

Disney

# FANTASIA



# Fantasia

A Jumpchain CYOA by WoL\_Anon

Ver. 1.0

*How do you do? My name is Deems Taylor, and it's my very pleasant duty to welcome you here on behalf of Walt Disney, Leopold Stokowski and all the other artists and musicians whose combined talents went into the creation of this new form of entertainment, Fantasia. What you're going to see are the designs and pictures and stories that music inspired in the minds and imaginations of a group of artists. In other words, these are not going to be the interpretations of trained musicians. Which I think is all to the good. Now, there are three kinds of music on this Fantasia programme. First there's the kind that tells a definite story. Then there's the kind that, while it has no specific plot, does paint a series of, more or less, definite pictures. Then there's a third kind, music that exists simply for its own sake.*

*-Deems Taylor introduces the audience to Fantasia*

You will be travelling to a world that reflects the many stories told by the animated anthology film, Fantasia. When and where you arrive in this world is determined below. You will be staying here for the next ten years.

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

## -Time & Place-

First, we must determine where and when you will first appear in this world. You may freely choose from any of the options below. If you are not including Fantasia 2000 in this jump (see *Jumpchain 2000*), then you cannot choose any option designated with (2000).

### **Nutcracker Suite**

*You know, it's funny how wrong an artist can be about his own work. Now, the one composition of Tchaikovsky's that he really detested was his "Nutcracker Suite", which is probably the most popular thing he ever wrote. It's a series of dances taken out of a full-length ballet called The Nutcracker that he once composed for the St. Petersburg opera house. It wasn't much of a success and nobody performs it nowadays, but I'm pretty sure you'll recognize the music of the "Suite" when you hear it. Incidentally, you won't see any nutcracker on the screen. There's nothing left of him but the title.*

*-Deems Taylor introduces Nutcracker Suite*

You begin in a field at night, which will be visited by fairies shortly.

## **The Sorcerer's Apprentice**

*And now we're going to hear a piece of music that tells a very definite story. As a matter of fact, in this case, the story came first and the composer wrote the music to go with it. It's a very old story, one that goes back almost 2,000 years. A legend about a sorcerer who had an apprentice. He was a bright young lad, and very anxious to learn the business. As a matter of fact, he was a little bit too bright, because he started practicing some of the boss's best magic tricks before learning how to control them. One day, for instance, when he'd been told by his master to carry water to fill a cauldron, he had the brilliant idea of bringing a broomstick to life to carry the water for him. Well, this worked very well, at first. Unfortunately, however, having forgotten the magic formula that would make the broomstick stop carrying the water, he found he'd started something he couldn't finish.*

*-Deems Taylor introduces The Sorcerer's Apprentice*

You arrive at a mysterious tower, where Mickey Mouse is learning under sorcerer Yen Sid. Later in the day, Yen Sid will head to bed, leaving Mickey with the opportunity to take some magical shortcuts without thinking of the consequences.

## **The Rite of Spring**

*When Igor Stravinsky wrote his ballet, The Rite of Spring... I repeat, when Igor Stravinsky wrote his ballet, The Rite of Spring, his purpose was, in his own words, to "express primitive life." And so Walt Disney and his fellow artists have taken him at his word. Instead of presenting the ballet in its original form, as a simple series of tribal dances, they have visualized it as a pageant, as the story of the growth of life on Earth. And that story, as you're going to see it, isn't the product of anybody's imagination. It's a coldly accurate reproduction of what science thinks went on during the first few billion years of this planet's existence. Science, not art, wrote the scenario of this picture. According to science, the first living things here were single-celled organisms, tiny little white or green blobs of nothing in particular that lived under the water. And then, as the ages passed, the oceans began to swarm with all kinds of marine creatures. Finally, after about a billion years, certain fish, more ambitious than the rest, crawled up on land and became the first amphibians. And then, several hundred million years ago, nature went off on another tack and produced the dinosaurs. Now, the name "dinosaur" comes from two Greek words meaning "terrible lizard". And they certainly were all of that. They came in all shapes and sizes, from little crawling horrors about the size of a chicken to hundred-ton nightmares. They were not very bright. Even the biggest of them had only the brain of a pigeon. They lived in the air and on water as well as on land. As a rule, they were vegetarians, rather amiable and easy to get along with. However, there were bullies and gangsters among them. The worst of the lot, a brute named tyrannosaurus rex, was probably the meanest killer that ever roamed the Earth. The dinosaurs were lords of creation for about 200 million years. And then... Well, we don't exactly know what happened. Some scientists think the great droughts and earthquakes turned the whole world into a gigantic dustbowl. In any case, the dinosaurs were wiped out. That is where our story ends. Where it begins is at a time infinitely far back, when there was no life at all on Earth. Nothing but clouds of steam, boiling seas and exploding volcanoes. So now, imagine yourselves out in space billions and billions of years ago, looking down on this lonely, tormented little planet, spinning through an empty sea of nothingness.*

*-Deems Taylor introduces The Rite of Spring*

Due to the extraordinarily long timespan covered here, you are free to begin on Earth at any point during The Rite of Spring, be that pre-life Earth, the end of the age of dinosaurs, or anywhere in-between.

### **The Pastoral Symphony**

*The symphony that Beethoven called the "Pastoral", his sixth, is one of the few pieces of music he ever wrote that tells something like a definite story. He was a great nature lover, and in this symphony, he paints a musical picture of a day in the country. Now, of course, the country that Beethoven described was the countryside with which he was familiar. But his music covers a much wider field than that, and so Walt Disney has given the "Pastoral Symphony" a mythological setting. And that setting is of Mt. Olympus, the abode of the gods. And here, first of all, we meet a group of fabulous creatures of the field and forest, unicorns, fauns, Pegasus, the flying horse, and his entire family, the centaurs, those strange creatures that are half-man and half-horse. And their girlfriends, the centaur-ettes. Later on, we meet our old friend, Bacchus, the god of wine, presiding over a bacchanal. The party is interrupted by a storm. And now we see Vulcan forging thunderbolts and handing them over to the king of all the gods, Zeus, who plays darts with them. As the storm clears, we see Iris, the goddess of the rainbow. And Apollo, driving his sun chariot across the sky. And then Morpheus, the god of sleep, covers everything with his cloak of night, as Diana, using the new moon as a bow, shoots an arrow of fire that spangles the sky with stars.*

*-Deems Taylor introduces The Pastoral Symphony*

You arrive in a world straight out of Greek myth. A bacchanal is to be held today, one which will be interrupted by Zeus if things go as expected.

