

# TARZAN



## **Tarzan**

### **1999 Film**

A Jumpchain CYOA by WoL\_Anon

Ver. 1.2

A series of unfortunate events has left the human baby known as Tarzan all alone in the African jungle. As fate would have it, he is adopted by, and raised as, a gorilla. This is the story of Tarzan's growth into adulthood and subsequent straddling of two different worlds. Have you come to help him, or are you directed towards more selfish pursuits?

You arrive in this world as a child Tarzan attempts to scare his adoptive gorilla mother. You will be staying here for the next ten years.

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

### **-Age and Gender-**

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

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

### **-Species-**

Choose one of the options below. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will.

#### **[Free] Human**

An ordinary human. Jungle residents will probably consider you to be some kind of hairless gorilla, at least until more of your kind show up.

#### **[Free] Gorilla**

Gorillas possess impressive strength, significantly more so than humans. At the same time, they might be easily picked apart by cunning predators such as leopards.

#### **[Free] Leopard**

A species of cat, which is a dangerous predator in the African jungle. They rely on speed, cunning, and their sharp claws and teeth.

## **[200cp] Elephant**

Elephants possess large, bulky bodies which afford significant power. Elephant stampedes are a danger to the rest of the jungle, and it would be easy for you to crash through human camps if you wished to. Your colouration is a quite a bit redder than one might first suspect, a trait shared by the elephants in this jungle.

### **-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.

#### **Wild**

The jungle is your home. If you are a non-human with a background, you are native to it. If you are a human, you were likely adopted in a similar manner to Tarzan.

#### **Civilised**

You are a new arrival to the jungle. If you are a human, you have either arrived to do research, or as the result of some kind of accident at sea. If you are a non-human, perhaps you were domesticated by humans in the past?

#### **Villain**

Two worlds, but monsters exist in each. You are one such monster. Perhaps you are a merciless predator that preys upon the weak, or maybe you have come to the jungle in search of profit – in any case, others would be wise to regard you with suspicion.

### **-Location-**

You may choose to begin anywhere within the jungle inhabited by Tarzan, as long as it makes sense and does not provide you with any additional advantages you have not purchased.

## -Perks-

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

### Wild Perks

#### **[100cp, Free for Wild] *Can't you imitate any quieter animals?***

You are able to imitate noises with your mouth. To start, this includes various animal sounds, such as elephants and leopards, as well as the sound of gunshots. You'll have an easy time learning to imitate other kinds of sounds as well.

#### **[100cp, Free for Wild] *Trashin' The Camp***

You have an excellent sense of rhythm, and are able to turn everyday objects into musical instruments.

A skill like this can bring you all kinds of fun. Just try not to draw too much unwanted attention upon yourself.

#### **[200cp, Discounted for Wild] *I've never seen such eyes.***

Those who you consider to be desirable romantic partners will consider your exotic traits or unusual quirks to be charm points, so long as they are not harmful to others.

Additionally, people in general are far more forgiving of social faux pas committed by you. This doesn't mean they will always be acceptable, but you will receive the benefit of the doubt more often than not, and others will typically want to make sure you are aware that you aren't behaving appropriately before judging you harshly for that behaviour.

#### **[200cp, Discounted for Wild] *Jungle Fighter***

Violence is part of the jungle's cycle, and you are no exception.

Combat now comes naturally to you, and you are able to retain your composure during it. Even if you are outmatched, you won't panic and can rationally decide whether you need to flee, or whether you can still claim victory with the right strategy.

You are also skilled in the use of the spear, both as a melee and thrown weapon.

#### **[400cp, Discounted for Wild] *Son of Man***

Growing up in the jungle has taught you how to move through it.

Swinging on vines and sliding across trees comes easily and naturally to you. You are good at judging distances, enabling you to swing right into your target, and gauging whether ropes and vines can support your weight in the first place, ensuring you don't make a complete fool of yourself. You also

possess quick footwork, helping you adjust to winding and changing tree roots as you slide along them.

By spending large amounts of time (years at least) in other environments, you can pick up other kinds of traversal appropriate to those environments as well. Even without someone to guide you, these skills will come to you in time.

