

Toontown MMO Jumpchain

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Thank you Canas-Dark for inspiration!

Hey there, pal! Nice to meetcha! I'm May, May Hem! Pleasure to meet you!

Who am I? Well, I just said my name! Unless... oh, wait, you're new here. Gotcha.

So, this place is Toontown, home of Toons of all shapes and sizes! One of the most fun places to be, ordinarily. The place has been being invaded by Cogs for the past goodness knows how long. They're all about business and forms and all that boring stuff.

The good news is that they can't take a joke! As such, us Toons use Gags to blow them up and take back the buildings they keep stealing from us! We're trying to drive them completely out, but turns out that's kinda hard.

I'm part of the Toon Resistance, sort of the core group that's trying to take care of the Cog problem. I'd be happy to invite you! Here, take this as a starter bonus!

+1000 TP (Toon Points)

Different Districts of the world correspond with different games (Some will run off Toontown Rewritten, some off Toontown Corporate Clash)

Oh, and don't worry! If you do go sad, you'll just return to the Playground. So... there's very little risk of anything bad really happening.

Okay, so, first off. You need Gags! Every Toon starts with two different Tracks, so... here! Choose any two Tracks! There's Perks you can get based on them, and ones that match your Track get discounted by half! 100 Point Perks become free, of course.

Tracks (choose two)

- Toon-Up
- Lure
- Trap
- Sound
- Throw
- Squirt
- Drop

Okay, perfect! So... let's jump right into the Perks, shall we?

Perks

The Rule of Funny means that any Toon can learn any of these abilities, but since you're a Jumper they may not necessarily stay. By purchasing them, you have them immediately and can keep them in future Jumps! How? Don't worry about it!

General:

Speed Chat (Free, 100 to Keep) - Something great about this place is that you can say something with 100% certainty the other person understands you. Actually, that even works if you don't say anything! You can just walk up to a Toon Shopkeeper and they'll automatically know what you need. I figure that's probably useful, right? Being able to get your thoughts and feelings across without needing words seems pretty useful to me!

Portable Holes (Free, 200 to Keep) - A fundamental part of Toontown is the Portable Hole technology, developed by some guy or gal who's name I'm forgetting. It lets you teleport! With a few restrictions. First is that, to teleport to a specific area, you usually need to do *something* first. Around here that's done by doing certain tasks, but maybe there's some other thing you need to do in other worlds. You can also teleport to your friends in *most* scenarios, though there are certain places like big boss battles or facilities or the like where it's impossible. So... yeah! If you don't know how to use this, don't worry! There's a way to do it in your Shticker Book, something you'll get for free in a moment or two.

Track Master (400) - All Toons start with two gag tracks, usually Throw and Squirt. But the point is that you start with *two* of them, not one. And you know what else is great in twos? Origins! If you purchase this Perk, you can get an extra Origin in all your future Jumps, and the associated discounts too, of course. And don't worry! This also gives you discounts on a third Gag Track!

The Joker (600) - Humor is your weapon. You can toggle this Perk on and off, but you essentially run off the Rule of Funny. Which, obviously, is great fun! There's not going to be too much difference here, since Toons kind of already run off Rule of Funny. But in future worlds, let alone with any Perks you have affecting humor... Well, that's gonna be fun!

Toon-Up:

Giggle Theory (100) - You know the healing power of laughter. Literally. Making someone crack up works just about as well as normal healing powers. At least, it will here. In places where comedy isn't as appreciated, this won't be quite as effective. But hey, I'm not discounting the ability of someone like you to train it up. Now you just need to find a good joke book.

A Quick Laugh (200) - You know, when you are fighting someone or someones, it's hard to get a moment in to do anything other than fight. For most people. You can usually squeeze

in a brief second or two to heal somebody else with a quick joke or something. It may not be much, but having 6 Laff is better than none.

Contagious Laughter (400) - The problem about healing is that it usually only goes in one direction. That is, healing usually goes from the healer to the heal-ee. But most Jumpers are either in the midst of battle, or end up in the midst of it. Healing allies tends to be some kind of afterthought. But for those who want to heal and fight, this is the Perk for you! Any healing you do to anyone else will heal you for a fraction of the same amount. It probably won't ever be too much more than 25%, at least with this Perk, but a little bit can go a long way.