### **Dance of the Hours**

*Now we're going to do one of the most famous and popular ballets ever written, The Dance of the Hours from Ponchielli's opera La Gioconda. It's a pageant of the hours of the day. We see first a group of dancers in costumes to suggest the delicate light of dawn. Then a second group enters dressed to represent the brilliant light of noon day. As these withdraw, a third group enters in costumes that suggest the delicate tones of early evening. Then a last group, all in black, the sombre hours of the night. Suddenly, the orchestra bursts into a brilliant finale in which the hours of darkness are overcome by the hours of light. All this takes place in the great hall with its garden beyond, of the palace of Duke Alvise, a Venetian nobleman.*

*-Deems Taylor introduces Dance of the Hours*

You begin at a palace, at dawn. A lot of wild stuff will be happening over the course of the day.

### **Night on Bald Mountain/Ave Maria**

*The last number on our Fantasia program is a combination of two pieces of music so utterly different in construction and mood that they set each other off perfectly. The first is "A Night On Bald Mountain" by one of Russia's greatest composers, Modest Mussorgsky. The second is Franz Schubert's world-famous "Ave Maria". Musically and dramatically, we have here a picture of the struggle between the profane and the sacred. "Bald Mountain", according to tradition, is the*

*gathering place of Satan and his followers. Here, on Walpurgis Night, which is the equivalent of our own Halloween, the creatures of evil gather to worship their master. Under his spell, they dance furiously until the coming of dawn and the sounds of church bells send the infernal army slinking back into their abodes of darkness. And then we hear the "Ave Maria", with its message of the triumph of hope and life over the powers of despair and death.*

*-Deems Taylor introduces Night on Bald Mountain/Ave Maria*

You arrive either on Bald Mountain or at the nearby village (your choice), a few hours before the demon Chernabog wakes.

### **Pines of Rome (2000)**

*When you hear a title like "Pines of Rome", you may think of tree-lined streets and romantic ruins. But when the Disney animators heard this music, they thought of something completely different.*

*-Itzhak Perlman introduces Pines of Rome*

You arrive in the arctic, near a family of flying whales.

### **Rhapsody in Blue (2000)**

*Next, we're gonna take you to the streets of New York City for a piece that's inspired by a couple of my favourite artists. First there's the illustrator, Al Hirschfeld who's been drawing celebrities and Broadway stars for most of the 20th century. And then there's composer/songwriter George Gershwin, who took jazz of the streets, dressed her up, and took her to the concert hall. My friend Ralph Grierson plays piano on this next number, and it all starts with a single slinky note on the clarinet, and a simple line on a piece of paper. Ladies and gentlemen, "Rhapsody in Blue".*

*-Quincy Jones introduces Rhapsody in Blue*

You arrive somewhere in New York. Perhaps you'd like to lend a helping hand to a person or four?

### **Piano Concerto No. 2 (2000)**

*The Disney artists wanted to create a short film based on Hans Christian Andersen's wonderful fairy tale The Steadfast Tin Soldier, but they could never find the perfect musical match until now. Here is Yefim Bronfman playing the Shostakovich "Piano Concerto Number 2" and The Steadfast Tin Soldier.*

*-Bette Midler introduces Piano Concerto No. 2*

You arrive inside a house with a variety of toys, including a ballerina, a jack-in-the-box, and a set of tin soldiers which have only just arrived.

### **The Carnival of the Animals (2000)**

*These drawing boards have been the birthplace of some of the most beloved animal characters of all time. So it's no surprise that the artists chose for our next segment The Carnival of the Animals by Camille Saint-Saëns. Here, the sensitive strains of impressionistic music combine with the subtle*

*artistry of the animator, to finally answer that age old question, "What is man's relationship to nature?" Oh, sorry. That age old question, "What would happen if you gave a yo-yo to a flock of flamingos?" Who wrote this?*

*-James Earl Jones introduces The Carnival of the Animals*

You've shown up close to a flock of flamingos. One seems particularly keen on playing with a yo-yo.

### **Pomp and Circumstance (2000)**

*When we hear Sir Edward Elgar's Pomp and Circumstance, we think of a graduation ceremony. Actually, Elgar composed it for many kinds of solemn events. This march inspired the Disney artists to recreate the age-old story... of Noah's Ark, with one slight twist. Ladies and gentlemen, Pomp and Circumstance, starring Donald Duck.*

*-James Levine introduces Pomp and Circumstance*

You arrive outside of Noah's house, the morning of a great flood. Will you help Donald and Daisy escort the animals on to Noah's ark, or simply save yourself?

### **The Firebird Suite (2000)**

*Walt Disney described the art of animation as a voyage of discovery into the realms of colour, sound and motion. The music from Igor Stravinsky's ballet, The Firebird, inspires such a voyage. And so we conclude this version of Fantasia with a mythical story of life, death and renewal.*

*-Angela Lansbury introduces The Firebird Suite*

You arrive shortly before the Spring Sprite awakens after a long winter, close to her location.

### **-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**

You are a human. You are free to choose whether you are “realistic”, like Deems Taylor or James Levine, or more cartoonish, like Yen Sid. Aside from aesthetics, no choice provides additional advantages.

### **[Free/100cp] Cartoon Animal**

With this option, you are able to be a cartoon animal. This might be an anthropomorphic animal, like Mickey Mouse or Donald Duck, or a relatively normal-looking animal, such as the flamingos from *The Carnival of the Animals*.