#### **[400cp, Discounted for Wild] You'll Be In My Heart**

You are an excellent parent, Jumper.

Your skill at raising children transcends boundaries of species. When raising children of other species, the same techniques that would work on your own offspring manage to work on them just as effectively, and you won't have to worry about accidentally killing species that are especially fragile while young either.

Additionally, you are also skilled at making the young feel like they belong, even when prominent members of the local community tell them that they don't.

#### **[600cp, Discounted for Wild] Survival of the Luckiest**

You have an impressive kind of luck, that manifests in ways to keep you safe.

Accidental harm is all but unheard of; a gun shot in your direction will never hit unless the shooter is deliberately aiming at you (and being vaguely aware of your presence is not enough to count for this). Even well aimed shots deliberately aimed at you are far more likely to graze your body than they are to land on target.

This luck also works to ensure you have access to a provider whilst you are too young to fend for yourself, and to encounter potentially useful allies as you mature – even if these providers and allies aren't a species that would typically help you out.

You can toggle each aspect of this good fortune on or off at your discretion.

### **Civilised Perks**

#### **[100cp, Free for Civilised] Not-So Plain Jane**

Disney heroines are typically quite attractive, and you're no exception. On purchase, choose whether this perk grants a great enhancement of feminine beauty, allowing you to match Jane Porter in terms of looks, or whether it grants a similar enhancement of masculine handsomeness.

#### **[100cp, Free for Civilised] Sketch Artist**

You are quite talented when it comes to sketching, allowed to recreate fairly complex visuals in sketch form, both quickly and with a high degree of accuracy.

A talent like this will make field research just that bit easier.

### **[200cp, Discounted for Civilised] Adaptable**

Going from comfortable English living to a jungle lifestyle isn't for everyone. Fortunately for you, you are highly adaptable. You have the mental fortitude and flexibility to adapt to changing circumstances, and make the best of a bad situation. You can also keep a cool head under pressure, allowing you to better protect those you care about even when the worst happens.

Even if being abandoned in the jungle wasn't what you wanted, that doesn't mean you can't thrive.

### **[200cp, Discounted for Civilised] Build Higher Walls, Build Stronger Beams**

You are surprisingly skilled when it comes to construction. This is most prevalent when it comes to woodworking; working alone, you could turn a wrecked ship into a grand treehouse in a very short period of time. You'll also have an easier time learning other methods of construction.

Making a refuge for you and your loved ones is surely possible for you now.

### **[400cp, Discounted for Civilised] Professor**

You are quite knowledgeable when it comes to the African jungle. This includes the ability to identify the various snakes and spiders present in the jungle, and synthesise antidotes to their poison. You'll also have an easier time learning about other poisonous creatures you come across in your travels, and developing new antidotes to counteract their unique brands of poison.

Additionally, when you are studying or researching a topic, your intuition is surprisingly high – even when it comes to knowledge that is not yet known by the broader public. For example, you might be able to predict that gorillas congregate in family groups, before properly studying them. This intuition is not perfect, so actual research is still required, but it will help point you in the right direction.

### **[400cp, Discounted for Civilised] Two Worlds**

Your children are blessed with a huge amount of luck, that lasts until they reach adulthood. This luck works to ensure their safety and protect them from accident and tragedy.

Should you not be willing or able to raise your own children, they will somehow or another find their way to capable surrogate parents. Even if there were not species appropriate parents available, members of a different species would find your child and somehow manage to raise them into adulthood.

### **[600cp, Discounted for Civilised] Strangers Like Me**

You are an excellent teacher, Jumper!

Though your teaching ability has been improved in general, your talent is especially strong in the realms of language and culture. Why, in but a few weeks, you could take a person who grew up removed from human civilisation and not only make them a competent speaker in a language of your choice, but also give them a loose understanding of your chosen culture.

Additionally, when teaching someone you have a romantic interest in, they will be drawn towards you. Your lesson will highlight all of your favourable qualities, without requiring you to change your curriculum or sacrificing progress on the subject you are supposed to be teaching. You can toggle this particular aspect on and off as you like, should you desire to keep things more professional.