Trap:

Keen Eye (100) - Your mind just works in ways that... I mean, some would consider it good. You're very good at noticing times or opportunities to set up traps. Like, every Toon knows you can't set up a Trap on a Cog who's already Lured. Do note: this perk does also help for non-lethal traps, so it's perfect for any wanna-be prankster.

Speedy Trapper (200) - You are amazingly fast at setting up traps. I mean, to be fair, around here that makes sense. You just throw a thing or push a button, and then there you go, the trap is set up. But in other places, it can take minutes to set up traps. For everyone except you, obviously. Yours just end up being completed faster. It's very useful, especially when you're in a time crunch.

Trap Master (400) - Traps would not work unless Cogs had such one-track minds. It's true! They just need to step a little to the side, and there you go. No issues from Traps. Of course, they most certainly are not. Your Traps are utterly amazing little pieces of work. They deal wonderful amounts of damage, and more importantly, they trigger a lot. In battles like we have here, your enemies won't avoid your traps, even if they saw you placing them down. In places where you might place traps for upcoming hordes? Well, hey, the vast, vast majority of your randomly placed traps will end up hitting the enemies, so that's great!

Lure:

Fishing With Money (100) - You know, Toons don't actually use Dollar Bills as cash. Nope. We use Jelly Beans. But Beans aren't important right now, because Cogs don't use them. They are crazy for Dollar Bills, though. So much so that they will very frequently just... try to grab them, heedless of their surroundings. Money means a lot to some people. Essentially, this makes you very good at getting a very specific kind of money: Whatever lines the pockets of your foes. You can't really use this money yourself in most cases, but if you want to lay a trap, you won't have a shortage of bait.

Zipped Pockets (200) - An attack favored amongst some Cogs is a move called Pickpocket. If it hits, there's a little thing where they show you a dollar bill they "snatched

from you." But... uh, no, they don't. Especially not if they try it on you. Your possessions are harder to steal than what really makes sense a lot of the time. Even if it looks like someone's made off with something of yours... check your pocket. You might find it in there anyway.

Fool Me Twice (400) - You'd think the Cogs would stop falling for these things. Nope. No matter how many times you wave a dollar bill in front of their faces, they always try to go for it. Maybe that has something to do with the fact they are destroyed at the end of every battle. Eh, I'm rambling. The point is that using lures, any kind of lure, works a little bit too perfectly. Enemies can and will fall for the same lure twice, thrice, and potentially more and more times. This may not work quite as well on "commanders," though, and they may command their subordinates to ignore any dollar bills. That being said... nobody would notice if they took just one bill, surely?

Sound:

Sanctity of Hearing (100) - Sound gags are... Well, they make noise. A lot of noise. A lot of really loud noise. Turns out that isn't the best all the time, especially for you and any allies. This perk is essentially remote earplugs. Any Sound Gags you use won't deal any damage to you or your allies, nor will any other "audio" techniques you may have. Additionally, while noise will still travel, it doesn't seem to go as far. Using a foghorn will still make people aware you are there, but it'll be in a much smaller radius than you'd think would make sense. Toggleable, of course.

Encore! (200) - There's something inherently joyous about playing a Sound gag. They're just... goofy and fun! Basically, Sound gags now give you a sort of boost to your next attack or two, making them more powerful and the like. You can probably figure out a way to make other attacks do this with some work.

Ear-Piercing (400) - Can we address the fundamental issue of Sound gags? In that... Toons fight Cogs. Cogs are robots. Who, fundamentally, should not be able to hear. Even if they do, surely the factories can just get rid of their ability to hear, right? Just communicate over... radio waves, or something, I don't know! You have the amazing ability that your attacks kind of *just work*. Even when they shouldn't. Now, that doesn't mean they'll be effective by any means. Sound gags are still the weakest damage-dealing gag. But no attack is going to deal *no* damage to the enemy.