For Free, this form can provide no advantages beyond a typical human. For 100cp, it may be a fair bit stronger, allowing you to be something like a hippo or elephant.

### **[Free/+200cp/+300cp] Toy**

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

You are a toy that has been brought to life from some circumstance, such as magic.

When deciding your form, there are a few factors you must consider. First, you cannot be any larger than a jack-in-the-box. Second, your form likely renders your movements somewhat stiff and limited compared to a human, such as having limbs that lack the level of articulation of a human, or having to hop around in a clumsy manner if you are the aforementioned jack-in-the-box.

If you'd like to gain an additional 200cp, you can choose to remove your ability to alt-form switch or blend, or employ any shape changing powers on yourself for the duration of the jump. For another 100cp on top of that, you will freeze up and lose control of your body during the day, just like the toys featured in *Piano Concerto No. 2*.

### **[Free] Centaur/Centaur-ette**

You are a centaur, a creature that is half-man, half-horse. If you prefer, you may be a centaur-ette, the female equivalent. If either choice would cause you to change gender, you may do so with having to pay the 50cp charge.

Centaurs and centaur-ettes not only come in typical human shades, but also colours like blue and green. You are free to determine your colour on purchase of this species.

### **[Free] Cherub**

You are a cherub, a creature that looks like a baby with small wings. These wings allow you to fly, but your small form affords you little in the way of strength.

### **[Free] Faun**

You are a faun, a bipedal creature with the lower body of a goat and the upper body of a human, save for two short horns poking out of your head.

### **[Free] Seasonal Fairy**

You are a fairy, related to one of the four seasons.

You are mostly human looking, though you are extremely small, allowing you to fit in the palm of a human hand. You have transparent wings, which allow you to fly. Fairies come in a variety of colours, and though in most cases this relates to your chosen season, you are free to choose any colour of your preference.

You have access to a very minor amount of magic, related to your season. For example, autumn fairies can render plants golden and brown, as they tend to look during autumn. Winter fairies instead can conjure small amounts of ice and frost. In any case, it would take many of your kind working in concert to make the local environment appear as it should during your chosen season, in any kind of reasonable timeframe.

### **[Free] Unicorn**

You are a unicorn. You are similar in appearance to a small horse, though you possess cloven hoofs, a lion-like tail, and a horn grows from your forehead.

Though unicorns we see are either pink or blue, you may choose any colouration of your preference.

### **[100cp] Pegasus**

You are a Pegasus, a winged horse capable of flight. Pegasi come in a variety of colours, and as such you are free to choose any colouration you would like for yourself.

### **[200cp] Magic Broom**

You are a broom brought to life with magic. You walk on your bristles, and a pair of wooden arms have grown out about halfway up your shaft. Though you lack a face, you are still somehow capable of sight. You do not need to eat, drink, sleep, or breathe, allowing you to efficiently work even when underwater.

The magic that animates your body will allow you to regrow near instantly from mundane damage. If your body is broken into pieces, the smaller pieces will form into separate magical brooms. These



brooms do not count as you, as possess none of the perks or attributes you have outside of this species choice. They are completely loyal to you.

For the many advantages this options provides, there are some downsides. First, being a broom, the base strength and durability provided by this option is fairly limited. Second, being animated by magic, you are susceptible to anti-magic effects.

### **[200cp/300cp] Dinosaur**

For 200cp, you can choose to be any of the numerous species of dinosaur that can be seen during The Rite of Spring, with a singular exception. This exception is the legendary tyrannosaurus rex, perhaps the meanest killer to ever walk the Earth. This species of dinosaur costs 300cp instead.

See the Notes section for a full list of dinosaurs.

### **[300cp] Flying Whale**

You are a strange variant of humpback whale, which is somehow able to fly through the air as well as swim through water. Your large size already limits your natural predators, and your ability to fly allows you to avoid even those. It is therefore no wonder that massive pods of your kind can be found in this world.

### **[600cp] Force of Life**

Like the Spring Sprite, you are a force of life and creation.

Your form is quite mutable, allowing you to shrink or grow to immense sizes. You find it easy to change between a green, plant-like form, as well as take on the form of water – in this state you can hide within larger bodies of water, moving around without being seen. In either form, you are capable of flight. Your “main” appearance can be maiden-like as the Sprite’s is, or entirely original, so long as it provides no special advantages.

Your powers allow you to grow plants and bring life to the nearby environment, and you can sweep over hills and rejuvenate them with ease. This power cannot be used in places where such life could not grow in the first place, or that are currently being effected by a Force of Destruction.

While you lose out when competing head-to-head with an equivalent Force of Destruction, your advantage lies in your endurance. Using your power does not exhaust you, and you also possess a strong regenerative ability; being blasted head-on by the Firebird is more likely to reduce you to a smaller ashen form for a short period of time, instead of killing you outright. Life finds a way, as they say.

### **[600cp] Force of Destruction**

Like the Firebird, you are a force of death and destruction.

Your form is quite mutable. When resting, you appear to be some kind of stone statue. When active, your body becomes living flame that you can shape as needed, and you are able to fly. You can also

take on a form of lava and move around as liquid. As either flame or lava, you can both shrink as well as grow to immense sizes. Your “main” appearance can be phoenix-like as the Firebird’s is, or entirely original, so long as it provides no special advantages.

Your advantage lies in your raw power. Even resting, the immediate area around you (about the size of a mountain) is unable to grow new life, even when prompted by supernatural powers. When active, your flames and lava completely overpower an equivalent Force of Life, and you would find it easy to raze great forests in no time at all. The downside is that heavily drawing on your powers quickly “burns through” your energy, so to speak, requiring you to return to a resting state to recharge for significant lengths of time.

### **[600cp/800cp] God**

You are a god. If you are taking a background in this setting, you may be a part of the Greek pantheon, or be on your own.

You are effectively ageless, and can move between a typical human size, and a much larger form. You have some kind of domain, which you have additional powers related to.

For 600cp, you are a god on par with Bacchus. You aren’t all that powerful in a relative sense, but you are a god nonetheless. For 800cp, you are close to Zeus in terms of power.