## **Villain Perks**

### **[100cp, Free Villains] Hunter**

You know how to use large hunting knives in combat, and are familiar with the operation and maintenance of firearms present in the late 1800s. You'll also have an easier time learning the operation and maintenance of other kinds of firearms.

Now get out there! You've got some hunting to do.

### **[100cp, Free Villains] Terrifying Presence**

Thanks to this perk, attempts to scare or intimidate others are much more effective than they would otherwise be.

A very useful talent for predators, as your prey freezes or makes fatal errors when you attack.

### **[200cp, Discounted for Villains] *I thought I saw something.***

You have a sort of 'sixth sense', which not only alerts you when you are being watched, but indicates the direction from which you are being watched with a fairly high degree of accuracy.

In a dense jungle environment, such a skill will help prevent you from ambushes, or simply from being spied on.

### **[200cp, Discounted for Villains] Ambush Predator**

Stealth comes naturally to you. You know how to move whilst minimising the sounds you make, how to exploit shadows and blind spots, and even how to effectively blend into your surroundings – hiding in plain sight.

Skills like these are sure to be appreciated by any prospective predator.

### **[400cp, Discounted for Villains] Master Manipulator**

You're quite the smooth talker, aren't you?

With a silver tongue like yours, it'll be easy to convince others you are on the up and up. It would take serious evidence or a direct confession from you for your marks to be shaken from this belief.

You are also quite good at finding useful angles to exploit with your manipulations, such as getting your mark to behave in the way you want by convincing them it will keep them together with their beloved.

### **[400cp, Discounted for Villains] Easy Targets**

In your travels, you will often encounter creatures in vulnerable or guarded situations. The exact type of creatures you encounter will always be setting appropriate, and tend to best suit your needs – though special or rare creatures, and important or named individuals will not show up as a result of this perk. You can toggle this effect on and off at your leisure.

This perk is sure to be a boon for those predators after an easy meal, or poachers looking for goods to sell.

### **[600cp, Discounted for Villains] *Not a man like you!***

Do-gooders just can't bring themselves to stoop to your level when it matters most.

From now on, morally just individuals, as well as those who are fighting you on moral grounds instead of simple self-preservation, will not attempt to kill you if they can get away with just capturing you, even if you are actively trying to kill them. They may even actively warn you if you are in danger of killing yourself by your own actions.

The perk fails to work on those opposing you for selfish or malevolent reasons.

## **General Perks**

### **[Free/200cp] Animal Speech**

The animals in this setting share some kind of universal language that is understood by all residents of the jungle. To outsiders, this language sounds like grunts and random animal noises, but it is actually as complex as English.

By possessing this perk, not only do you know this language, but are able to teach it to others just as you could with any other language. In other worlds, this language will allow you to speak with mundane animal species, though the animals you are speaking to will not become as intelligent as the animals here by this perk alone.

This perk costs 200cp, but you can receive it for free by temporarily giving up your knowledge of other languages. You can relearn this lost knowledge during this jump, and will recover any outstanding knowledge lost in this way when the jump comes to an end.

## **-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. Free items are the exception to this; you may only get 1 of each. 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, Free for Humans] Loincloth? Good Lord.**

This is a Disney film, so even wild men must preserve their modesty.

These rags are enough to cover up your privates, as well as your chest if you are a woman. Despite their makeshift nature, when worn they'll never come off unless deliberately removed, and won't accidentally expose you either.

Should your rags be lost or destroyed, you'll find a replacement nearby as soon as you make an attempt to look for them.

**[50cp] Film and Series**

A copy of Tarzan (1999), The Legend of Tarzan (television series), Tarzan and Jane (2002), and Tarzan II, on your preferred form of physical media. These jungle adventures can be watched at your leisure.

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

**[50cp] Spear**

A rudimentary weapon employed by humans, though perhaps not civilised ones. Still, it might be quite helpful if you found yourself facing down a leopard.

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

**[50cp] Sketch**

This piece of paper holds a sketch of you, as if drawn by Jane Porter. It is quite flattering, and draws out your best features, but provides no special benefits. Still, fights in the jungle have broken out over less.

If lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

**[100cp] Parent's Clothes**

A suit, or dress if you prefer. Wearing this will help you look the part of a proper English gentleman or lady.

Such clothes are scarce in the jungle, but fortunately yours are self-cleaning and self-repairing, ensuring you can wear them in the jungle as often as you want.

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

**[100cp] Sketchbook**

This book of empty pages is the perfect tool for those who wish to practice their drawing, or take notes on the world around them.

No matter how many pages are used, the book will always have more available, and this will never cause the book to become larger or heavier. Despite this, you'll always be able to find the page you are looking for, and can even cause the book to "sort" its pages – handy if you wish to group certain things together. Should the book be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. A replacement book will retain what you had previously included, excluding pages that you deliberately ripped out of the previous book.

This item also comes with a pencil that never wears out, and which you always seem to be able to pull out of nowhere when you need it.

### **[200cp] Projector & Slides**

A projector not unlike the one used by the Porters. When utilised appropriately as a teaching aid, efforts you make to teach others will be somewhat more effective than they would otherwise be.

The slides come in a convenient carrying case. To begin with, you have a copy of every single slide present in Tarzan (1999). In addition, whenever you are trying to teach using the projector, and you are in need of a visual aid, you can find additional slides in the case that cover what you need. The only condition is that you can visualise what you would want on the slide. Regardless of how many slides you accrue in this manner, the case will be able to accommodate them all, without growing larger or heavier. Despite this, you will never have difficulty finding the slide you are after.

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

### **[200cp] Hunter's Rifle**

This double-barrelled rifle is a copy of the one used by Clayton.

It comes with an endless supply of ammo, which you can retrieve from seemingly nowhere, whenever you like.

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

### **[400cp] Parents' Legacy**

This impressively large treehouse will allow you to live comfortably in the jungle, and provides protection from the elements. The elevated height gives you an excellent view of the surrounding jungle. A converted rowboat acts as a makeshift lift, allowing one to quickly get from the treehouse to the jungle floor. Should a predator attack, it may serve as a helpful emergency exit.

The interior of the treehouse is filled with various items that were salvaged from a shipwreck, including dressers and blankets. If you like, this item may even come with a framed photograph of you and your parents. This may be your parents from this jump if you are taking a background here, another set of parents you had in a different jump, or even the parents you had prior to the chain. This decision is made on purchase of this item.

In future worlds, you may choose for the treehouse, as well as the tree it is built upon, to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location.

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

### **[400cp] Makin' The Camp**

While less grandiose than the previous option, this item is perhaps more practical.

This option comes with the items necessary to replicate Jane's camp. This includes tents and more practical equipment, but also various odd and ends taken from a late 1800s England, including various books related to the study of animals, beakers and other scientific equipment, cutlery and crockery, a Union Jack flag, and more.

These items can be packed up relatively easily, allowing for simple transport, though you'll need to find the appropriate space and set everything up yourself.

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

### **[600cp] One of Us**

This piece of the jungle is now all yours.

You can decide what kind of piece it is on purchase, such as gorilla nesting grounds, or a large water source for the elephants to drink from. It cannot contain human elements, such as a treehouse or human camp.

This item also comes with a group of a single species of animals, appropriate to your chosen area, such as gorillas or elephants. These animals, like the ones found in the rest of this jungle, have a human level of intelligence. They also possess the *Animal Speech* perk. They count as followers, and are intensely loyal to you, looking to you as their leader. Any loss of population they suffer will be made up at the start of the following jump. Post-chain, this occurs every ten years.

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

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

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

You are now the owner of a large boat, appropriate to a late 1800s England.

Additionally, you have a small group of loyal human followers. These humans are not only capable of acting as a more than sufficient crew for the boat, but also trained hunters with little to no scruples. If you wanted to make a living trafficking animals, they would a great asset to have. Any losses this group suffers will be made up at the start of the following jump. Post-chain, this occurs every ten years.

Should your boat be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

### **[800cp] Magic Staff**

This golden staff contain greater magical power, not unlike the one used by Queen La.