Throw:

A Good Arm (100) - Throwing a ball quickly and accurately is hard. Throwing a slice of pie with the same qualifications is harder. Throwing an *entire wedding cake* is, as you probably could assume, is another ballpark entirely. For most people, of course. You are remarkably accurate with your thrown weapons, and are strong enough to deal some damage with them. Dodging your attacks is possible, but that doesn't mean your foes can rely on you *missing*.

Mark of Pie (200) - You seem to have the ability to make some of your attacks work as a sort of marking for other attacks. Hitting them will render them weaker to all other attacks for a few seconds. Generally it'll be too short of a time for you to take advantage of it, but if you happen to have any friends around, they can usually pull off a boosted attack.

Sweet Deal (400) - Something about your attacks has the strange property of restoring Laff. Or... hitpoints, in other worlds. It's never going to be the full value of the original attack, to be perfectly clear. It's around 20% of the damage you deal, and furthermore only works with specific single target attacks. Of course, if you're going out on your own, a little healing with every attack can add up pretty quickly.

Squirt:

Assisted Aim (100) - It doesn't matter how much damage you can do if you can't *hit* anything. Luckily, you don't typically have that problem. Your attacks tend to be more accurate than it feels like they normally would be. You can still miss, of course; this doesn't guarantee you'll hit your enemies, and they can still dodge. That doesn't mean it'll be easy to do so, though.

Soaking Splash (200) - You know something about water? Most people don't like being covered in it. It just makes you uncomfortable. I mean, Cogs take advantage of it with their water coolers and all. But now you can also make your attacks soak your opponents too, if you want! Plus, what with them being distracted with the water, they'll probably be easier to hit in the short term.

Splash Damage (400) - Your attacks have a tendency to hit other enemies nearby your original target. There's no extra cost for mana or Gags or whatever, to be clear. You just kind of... fire at a Cog or other enemy, and the attack seems to just hit other enemies around them. You could probably figure out a way to adapt this to other attacks or abilities with a bit of elbow grease! Here, I'll see if I can hook you up with someone who's got extra.

Drop:

Hanging Around (100) - You would really think that, after a bit, the Cogs would start to wise up, and more importantly look up. Nope. Enemies don't really look upwards, even when they are looking for you. It's like in every single show where the hero hides on the ceiling, and the bad guys never look up. That's you, except it's your enemies not looking up at the ceiling where you are. Don't get me wrong, they might eventually, especially if one of them is especially perceptive or paranoid. You'll always have at least a minute or two of safety, though..

Heavy Hitter (200) - Pound for pound, Drop Gags are the strongest gags there are (that do not require other gags to help them set up). In a similar fashion, all of your attacks just

seem to hit a little bit harder. No extra cost of energy or mana or what-have-you, but a pinch of extra damage spread out over dozens of hits can do wonders.

Bonzai! (400) - You know what Drop Gags do best? Fall from the sky. Yes, that was intentionally literal. This perk kind of makes you into a living Drop Gag. First of all, you don't take "fall damage," or at the very least it's greatly reduced. Even jumping from the tops of buildings around here would leave you unscathed, though doing so from the top of Cog Factories might be pushing it. But more importantly, you landing on enemies deals an *alarming* amount of damage. So go! Be the Goon stomping Toon of your dreams!

Nice choices! I hope you didn't spend *all* of your points, though. There's a few goodies that you can choose from, if you'd like! You know, some Items!

Items

Starter Pack (Free!) - All Toons get a Gag Pouch, Laff Meter, Shticker Book, and Jellybean Jar on entering Toontown, because they need those for all their everyday activities. If you wanted to split them up that works, but they all fit together as a Welcome to Toontown Package. Don't worry! I'll make sure someone shows you how to use them, as well as a couple extra bits for Jumpers. The Shticker Book has toggles for your Perks, for instance.

Starter Gags (Free!) - Every Toon should be permitted to get two starting Gag Tracks, shouldn't they? Now... you can *technically* take Trap without Lure, or Toon-Up and Lure. Given that doing either of these will mean that you will be partially or fully reliant on other Toons to fight, it's not advised. Also, here's a bunch of pictures that can be added for each Track if you'd like.