See the Notes section for more information.

### **[800cp] Demon**

You are a demon, equal to Chernabog.

You are a colossal black or dark grey creature, with an impressive pair of wings. While wrapped around you, you could pass yourself as the peak of a large mountain.

Beyond mere size, this form also provides you with a various supernatural abilities. First, you can conjure an inferno around your body. Not only can you harm others with these flames, but you can also use them to conjure strange creatures, or to turn creatures into lesser human-sized demons.

You are also able to cast shadows large enough to cover a village. Should these shadows be cast over the rest place of a wicked person, you can call them from their grave as a ghost bound to your will.

For all this form affords you, it does have some weaknesses. You and your powers are less effective during the day, and you are vulnerable to holy or good-aligned forces.

### **[Free] Other**

Do none of the above options appeal to you? Well, if a species appears in *Fantasia* or *Fantasia 2000*, does not provide you with capabilities greater than a typical human, and is not listed above, then you may select it via this option, for free.

## **-Background-**

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

## **-Perks-**

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

### **[Free] Introduction**

At the start of each jump, including this one, you can optionally choose to experience a small introduction to the setting prior to your arrival in the jump proper.

This introduction will be given either by Deems Taylor, or by a 90s era Hollywood celebrity. They will give one or two titbits about the world you are about to travel to; for settings based on an established work these titbits will often relate to the creation of that work. Occasionally, Mickey or one of his friends will make an appearance during this segment, briefly distracting or conversing with the speaker before the speaker resumes the introduction.

### **[100cp] Orchestral Talent**

On purchase of this perk, choose a single orchestral instrument. You have a great amount of talent at that instrument. Alternatively, you can instead choose to receive talent as a conductor.

Whatever your choice, your talent is such that the likes of Philadelphia Orchestra would be happy to have you!

### **[100cp] Amazing Animator**

You have an amazing talent for 2D animation, in any of the styles employed by Disney from the 1940s all the way to the end of the 1990s.

Whether you use your artistic talent to find work, or simply for your own entertainment, I'm sure you'll be able to find plenty of value in it.

### **[100cp] Delightful Dancer**

Who cares if you are a mushroom that came to life seconds ago? Why should that stop you dancing along?

You are now an excellent dancer, and find it easy to sync up with group dance routines, even without rehearsal. Additionally, you are able to apply to dancing talents to any form you take, no matter how strange that might ordinarily be.

### **[100cp] Toccata and Fugue**

By closing your eyes and focusing as you listen to music, you will be able to view wonderful scenes in your mind's eyes, as if they were masterfully animated by professional animators. These scenes reflect the music you are hearing, as interpreted by you. In some cases, they may tell stories, whilst in others they may take the form of random colours and shapes.

If you could put these scenes out in the world, perhaps you could make your own Fantasia?

### **[100cp] Centaurific**

Whether or not you are a centaur, you certainly have the looks of one.

On purchase, choose whether you receive a great enhancement in masculine handsomeness, or feminine beauty.

This perk can be purchased a second time, in order to receive both benefits. How these options interact with each other is up to you. The second purchase can be discounted to free, but requires a separate discount use to do so.

### **[100cp] Flamin-yo!**

Others might scoff, but you've mastered the yo-yo. You can perform all sorts of tricks, and can even manage half a dozen yo-yos at once.

Best of all, you somehow retain your yo-yo talent in any form you take, no matter how ridiculous that might normally be. Yes, even as a flamingo your yo-yo mastery will be available to you.

### **[200cp] Watchful Mentor**

Apprentices can't help but bring problems upon themselves, can they? You leave one alone for just a bit, and suddenly they are flooding the place!

Fortunately, you have picked up a strange bit of intuition when it comes to those that recognise you as a teacher or master. Should such a person be nearby, and find themselves in a situation where your aid is needed to keep them from death or great harm, you will get a strong sense that your help is required, as well as a general idea of where you need to go.

How you punish mischievous apprentices after the fact is up to you.

### **[200cp] According To Science**

You have gained a vast collection of knowledge of science and the history of the Earth, as generally accepted by mainstream sources on a mundane Earth circa 1940. In addition to understanding many principles of physics, this knowledge has a particular focus on dinosaurs, as well as the science and technology that goes into both animation and music.

While this information will always be easy for you to recall, you will always be able to tell when it has been sourced from this perk, which may be useful should your own understanding surpass or conflict with the information gained here, or should you gain access to better sources.

### **[200cp] Matchmaker**

Like the cherubs found around Mt. Olympus, you are made for matchmaking.

First, you are good at identifying those individuals who are lonely and seeking love. Second, you have a pretty accurate intuition for which pairings are likely to be pleasing over the long term. Third, and perhaps most importantly, you are good at setting up situations where well-suited pairs can meet and court in a natural and successful manner, all while keeping evidence of your meddling to a minimum.

### **[200cp] Pining For Family**

You have a strange sort of fortune, which kicks in when you are separated from a group you are traveling with or hanging around, be they friends, family, or some other kind of allies.

This fortune will work to help you find your way back to this group, whether by alerting you to a pathway you should take that you aren't aware of, or by ensuring you get glimpses of the group you have split off from, so you remain aware of just how close you actually are to them and motivating you to reunite.

This perk only applies to those you have separated from in a fairly immediate sense; it does nothing to reunite you with long-lost relatives.

### **[200cp] Life, Death, and Renewal**

Death, loss, destruction. An unfortunate, and usually unavoidable, part of life. While this perk won't make avoiding these things any easier, it will make dealing with them more manageable.

Now, you have a much easier time mentally rebounding from great losses or setbacks. You might still shed a tear, and this perk won't make you care any less, but you will be able to find the silver linings in these tragedies, or at least find the resolve to try again.

### **[400cp] Playful Apprentice**

There's just something about you that screams "worthy apprentice". As a result, you'll find it easier to convince others to take you under their wing and, if you are already known to them, you may even

be approached directly by would-be mentors. You still require the base capability in order for someone to wish to teach you.