While holding the staff, the wielder gains access to various magical powers. This includes: transforming humans into animals, and animals into animal-like humanoids (such as leopard men), animating statues to carry out their commands, firing magical blasts that vaporise targets, short-range teleportation, generate a smoke that knocks out targets, changing the wielders attire (though this seems limited to a rather specific skimpy outfit befitting a jungle queen), causing it to rain, summoning chains and binding to capture targets, returning ruined cities to a pristine condition, and even holding off the effects of aging for the wielder.

These effects can be used by any wielder, should they think to attempt them. However, if the staff is destroyed, all magical effects it has caused to this point will be reversed. This includes returning the vaporised to life, and undoing the reversed aging all at once (which can cause a person to rapidly age into dust if it was used enough). Should this item be imported into a different staff or other kind of magical focus, its destruction will only disrupt the magical effects granted by this item purchase; other magical abilities will not be impacted.

As this staff is truly yours, it provides a couple of additional features to you exclusively. First, you can always sense its location; even if it was broken into pieces, you will feel the location of each piece. Second, once per jump, should you perish, you can choose to become a spirit (this prevents chain failure), which can possess other bodies. Possessing a body as it is killed will count as death for the purposes of chain failure. Whether the staff is destroyed or not does not impact this ability. At the end of each jump, you will be separated from any body you are possessing in this way and your original body will be restored to you. Post-chain, you can use this ability once every ten years, and your body will be restored after a ten-year period as a spirit.

If the staff is destroyed, it can magically repair itself after an hour or so, provided the pieces remain in close proximity. If repair does not occur within 24 hours, or the staff is lost for the same period of time, a replacement will appear in your Warehouse.

## **-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 Tarzan (including Tarzan II, The Legend of Tarzan, and Tarzan and Jane if you've included them via the toggle) along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a 'slot', so you can ask around and find another character to journey with if you would like.

### **-Drawbacks-**

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

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

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

### **[0cp] Direct to Jumpchain**

Using this toggle, you can determine whether The Legend of Tarzan (television series), Tarzan and Jane, and/or Tarzan II are a natural part of this world's events. Any inconsistencies may be smoothed out in a manner of your preference. These stories take place both during and after the events of Tarzan.

### **[0cp] Early Start**

*Cannot be taken with Late Start.*

Using this toggle, you will instead arrive in the jungle at the same time that Tarzan's human parents do. This increases the total length of time you will be staying here; you won't be leaving any earlier. Do you want to avert a tragedy, or just experience a more complete version of this world's events?

### **[0cp] Late Start**

*Cannot be taken with Early Start.*

Using this toggle, you will instead arrive in the jungle at the same time that Jane Porter does. This does not reduce the total length of time you will be staying here. Starting later may help you if you wish to experience a certain kind of perspective of this world's events.

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

Are ten years not enough for you? Using this toggle, you can add as much additional time to your visit as you like. This is decided when taking the toggle, and cannot be reversed during your visit if you change your mind. This toggle does not provide any additional longevity to your life, so think carefully before adding large amounts of time to your stay.

### **[+100cp] *But the guys, they need a little convincing, you know.***

You will find it difficult to find acceptance and build friendships during your time here. Winning over people will often require flashy or grand acts, with larger communities requiring more impressive feats.

Fortunately, this drawback will not impact your relationships with your companions or followers.

### **[+100cp] The Horror!**

You are easily frightened by the strange and unfamiliar. This may be overcome with serious time and effort, but any perks you have that may help in this regard are significantly less effective at this task than they would normally be.

### **[+100cp] *It can't get any worse, can it?***

For the duration of your stay, you will be plagued by bad weather.

When you want it to be dry, expect rain. When you want the rain, expect none. The weather will even change moment to moment as your needs do.

### **[+200cp] Baboon Bait**

For some reason, baboons don't like you. Should one spot you, they will gather together with many other baboons and attack you en masse.

No matter how many you dispatch, there will always be more baboons in the jungle. Perhaps fleeing is the best option when they confront you?