Cogbucks (100) - Cogs keep minting a whole bunch of different currencies: coins, dollar bills, even gold bullion! It's honestly a bit silly of them. Why not just use Jellybeans like Toons do? I mean, no Toon uses any of this stuff, outside of stealing it so Cogs can't use it. Would you like it? It'll probably be more useful for you than for anyone in Toontown.

The Cattlelog (200) - One of the backbones of Toon customization, whether in regards to clothing or furniture, is Clarabelle's Cattlelog. A sweet older cow Toon, you can call her from any phone system and order stuff. Depending on how valuable and rare the thing you are buying is, it can take anywhere from seconds to an entire week to arrive, as well as potentially costing different amounts. In future Jumps you *can* buy things from other Jumps, though that's naturally going to be more expensive.

The Estate (300) - A Neighborhood to call your own is nice, isn't it? Six houses, a winding dirt path, a picnic table beside a personal winding stream that ends in a fishing pond,

a wonderful blue sky and a decent patch of sand to make sand castles and more in! To compensate for Companions, each could get a house if you're actually paying for this option. If your Companions do want their own houses, the Estate will expand to accommodate all of them.

The Town Itself (600) - Enjoy your time here? Why not bring the whole place with you! Playgrounds and streets will come along, and this place is *only* going to have Toony fun! It can either function as a Warehouse Attachment, or simply be imported. Obviously, the Rule of Funny will still take priority within the area, since that's a big part of Toontown. If you don't want the whole place, you can choose any amount of smaller areas to bring instead.

Oh, I almost forgot! A lot of stuff here can't easily be done by just one Toon. It takes a team of four or eight for some of the really big stuff! So... let's see if we can't bring in some friend, yeah?

Companions

Toons From Abroad (50 per purchase) - I'm sure you've probably got a bunch of friends that you'd want to bring along with you, right? Sure, there's plenty of fighting, but I'm sure this is also a pretty nice vacation compared to some crazier stuff. So... yeah. 50 TP, and you can bring one of your friends along! Pay 300, and you can bring an entire group of 8 friends! Normally we can only sneak in 8 Toons as a time to fight the big bosses like the VP or CEO, but we can manage if you want to bring 8 friends with you. Jumpers tend to do stuff like that a lot.

Friend Request Accepted (50 per purchase) - Didja get attached to a Toon from around here? I figured it might happen. If you pay 50 TP, you can bring them with you! Might take a little time to get used to everything not being as Rule of Funny as this place is, though.

Doodle Swarm (100) - Doodles are one of the biggest oddities in Toontown. Vaguely jelly bean shaped little critters, they enjoy being scratched, eating jelly beans, generally being cute, and doing tricks. Their tricks can actually restore Laff, and restore more Laff the better trained they are. They... do need training though.

Cool! I guess that's everything... Hmm? You want more stuff? Ugh, that's not easy. You'd need more points to do that... although... that being said, I might have an idea. I can think of a way to get points... issue being that they come from some stuff we reclaimed from the Cogs. To turn them into points, something bad or annoying is probably gonna happen. But still, I can see what I can do.

Drawbacks

Uber (+Various) - Huh. Weird. I thought you'd have laughed more during this whole rigamarole... oh, hang on. Oh, are you one of those new-fangled "Uber" Toons? Those guys don't ever let their Laff or even Gags go above a certain number, so you won't either! For 200 points, you can have up to 39 Laff and Four Gag tracks, which is enough to handle the Sellbot HQ with few problems. For 400 points, you can have up to 30 Laff and 3 Gag tracks. For 600 points, you can only have your starting 15 Laff, and you can only use your original two tracks, like the original true Ubers! Uh... fair warning: Ubers can and will be one-shot by a lot of stronger Cogs.