This same “worthiness” causes mentors to be much more forgiving of any antics or mischief you may get up to. So long as there’s no harm done, or at least the harm is something your mentor can easily solve, you’ll suffer little more than a slap on the wrist and a stern talking to, and won’t have to worry about your mentor giving up on you. Naturally, this protection does not cover taking direct actions against your mentor, or causing serious problems for people other than yourself.

### **[400cp] Pageant of Life**

You have acquired a strange sort of postcognition, it seems.

By focusing, you can experience visions of the past. It is possible to direct these visions, but only in broad terms. You can look as far back as billions of years ago, but cannot see visions more recent than a few thousand years ago.

You will find it relatively easy to view events relating to the creation or birth of early lifeforms on your current planet, the evolution and appearance of new species, and cataclysmic events that wiped out species. It is extraordinarily difficult, and in some cases impossible, to focus on individuals over the long-term, or to discover secrets kept by these individuals.

You will never experience visions when you would not wish to.

### **[400cp] Bubble Blower**

You are a master at blowing bubbles. This isn’t something to scoff at, as in addition to pulling off various party tricks, you have learned a few bubble blowing techniques that defy common sense.

First, by rapidly blowing small bubbles, you can push something away, and could even use this to keep a heavy object like a hippo lying on a lounge hovering in the air by continuing to hit the underside with your bubbles.

Second, you have learned to blow bubbles of a larger size, which are somehow able to ‘capture’ creatures as big as an elephant, and float off with them for a good distance. An alert individual might be able to pop the bubble to free themselves, but such are surprisingly durable, so this won’t be as easy as one might think.

You will be able to blow your bubbles at any time, in any form, without need of external tools or resources. For example, an elephant would be able to blow them from their trunk.

### **[400cp] Steadfast**

The world can seem harsh at times, but thanks to this perk, you’ll find that more often than not things turn out all right in the end, at least for you.

Now, you’ve got a strange sort of luck on your side. The more you strive to survive and achieve your goal, the more this luck will build, nudging things in the right direction. While this won’t let you achieve the impossible, you’ll be surprised at just how much is possible so long as you don’t give in.

Examples of this perk in full effect include someone struggling to find work stumbling into a satisfying job, and a toy thrown into the sewer somehow making its way back into the house it was thrown from, without anyone even looking for it.

### **[600cp] Sorcerer**

You are a powerful sorcerer, on par with Yen Sid as he appears in *The Sorcerer's Apprentice* without his hat.

In addition to the vast magical power this perk initially provides, allowing you to pull off feats such as instantly clearing rooms of water and dispelling magical enchantments, this perk provides you the opportunity for further growth beyond this.

Just as Yen Sid learned to use a great deal of magic even without his hat, you can pull off a similar feat. From now on, using magical artifacts that would enhance your magical prowess over extended periods of time will allow you to permanently gain a large portion of the boost provided by the item, even when it is no longer with you. This does not lessen the artifact in any way.

You cannot receive additional boosts from the essentially the same source, such as if you were to copy the artifact, or to refashion it into another shape. However, if the source itself was to become stronger, then you would be able to continue to improve your permanent boost until you had the same portion of boost that you once benefitted from.

### **[600cp] Ave Maria**

You have gained a special effect, which you can apply to a village-sized area you are currently occupying, and can also separately apply to any territory you either legitimately own or preside over.

While you are applying this to an area, holy or good associated symbolism, such as the dawn of a new day, or the ringing of church bells, will provide a powerful warding effect that drives off demons and other evil-aligned creatures. Though this effect is unlikely to immediately kill or defeat these creatures, it will harm them if they elect to ignore it, causing even the likes of Chernabog to cower and hide for its own safety.

If you wish, you can elect for certain individuals or groups to be unaffected by this warding, helpful if for some reason you wished for them to stay in town. You can change who benefits from this immunity at any time.

## **-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] Films**

A copy of both Fantasia and Fantasia 2000, on your preferred form of physical media. This timeless masterpiece and its fantastic sequel are yours to view whenever you wish.

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

### **[50cp] Axe**

A well-made, but otherwise ordinary, axe. Useful if you wanted to chop up brooms into pieces. Less useful if said brooms were able to regenerate from splinters.

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

### **[50cp] Pastoral Makeup**

Want to look your best for that centaur of your dreams? No problem!

This is a replenishing collection of makeup, made from various natural ingredients. For example, the lipstick is actually a berry that can be eaten. Also included are a couple of combs, to take care of your hair.

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

### **[50cp] Terrific Toys**

Each purchase of this item provides you with one of the following:

- A set of tin soldiers.
- A toy ballerina.
- A jack-in-the-box.

At night, your toys will come to life, and can move about freely. They are loyal to you; no need to worry about them getting jealous or possessive and trying to destroy your other toys!

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



### **[50cp] Your Yo-yos**

A set of a dozen or so differently coloured yo-yos. With so many, attempts to stop you enjoying them will likely be fruitless.

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

### **[100cp] The Sorcerer's Spellbook**

Worried about forgetting that vital part of a spell? Worry no longer!

This large tome will fill as you gain magical knowledge, ensuring you can re-learn information you may forget. No matter how much information is added, it does not get externally larger or heavier, and you will always find it easy to navigate to the page you are looking for.

The spellbook is waterproof, and can float on the surface of water, allowing a Mickey Mouse-sized creature to use it as a makeshift raft in the event of a flood. Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

### **[100cp] Wine Supply**

Want to throw your own bacchanals? Then you'll love this item!

This is an endless supply of delicious wine and grapes, which you can retrieve from seemingly nowhere at any time, no matter how improbable that might be.

Try to exercise some level of moderation, lest you end up kissing a donkey.

### **[200cp] Bucket Brigade**

This is a squad of ten magically animated brooms, which are completely loyal to you and respond to your commands – no need to worry about forgetting the spells to change or cancel their orders! The magic that animates the broom also repairs them from any mundane damage they might experience. If broken into pieces, the smaller pieces will form into separate magic brooms that operate just like the originals.