### **[+200cp] In-Group Bias**

You are unable to empathise with other species. Depending on the circumstances, you might view them as a resource to be exploited, prey to be hunted, or even pests to be exterminated. Accepting them as an equal or as a friend simply isn't possible during your time in this world.

Hopefully you don't do anything you might later regret.

### **[+200cp] Unlucky Shot**

It's not that your aim is bad, rather you seem to be cursed with a peculiar sort of bad luck that causes you to miss all but the easiest of shots or throws. It would take something as easy as a large gorilla at close range for you to reliably hit your target.

### **[+300cp] Preyed Upon**

A vicious leopard, on par with Sabor, considers you its enemy, and will do what it takes to kill you.

This leopard has a thorough understanding of the jungle. It is both cunning and patient, and will wait for opportune moments to strike at you and go for the kill. If things don't go well for it, it will retreat and look for another opportunity.

The leopard cannot be reasoned with; only by killing it will you be free of the threat it presents to you.

### **[+300cp] Hunted**

A group of hunters, led by a man on par with Clayton, considers you their target, and will do what it takes to hunt and kill you. Attempts to reason with this group will invariably fail.

Each of these humans are equipped with a rifle and knife, and the group is well supplied generally. The biggest disadvantage they have is that they have only just set up camp in the jungle, and are as of yet unfamiliar with their surroundings. Perhaps you could make use of this to stay away from the danger they represent, or to pick them off individually?

### **[+300cp] Animal Intelligence**

The animals in this setting are more intelligent than one might traditionally expect. Taking this drawback will reduce you to a more "appropriate" level of intelligence.

For the duration of the jump, your intelligence is reduced to that of an ordinary member of your chosen species as it would be in a mundane setting. For humans, you are instead limited to a gorilla's level of intelligence.

You also lose the ability to speak, even via the *Animal Speech* perk should you possess it.

### **-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:

**Lost in the Jungle:** You choose to remain in this world. Your chain ends here.

**Continue Your Journey:** You choose to continue your chain. Proceed to the next jump.

**Boat Trip Home:** 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?**

Note: this synopsis only covers Tarzan (1999) in its entirety, but indicates where the other films and animated series fit in.

Tarzan's human parents, as well as a baby Tarzan, are stranded in the jungle after their ship catches fire. They build a treehouse to live in. Meanwhile, two gorillas (Kerchak and Kala) are raising their own child. One day, the baby gorilla is left unattended, and is killed by the leopard, Sabor. Later, Kala hears a crying baby, which draws her to the treehouse. She discovers that Tarzan's parents have also been killed by Sabor, and find Tarzan all alone. Kala is ambushed by Sabor, but escapes with Tarzan.

Returning to the gorillas, Kala tries to persuade Kerchak to accept Tarzan. Kerchak relents, and allows Kala to raise Tarzan, but refuses to view Tarzan as his own child.

Time passes, and Tarzan is now a child. He struggles to find acceptance from the other gorilla children. One of them, Terk, convinces him to retrieve an elephant hair; this is merely a scheme to rid the group of Tarzan and she doesn't expect him to go for it. Regardless, Tarzan goes after the hair, setting off a stampede in the process. This helps him win the friendship of Terk, and Tantor (a young elephant). However, the stampede nearly kills a young gorilla, and Kerchak is furious. He says that Tarzan will never be one of them. That night, Kala reassures Tarzan.

Time passes, as Tarzan works hard to be accepted.

[Should you include it via the toggle, Tarzan II takes place during this 'Son of Man' segment, whilst Tarzan is still a child.]

He learns to swing on vines and slide along trees. He also fashions a spear for himself and learns to tie knots. He grows into an adult. One day, Sabor attacks the gorillas. Kerchak battles Sabor, but is wounded. Tarzan swings in and saves Kerchak. Tarzan battles and kills Sabor, winning the respect of most of the gorillas. He presents Sabor's body to Kerchak. Kerchak reluctantly approves of Tarzan, but they are interrupted by the sound of gunshots in the distance. Kerchak orders the group to move away, but Tarzan is curious what the sounds are, and slips away to investigate.