Not-So Speedy Chat (+100) - "What in Sam Hill's goin on here? I'm in a SpeedChat-only district. I can only use SpeedChat. That's not very Toony! Sorry, I can't understand you. Can you help me?" Before the SpeedChat+ update, which allowed Toons to talk more normally, all the average Toon could do was use canned phrases to communicate! The list is pretty long, but that's all you can use until the Jump ends.

You're unable to emote, speak, or act in ways that will be understood by others outside of SpeedChat approved actions. You can still *do* those things, but nobody will get the joke. Additional phrases can be purchased from Clarabelle's Catalog, but there's no guarantee that they'll be super useful.

For 100 additional points, this applies in both directions, preventing you from perceiving any non SpeedChat communication from anyone; Shopkeepers and Quest Givers bypass this restriction with their own Disney approved phrases so you aren't stopped from doing Tasks.

Pitfalls (+200) - You know, the Cogs have gotten... Well, I don't *really* know if crafty is the right term. But they've started placing a whole lot of traps around the place. If you get stuck in one, you'll probably have to wait until someone else lets you out. At least you can still call your friends, though. I... would advise getting a Toon over before a Cog gets there, though. Otherwise you might end up getting airlifted to the VP's place or something, and that's a whole different can of beans.

Filler Tasks (+300) - Lots of people need to do lots of different things. Whether that's helping deliver things to various shops, collect documents from Cogs, or just destroy Cogs. Generally speaking, new Toons will have a certain amount of Tasks to do to unlock stuff like teleport access or bigger Gag pouches. And that works for everyone... except for you. For some reason, and goodness knows I'm not sure how it happened, you somehow need to do way more work for the same reward. It's almost as if someone doubled or tripled the amount of tasks you have to do *for the sake* of doing all those extra tasks.

Empty Streets (+400) - Toontown Offline was built using an early version of the Toontown Rewritten code, and it could be used to create small private servers for people to play at their own pace. Now you and your Imported or purchased Companions are the *only*

Toons in Toontown getting anything of note done. *You* are the ones who have to take down cogs on the streets, *you* have to save the Shopkeepers from corporate takeovers by helping do their tasks, and *you* won't have anybody else to call on for help when the time comes to take on Upper Management. If you don't, nothing will get fixed. Are *You* Toon Enough? For 400 additional points (total of 800 points), the Jump doesn't end until you've taken down each Boss at least once each, so no lazing about, hero!

Managerial Meltdown (+600) - Have you heard of Manager Cogs? They exist in some districts, and essentially act *weird*. Different powers and abilities, and all. Then in other districts, there is the Boiler. They exist at the top of Sellbot Field Offices, and again, are very powerful and hard to deal with. The point is that there seems to be *more* of them. More Cogs with special abilities, and more buildings that get taken over have some form of superboss at the top. It's not too big a deal if you're not doing much, but fighting them tends to be either good for experience or the whole reason certain tasks exist.

Mech Madness (+600) - There's rumors of a really powerful Cog somewhere out there, hired not too long ago by the Chairman himself! The lower level Cogs only seem to know of her as "The Mechanic," but some of the upper levels like the VP refer to her as "M.A.E." The few Toons who have seen her have described her as being similar to a Skelecog, but with four additional arms welded onto the frame. Two of them are normal grabbers, but two seem to be welders. We're not *really* sure where she is, but a lot of us are worried she's going to make things way harder. You know, make lots of powerful Cogs, or just outright make new variants. If you want to help us find her and take her down, that would be greatly appreciated.

For an additional 400 points (total of 1000), you *have* to help us do so. You aren't leaving the Jump until you do. Which... I mean, there are worse places to be stuck in.

Aww, has it really been 10 years already? That's a shame. Still, I'm glad I got to meetcha and... generally do stuff! Thanks for the help, and hopefully we get to see you again!

Ending:

- Stay
- Go Home
- Continue Jumping

Changelog:

V0.4:

- Was having trouble thinking of more ideas, so posted the WIP to get some help

V0.41:

- Changed title to Toontown Rewritten, to make subject matter more clear

V1.0:

- Used a bunch of suggestions from Canas-Dark
- Finished Document to where I'm happy with it

V1.1:

- Added the Ending Section