The brooms are considered followers. If one is permanently destroyed, then a replacement will arrive at the start of the next jump (post-chain, this occurs after ten years). This guarantee only applies to the original brooms provided by this item; extras created from broken off pieces will not be replaced at these times.

### **[200cp] Pastoral Herds**

You have acquired two small herds, one of unicorns, and the other of Pegasi.

These animals are quite intelligent, and are intensely loyal to you. Should anything happen to one of them, they will be back the next day, good as new.

### **[200cp] Jumper's Ark**

A huge wooden boat. It is sturdy enough to take a pounding from huge waves, and spacious enough to house a large variety of animals. The perfect vessel to survive a Great Flood.

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

### **[400cp] The Sorcerer's Hat**

A pointed blue hat, decorated with moon and stars. The wearer of the hat is imbued with incredible magical energy, allowing them to cast spells.

Even those without magic will be able to cast the magic of The Sorcerer's Apprentice while wearing this hat, though it will likely take a great deal of time and study in order to get the full use out of it. Additionally, those that practice magic from other settings will be able to get some benefit from wearing the hat as well, generally defaulting to additional magical power or extra reserves of magic to draw upon.

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

### **[400cp] The Sorcerer's Tower**

This large tower would make a wondrous workspace for anyone planning on practicing their magic. In addition to a spacious study, suitable living space and quarters for a sorcerer and a few apprentices, the tower also has a well that never runs out of water. Fortunately, the tower will not be damaged by flooding, and can easily be drained of water if someone carelessly draws from the well.

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

Should the tower 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] Godly Thunderbolts**

You have acquired an unlimited supply of thunderbolts, forged by the god Vulcan. You can retrieve a thunderbolt from seemingly nowhere at any time, no matter how improbable that might be.

Be careful when handling these bolts; they are explosive and capable of leaving behind moderately-sized craters. While gods such as Bacchus are capable of shrugging such explosions off, they won't find the experience pleasant. Lesser beings are in much greater danger.

### **[600cp] Dance Palace**

This extravagant Venetian palace has now come under your ownership. It is spacious, luxurious, and well-furnished. Delicious fruit is dotted around the place, which is replaced a short while after it is

consumed. You don't have to worry about this fruit going bad, allowing it to serve as decoration too. Finally, the property retains upgrades, and is self-repairing.

That last part is quite helpful, as the palace also comes with various cartoon animals, including ostriches, hippos, elephants, and alligators. These animals have a habit of getting up to various shenanigans, fighting over fruit, dancing, and chasing each other all over the place. This may provide you with a great deal of amusement, and may cause would-be robbers to think twice before sneaking on to your property. These animals count as followers, and are loyal to you. Should something unfortunate happen to one of them, they will be back the following day, good as new and ready to get up to hijinks all over again.

Inactive companions may stay here, so long as they remain on the property.

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

Should the property 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] Jump Mountain**

You have found this large mountain. It lacks a peak, and is somewhat hollow inside, not unlike a volcano.

When placed out in the world, superstition will quickly spread about the mountain, which will cause most of the population to avoid the mountain, as well as not give it proper scrutiny. As a result, a Chernabog-sized demon could pass themselves off as the mountain's peak without be noticed by outsiders.

This item comes with a horde of creatures of evil, such as lesser demons, harpies, and skeletons. Though these creatures are loyal to you, their inherently evil nature makes putting them towards good purposes a challenge. These creatures count as followers, and should any be killed or destroyed, a replacement will show up at the start of the following jump (post-chain, after ten years).

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

Should the mountain 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.

## **-Companions-**

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

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

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

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive 600cp to spend on perks, items, and their species. 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 Fantasia (as well as Fantasia 2000 if you've included it) along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a 'slot', so you can ask around and find another character to journey with if you would like.

## **-Drawbacks-**

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

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

Using this toggle, you can import the events of any settings that have a demonstrated shared continuity with Fantasia, 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 your companions will fail.

### **[0cp] Jumpchain 2000**

Are you some sort of purist, Jumper?

With this toggle, you can determine whether or not the events of Fantasia 2000 are part of this world's natural timeline. Note that if you choose not to include it, you cannot begin at any of the Time & Place options marked with (2000).

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

Want to stay just a bit longer, or perhaps do something as wild as experiencing the entire Rite of Spring? In either case, use this toggle.

With this toggle, you can extend the length of your stay in this world as much as you like. If choosing an extremely long period of time, it would be wise to be sure you are capable of living that long.

### **[+100cp] Mute**

There isn't a lot of speaking in Fantasia, so it isn't fair for you to be able to, right?

Taking this drawback will render you mute for the length of the jump. You'll have to find other ways to communicate your ideas to others.

### **[+100cp] *You know, it's funny how wrong an artist can be about his own work.***

You are unable to properly judge the value of your own artistic works, be they music, animation, dancing, or the like. Generally, this means the art you produce that you respect the least tend to be the most likely to find widespread success, though attempts to game this by acting opposite to how you think about your art won't work out for you either.

### **[+100cp] Easy Drunk**

You simply can't hold your liquor, and even a small amount of alcohol will get you completely drunk.

Additionally, at least once during your stay, circumstances will arise to force such a state upon you. Try not to make too much of a Jacchus of yourself!

### **[+200cp] Out of Control**

Special powers and magical abilities you draw upon have a tendency to go out of control for one reason or another. Perhaps you might forget how to cancel a magical effect you have applied, or maybe you simply have difficulty directing your powers the way you want.

It will take great diligence and care on your part in order to use your powers and magic correctly.

### **[+200cp] Unlucky in Love**

During your time here, you will have little to no success in finding a suitable mate or love interest. Creatures such as cherubs will strangely ignore your presence, instead of trying to help you out.

Already have a lover? You'll find that during your time here you will find yourself falling into pointless arguments with them, which work to harm your relationship. It will require serious efforts on your part to stay in their good graces.