Tarzan comes across a group of humans. Professor Porter and his daughter Jane have travelled from England to Africa in order to study gorillas. They are accompanied by Clayton, who was hired to serve as their protector, but who views the gorillas and other animals as dangerous beasts. Jane is separated from the group when she encounters a baby baboon who steals her sketchbook. When stealing a page back from it, she upsets the baby, which draws the wrath of its family. Tarzan swings in and rescues Jane from the attacking baboons. Jane initially believes him to be a quiet wild man, but when he begins parroting her, she realises he is capable of speech. They teach each other their names, and Jane asks Tarzan to bring her back to her camp.

Meanwhile, Tantor, Terk, and some of the other gorillas, stumble upon the human camp whilst looking for Tarzan. They created a loud noises, which draws Kerchak's attention as well as the Professor and Clayton's attention to the camp. Jane and Tarzan arrive first, and Jane realises that Tarzan is part of the gorilla's family. She is frightened by the appearance of Kerchak, who moves the gorillas, Tarzan, and Tantor away from the camp before Clayton and Professor Porter arrive. Jane tries

to explain the situation to them. At first they don't understand what she is saying, but Clayton takes her more seriously after she mentions the gorillas.

Kerchak forbids the gorillas from seeing the humans, believing them to be a source of danger. Tarzan tries to argue that they are safe, but Kerchak refuses to listen. Kala tries to reason with Tarzan, but he is angry that he was never told about creatures like himself existing.

Tarzan begins to sneak away to the human camp. Clayton wishes to use him to get to the gorilla, but Tarzan doesn't understand him. Jane starts teaching him how to speak and about culture in general. In the process, Tarzan and Jane develop strong feelings for each other. Tarzan understands when asked about the gorillas again, but refuses to take the humans to them because of Kerchak.

The boat arrives to take Jane, the Professor, and Clayton back to England. Jane wishes for Tarzan to come back to England with them, whilst he wants her to stay with him. Clayton tricks Tarzan into thinking that Jane will stay if he shows them the gorillas, so he agrees to do so. He convinces Terk and Tantor to distract Kerchak whilst he takes the three to the gorillas. Kerchak returns whilst the humans are still present, and Tarzan has to resort to fighting Kerchak so they can flee to safety. Kerchak admonishes Tarzan for not protecting his family, and Tarzan goes off on his own. Kala finds Tarzan and takes him to the treehouse for the first time. Tarzan finds a picture of his human parents, and dresses in his father's clothes. He tells Kala that he will always consider her his mother, and then chooses to leave on the boat with Jane.

Once they board the boat though, Professor Porter, Jane, and Tarzan, are all captured. The crew work for Clayton, who plans to capture the gorillas and sell them. He leaves with some of the crew whilst some remain on the boat to guard the captives. Tantor and Terk hear Tarzan's cry for help, and attack the boat, rescuing the captive humans. They pursue Clayton and his men, who have begun capturing gorillas. Clayton is about to kill Kerchak when the trio of humans show up alongside various animals from the jungle. Most of the gorillas are saved, and Clayton orders his men to take what they can. Some of the crew attempt to transport a caged Kala, but Jane and Tarzan stop them and free her. Clayton shoots at Tarzan, grazing his arm. Kerchak rushes Clayton, but is shot. Clayton pursues Tarzan up into the trees where the two fight. Tarzan manages to take Clayton's gun, but destroys it instead of shooting. Clayton comes at Tarzan with a knife, but finds himself tangled in vines. Aggressively cutting the vines away, he ignores a warning from Tarzan and accidentally hangs himself.

A dying Kerchak acknowledges Tarzan as his son and apologises for not understanding that he was one of them all along. Clayton's men are taken back to England, but Jane and her father elect to stay in the jungle.

[Should you include it via the toggle, The Legend of Tarzan TV series takes place after the events of the original film. The 'flashback' sequences of Tarzan and Jane take place during this timeframe, with the framing segments of that film taking place about a year later.]

## -Changelog-

0.1

Created the jump.

1.0

(i) Minor typo fixes.

1.1

(i) Adjusted **Jumper History**, acknowledging Jane Porter is a former Disney Princess.

1.2

(i) Fixed version number.