Distress

Must have at least one companion.

Oh no! Any companions you were bringing in with you have been kidnapped. If you are visiting the Dragon's Lair setting (or just visiting it first), they will have been caught by Singe the Dragon. If you are visiting the Space Ace setting (or just visiting it first), they will have been caught by Commander Borf.

Your companions will be unable to escape on their own; if you want access to them, you will have to organise a rescue. If you have taken *Double Dip*, companions you have not rescued before you visit the second setting will be unavailable until the jump comes to an end.

[+300cp] One-Hit Wonder

No matter how fearless or fearsome you may be, you simply aren't very sturdy. Running headfirst into a wall would be enough to kill you, let alone the swing of an ordinary sword. Be careful.

[+300cp] Quarter Muncher

Throughout your stay, you will find yourself in danger on a regular basis. Often, this danger will come quickly and in unexpected ways; if you aren't on your toes, you aren't going to survive.

[+300cp] Beware Your Dark Side

Somehow, an evil twin of you has appeared.

This twin mostly looks like you, but possesses a dark colour palette. They have access to all of the perks and items you have acquired here. Additionally, they can grow significantly in size, and can function so long as their head is intact.

This twin is opposed to you, and will do what they can to kill you. They cannot be reasoned with.

-Scenario: Rescuing the Damsel(s)-

In order to undertake this scenario, you must take the *Protagonist Replacement* toggle. Additionally, you must give up your knowledge of all dangers faced by Dirk the Daring and Dexter/Ace during their respective games. For an additional challenge, and reward, you can optionally choose to be reduced to your Body Mod, giving up access to your perks and powers.

The nature of the scenario will vary depending on which setting you have chosen to visit (if you are visiting both, only the setting you visit first matters for the purposes of this scenario).

For those visiting Dragon's Lair, you must both slay Singe the Dragon, and rescue Princess Daphne, in order to win the scenario. For those visiting Space Ace, you must rescue Kimberly and defeat Commander Borf before he can conquer Earth.

Failing the scenario does not fail your chain, but you can still fail your chain if you choose to take a scenario. If you chose to be reduced to your Body Mod, and you do not complete the scenario, you will regain what you have lost at the end of the jump.

Should you win the scenario, you will gain the damsel you have saved as a companion. They will be head over heels in love with you (you can forgo this if you wish). Should you win the scenario whilst being reduced to your Body Mod, then you will find that somehow the other setting's damsel has shown up in your world. They will also become your companion, will fall in love with you, and will be happy to share with the other damsel (you can forgo either of these two latter aspects if you wish). You will regain access to your perks and powers at this time.



-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:

Insert Coin: You choose to remain in this world. Your chain ends here.

Continue You choose to continue your chain. Proceed to the next jump.

Quit: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

So, what exactly happens here, anyway?

In Dragon's Lair:

Dirk the Daring sets out to rescue Princess Daphne, who has been kidnapped by Singe the Dragon. Dirk enters Singe's castle, and makes his way to the lair deep underground. Along the way, he contends with deadly traps, monsters, and dangerous foes like the Lizard King and the Robot Knight. At the Dragon's Lair, he finds Daphne trapped in a magical bubble. She informs him that the key to her prison is around the dragon's neck, and to use a nearby magic sword to kill it. Dirk successfully slays Singe the Dragon and frees Daphne, earning a kiss.

In Dragon's Lair II: Time Warp:

A few years later, Dirk has married Daphne and they have over a dozen children. The evil wizard Mordroc kidnaps Daphne, and travels through time with her. Finding out her daughter has been kidnapped again, Daphne's mother chases Dirk out of the house, and all the way down to the lair of the deceased Singe the Dragon. There, Dirk finds a talking time machine, who explains that he is the brother of Mordroc. Using the time machine, Dirk chases Mordroc and Daphne through time.

First, they travel to prehistoric times. Next, they travel to 1865 and detour through the looking glass into Wonderland. Then, they travel to the Garden of Eden, where Dirk inadvertently causes Eve to eat the forbidden apple. After that, they travel to 1808 where Dirk is temporarily shrunk down and contends with a "creative gust" caused by Beethoven. In Ancient Egypt, Dirk finds what appears to be Daphne in mummy wrap, but it turns out to be Mordroc in disguise.

Back at Mordroc's castle, Mordroc places the death ring on Daphne's finger, which transforms her into a giant monster. Dirk manages to pull the ring off and throw it on Mordroc's finger, and slay Mordroc. Daphne returns to a human form, but is unconscious. Dirk wakes her with a kiss, and the pair escape the castle on the time machine. If Dirk managed to collect various treasures during the adventure, then Daphne is prevented from becoming a monster, and Dirk does battle with Mordroc, slaying him.

In Space Ace:

Ace and Kimberly are space agents that protect the Earth. They are attacked by Commander Borf, who hits Ace with the Infanto Ray. This causes him to switch back and forth between Ace and his adolescent alter-ego, Dexter. Ace and Kimberly follow Borf and find his ship, but Kimberly is kidnapped and Borf flees. Ace follows after Borf. Along the way he encounters his evil doppelganger Hexter, but manages to defeat him. Ace finally makes it to Borf's ship, briefly rescuing Kimberly before she is captured again. Ace does battle with Borf, tricking Borf into firing the Infanto Ray into a mirror, and turning himself into a baby. Ace saves Kimberly before she can be killed. Kimberly asks if they can keep the baby Borf.

-Changelog-

0.1

Created the jump.

1.0

(i) **Royal Breeding** now allows you to guarantee a specific number of children.