### **[+200cp] Carnival of Jumper**

*Cannot be taken with Stick in the Mud.*

It seems that no one around appreciates your antics Jumper. Expect use of out of jump abilities, and even non-conformist behaviour, to be met with severe disapproval from everyone in this world. Fortunately, those individuals you are bringing in to this world, such as companions, are unaffected.

### **[+200cp] Stick in the Mud**

*Cannot be taken with Carnival of Jumper.*

Fun? Individuality? Who would want those?

For the duration of the jump, you will severely disapprove of the use of out of jump abilities, as well as non-conformist behaviour. Should you see someone behave in such a way, you will go out of your way to stop them.

Fortunately, you are still capable of breaking these rules yourself if circumstances force your hand, but you won't be happy about it.

### **[+300cp] Enemy of Zeus**

For one reason or another, Zeus has it out for you. Expect him to mess with your plans behind the scenes, and to show up every so often to throw large amounts of his lightning bolts at you, before retreating.

Defeating Zeus may be possible, but are you really up to the task of battling a god?

### **[+300cp] Opposing Force**

Good and evil. Life and death. Many stories within the world of Fantasia are built on the back of the conflict between strong opposing forces.

Now, there is some force out in the world that opposes you. The nature of this force will vary based on where you are starting, or what you have purchased here. What is clear is that this force is a great threat to you, and runs counter to your objective in this world, even if that objective is as simple as survival.

Defeating this force may be possible, depending on the form it takes. However, you need not do so; withstanding their onslaught and/or hiding away may also be a viable approach. Good luck.

### **[+300cp] Great Flood**

Sometime during your stay, the world will be ravaged by a great flood. If you are starting during Pomp and Circumstance, then this will be a second flood in addition to the one that normally occurs, and will take people off guard.

For your sake, you better make sure you are prepared.

### **-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:

**Repeat Viewing:** You choose to remain in this world. Your chain ends here.

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

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

## **-Notes-**

Thank you to everyone who assisted in making this jump.

### **On Time & Place:**

For the most part, assume the various stories and segments occur within a close enough timeframe that you could seek most of them out if you wished. Obviously segments such as The Rite of Spring cannot fit with the others.

Feel free to fanwank the specifics of how exactly these segments relate to each other in terms of time and distance so long as you are generally keeping to the above statement.

### **On magic in The Sorcerer's Apprentice:**

With the Sorcerer's Hat, Mickey was able to animate a broom, giving it arms and making it regenerate when smashed up – which caused it to duplicate.

Even without the hat, Yen Sid was able to immediately remove the flood the brooms had created in the tower, and also dispel the magic brooms too. This seemingly require little effort from him.

There seems to be some level of study and practice to either learn new spells, or perform existing ones correctly. Feel free to fanwank other magic spells (we know Yen Sid was working on *something* before he went to bed), so long as they fit the tone, and fit within the range of power demonstrated.

### **Which dinosaurs can I choose from with the Dinosaur species choice?**

The following species of dinosaurs appear during The Rite of Spring:

- Anchisaurus
- Ankylosaurus
- Apatosaurus
- Archaeopteryx
- Brachiosaurus
- Ceratosaurus
- Chasmosaurus
- Compsognathus
- Corythosaurus
- Dimetrodon
- Dimorphodon
- Diplodocus
- Edmontosaurus
- Gryposaurus
- Kannemeyeria
- Lambeosaurus
- Massospondylus
- Nothosaurus
- Ornithomimus
- Oviraptor
- Parasaurolophus
- Placochelys
- Plateosaurus
- Plesiosaurus
- Psittacosaurus
- Pteranodon
- Stegosaurus
- Triceratops
- Troodon
- Tylosaurus
- Tyrannosaurus rex



This list was sourced from:

[https://disney.fandom.com/wiki/The\\_Rite\\_of\\_Spring](https://disney.fandom.com/wiki/The_Rite_of_Spring)

### **On Fauns:**

In The Pastoral Symphony, the fauns are portrayed as young boys, reflecting their mischievous nature. You are free to determine whether all fauns look this young, or that the fauns that were shown just happened to be young.

### **On the Greek Gods:**

While the Greek Gods do appear in Fantasia, they are limited to one segment (The Pastoral Symphony), and aren't explored in great detail. Below are established feats performed within the segment; you are free to fanwank the exact breadth and depth of the power of the gods, you long as you are being reasonable about it. Use your best judgement.

Zeus: Can take a giant form the size of clouds. Can walk and sleep on clouds. Can conjure storms, including gusts of wind that bears his likeness. Can throw thunderbolts produced by Vulcan.

Vulcan: Forges the thunderbolts thrown by Zeus. Can walk on clouds.

Iris: Can fly. Can create rainbows (these rainbows can take the form of a liquid rather than just light, which may or may not be alcoholic – Bacchus appeared to enjoy drinking it).

Apollo: Drives his sun chariot across the sky.

Morpheus: Has an immense form. Is capable of flight. His cloak creates the night sky.

Diana: She is able to somehow use the crescent moon as a bow to dot the night sky with stars.

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

Fantasia is a series of animated segments, each played alongside a piece of music. Each segment is introduced by Deems Taylor.

Toccata and Fugue in D Minor:

This is a piece of music that does not have any story attached to it.

Nutcracker Suite:

This section represents the changing of seasons. Fairies fly about and use magic to bring about this change, interspersed with dancing mushrooms, flowers, and fish.

### The Sorcerer's Apprentice:

Mickey Mouse is an apprentice learning under the sorcerer Yen Sid. Yen Sid wishes for Mickey to fill the cauldron with water, and heads to bed.

Mickey decides to try on Yen Sid's hat, and use magic to bring a broom to life, and teach it to fill the cauldron with water for him. He falls asleep, and is woken by the room being flooded by the broom, which continued to do its assigned task over and over. Mickey tries to get the broom to stop, and resorts to destroying it with an axe. The splinters each become magic brooms, and resume flooding the tower. Yen Sid is woken and dispels the magic and water. He whacks Mickey with a broom as a punishment.

### The Rite of Spring:

The section covers the Earth journey from pre-life, to the end of the age of dinosaurs.

It starts in space, heading to Earth. It shows the Earth before life, a mess of exploding volcanoes. It shows single-celled organisms, cutting to stages of marine life, before marine life climbs onto land. It covers the age of dinosaurs, including a fight between a stegosaurus and a tyrannosaurus rex. It ends with the extinction of the dinosaurs as they fail to adapt to a changing climate.

### Intermission/Meet the Soundtrack:

This consists of a short break as well as brief sequence where Deems Taylor has the "soundtrack" play some instruments for the audience.

### The Pastoral Symphony:

This section depicts a world of Greek myth. First, a family of Pegasi are shown. Next, centaurs and their centaur-ette girlfriends court each other, assisted by cherubs playing matchmaker. Bacchus, god of wine, holds a bacchanal. This is interrupted when Zeus decides to conjure a storm and throw thunderbolts at the attendees. After the storm, Iris creates a rainbow. In the evening, the sun sets as Apollo flies his sun chariot away. Morpheus uses his cloak to create the night sky, and Diana uses the moon as a bow to fill the night sky with stars.

### Dance of the Hours:

In the morning, Madame Upanova the ostrich does warm-up exercises with her students. She finds some fruits and distributes them, but when she keeps the grapes to herself a scuffle breaks out.

At noon, Hyacinth Hippo comes out of a pool and eats the grapes. She dances with her fellow hippos, but gets tired, and the other hippos set up a lounge for her to rest on.

In the evening, Elephancine and her elephant troupe tiptoe in. They blow bubbles, performing various tricks. However, a strong wind blow the elephants and their bubbles away.

At night, a group of caped alligators approach the sleeping hippo and surround her. Ben Ali Gator swoops in and frightens the alligators away. Hyacinth Hippo wakes and dances with Ben Ali Gator,

and then an extended chase between the alligators and the others breaks out, after which the palace doors collapse.

Night on Bald Mountain/Ave Maria:

On Walpurgis Night (the Witches' Sabbath), the demon Chernabog rises from the Bald Mountain. The demon casts a shadow over the nearby village, causing wicked spirits to arise from their graves to serve him. He summons his minions to him, who dance along as he creates a great inferno. This celebration is cut short by church bells and the coming of the dawn, which forces Chernabog and his minions to hide in the mountain, and the spirits to return to their resting place. Chernabog once again becomes the peak of the mountain.

In the morning, a line of figures bearing lights proceed up a hill.

Fantasia 2000 maintains the same structure as the original. Each segment is introduced by someone different.

Symphony No. 5:

This is a piece of music that does not have any story attached to it.

Pines of Rome:

Set in the Arctic, this piece focuses on a group of humpback whales who have the ability to fly. Of particular note is a child whale and its two parents. The child angers some seagulls but escapes from them. It gets lost under an iceberg, but finds its way back to its parents. The whales join up with a larger pod, which fly through the skies.

Rhapsody in Blue:

This section is set in New York City during the Great Depression, and focuses on four individuals. One is a musician who is stuck in a construction job he hates. One is a man who can't get a job due to scarcity and struggles to feed himself. One is a young girl whose parents both have to work and leave her with a nanny she dislikes. One is stuck with a wife who won't let him have fun, but who spends far too much on their dog.

Over the course of the section, the actions of these four resolve the situation of the others. The musician quits his job and joins a jazz band, which frees up the job for the poor man. The young girl is nearly hit by a car but her parents notice and rescue her in time, which causes them to spend more time with her. The man's wife is pulled away by a hook, and glad to be rid of her, he spends time at the nightclub.

## Piano Concerto No. 2:

A boy receives a set of tin soldiers, and leaves them on a tabletop. At the stroke of midnight, the toys in the room come to life. The jack-in-the-box tries to court the ballerina, but fails. The tin soldiers go on patrol, and one splits off from the group when he sees the ballerina. The two being together causes the jack-in-the-box to grow jealous. He attacks the pair, and in knocks the in soldier out of the house. The tin soldier falls into the sewers, and is eventually swallowed by a fish at sea. This fish is caught and sold to the same house, and when the fish is to be prepared, it falls out and is placed back with the other soldiers. The next night the toys come to life again and the tin soldier resumes the fight. The jack-in-the-box is thrown into the fireplace and the soldier and ballerina happily reunite.

## The Carnival of the Animals:

This section focuses on a flock of flamingos. One has a yo-yo, but the others aren't happy with him playing with it. Eventually they confiscate it, but the flamingo reveals he actually has a set of differently coloured ones to use.

## The Sorcerer's Apprentice:

This is the same segment from the original Fantasia, this time introduced by Penn and Teller. It is a nod to the idea that the original film was planned to be continuously updated, with segments being swapped in and out over time to ensure repeat viewings would be different each time.

## Pomp and Circumstance:

This segment is the story of Noah's Ark, with the addition of Donald and Daisy Duck and told from their perspective. With the Great Flood soon to arrive, Noah calls on Donald and Daisy Duck to ensure two of every animal makes it on to his ark. As they do so, they end up separate from each other, and each assume the other didn't make it to the ark in time. They continue to miss each other until the flood subsides. When Daisy drops a locket containing a picture of the two of them, she goes back for it and runs into Donald.

## The Firebird Suite:

After a long winter, the Spring Sprite emerges and gets to the task of spreading life, causing plant life to bloom as she sweeps over hills. However, when she reaches a volcano, she finds that her powers do not work. Curious, she investigates, and in doing so accidentally awakens the Firebird, a primal force of destruction. The Firebird begins to destroy all around it, chasing down the Spring Sprite and attacks her.

After the Firebird has destroyed all around it, it returns to slumber. An elk that the Sprite had befriended finds her, in a smaller ash-like state. It isn't too long before the Sprite returns to her proper form, and after her tears causes some plants to regrow, she regains her confidence, and restores life to the area.

## **-Changelog-**

0.1

Created the jump.

1.0

(i) Minor rewrite and typo fixes.