

# The Great Muppet Caper



Version 1.9

By Cataquack Warrior

Get ready for the movie of a lifetime! You are now part of a spectacular Muppet film as you try to solve the crime of the century (and create plenty of comedic chaos along the way). You have 1000 Choice Points (CP), and ten years for the fun. Well, the opening credits are almost done, so on with the show!



## Take 1: Starting Location



Sometimes the journey itself is the destination, but it's always good to know where you're starting from. Roll a 1d8 to find out where your first scene is, or pay 50 CP to choose.

- 1. New York City-** It's time for the movie to start. Fashion queen Lady Holiday is here on holiday, and in just a few minutes the heist of the century is about to begin. Or you can look at those chickens crossing the road. Whatever interests you more.
- 2. Air Plane-** You are in the cargo hold of a plane flying across the Atlantic Ocean. In just a few minutes, you'll be over England. What, land? No, the plane lands in Italy!
- 3. Happiness Hotel-** You are just across the street from the Happiness Hotel, which holds the dubious distinction of being the cheapest (aka free) place in all of England.
- 4. Lady Holiday's Tower-** You are at the foot of the large facility where Lady Holiday and her fashion designers and models work and hold offices. Just go up the elevator, and you'll be right at her office. Hopefully she's in.
- 5. Dubonnet Club-** A highly fancy (and expensive restaurant), though it's more like a supper club. It is popular among the fashion industry, and if you are lucky you may see Lady Holiday there.
- 6. Battersea Park-** A large park to nurse old wounds in, and relax by taking a bicycle ride.
- 7. Mallory Gallery-** One of the most fortified buildings in London, it is used to store many priceless treasures. The security is top-notch (kind of), so you might want to scam before the guards or the dogs catch you.
- 8. Free Choice-** Lucky you! Pick from any of the locations above.

## Take 2: Background



Okay, next we need to figure out what role you're going to be acting in the film. We have several great openings for you, so take your pick. Pay 50 CP to choose your gender; otherwise, you're the same gender as you were before the jump. For free, you can choose whether to take a normal human form or the body of a Muppet.

**Drop-In-** You arrive as you were from the past jump, though you can still take a Muppet form if you so wish.

**Reporter-** You are a crack, investigative reporter trying to find the next big scoop, whether the exciting news that identical twins have joined the paper or the sudden theft of a priceless treasure.

**Fashionista-** You are a proud participant in the up-and-coming fashion world, in it for the fame and glamor. But it's a vicious arena, and only time will tell if you have the skill and beauty to make it to the top, or if you are someone at the bottom looking for a little revenge (and theft) on those above you in the rankings.

**Londoner-** You've lived in London all your life, even if you might not know how to even get to your own home.

## Take 3: Perks



Ever seen a frog ride a bicycle, or a pig (puppet) do underwater ballet? We have all that and more. All discounts are 50% off.

**Pat Your Head and Rub Your Tummy** (Free)- You know how to simultaneously pat your head and rub your tummy (and talk) without missing a beat. It's actually harder than it sounds. The perk also makes you a little better with multitasking.

**Climbing** (50 CP)- Need to get to high ground in a hurry? This perk allows you, and any companions and allies within 50 feet of you, to scale any wall or other obstacle in a hurry. However, this perk is like adrenalin, and only works when you are under considerable pressure to get up to wherever you are climbing. Also, you may lose your grip a few times on the way up, but you will nevertheless reach the top soon.

**Couldn't We Ride?** (100 CP)- They say riding a bike is easier than falling off a log. You are now an expert bicyclist and can easily bike no matter what form you are in. Additionally, you can teach anyone or anything to bike. Skill also applies to motorcycles.

**Happy Landings!** (150 CP)- You are now cushioned from all falls, no matter the height or velocity, and emerge a little ragged but relatively unscathed. You could be thrown out a moving vehicle or off a plane in the air, but somehow you will always land somewhere safe. Only protects you from the fall and the landing, so don't try jumping into lava or anything like that.

**Swimmer** (200 CP)- Hey, see how easy it is to swim when you're made of cloth and other things that get ruined the moment they touch water! The perk gives you the ability to gracefully swim like you're doing ballet, but, more than that, it ensures that you can always safely swim in water. Any negative effects that water would impose on you given your form are nullified. Please note that this does not grant you the ability to swim safely in things that are NOT water.

**Prelude** (100 CP, Free Drop-In)- In this jump, and any following ones of your choice, you actually arrive a few minutes ahead of schedule, just in time for the opening credits. You, and

any companions you are importing the jump, will get to watch the full credits for the jump play in front of you. This scene takes place in a time-stopped, sealed space, and you cannot do anything but watch the credits during this time. Once the credits end, you will all automatically and instantly switch out to the start of the jump. At the end of each jump, you can watch ending credits as well. In addition, all of the credits scenes will be compiled into a special video/film that you can watch at any time using any medium you wish (VCR, DVD, theater, etc.). You can skip past the credits at any time you wish, but you might want to pay attention to them, as they sometimes reveal important details about the story you're about to leap into.

**Plot Exposition** (200 CP, Discount Drop-In)- It has to go somewhere, after all. People have a tendency to go into exposition about various things, even if it makes no sense for you to be their confidant. The information may seem at times tedious and trivial, but pay attention – the exposition often provides important background on the setting and characters, and sometimes foreshadows key plots.

**100% Wrong** (300 CP, Discount Drop-In)- There are a number of keen-eyed people in every world who can figure out the important details of someone with just a brief study. The one thing they can't account for is a change from the genre they're used to. As someone from a whole different story than the main one in place, people have a difficult time figuring out your true story and motivations without you directly informing them. This is not simply a masking of your history, as investigators can come up with complex and reasonable conclusions – they're just all completely wrong ones that miss the unique context of your situation. You can turn off the perk if you want people to really understand you, though.

**Out of Character** (400 CP, Discount Drop-In)- You're in a movie and you know it, but sometimes you just have to break character for a minute. This perk allows you to briefly "break" from your given background in a jump. Even if you say things that do not make sense in the context of your backstory, observers will not notice anything wrong as long as you don't do anything too overt. In addition, the perk can apply to imported Companions you are talking with. This also works when you or allies are wearing disguises.

**Costume Change** (600 CP, Discount Drop-In)- Forgot to get into costume before the movie started? Don't worry, we're only a few minutes in, you can get changed! By putting on a costume, you can easily assume the connected role as easily as an actor switching costumes on set. You get automatic insights on the cues you need to follow to keep up the act. No matter how your appearance contrasts with your disguise, people will believe you to be an average person of that background, and ignore physical evidence to the contrary. You can be a three-headed monster, and as long as you're doing a decent job acting, people around you will still see you as that dashing, handsome knight in the all-human army. However, in order for the act to work, the person you are pretending to be cannot exist in this world; generic costumes like a reporter are fine, but you couldn't use this perk to help you impersonate a specific individual who exists here. Also, the perk only grants knowledge on how to stay in character, and you do not gain any special abilities held by the type of person you're playing.

**Smile!** (100 CP, Free Reporter)- Out of cash? Well, with a journalist, there's always a solution. You can take a cameo photo of people and offer to sell them the picture in exchange for \$10 or the equivalent currency. No matter the circumstances, the recipients will feel obliged to pay you, though no more than \$10. Also, you can take a photo of almost anyone without negative consequences as long as you are upfront about it; they might be annoyed about it, but they won't do anything serious in retaliation. That said, after you take a photo of someone, you will not receive the benefits of the perk for other photos you take of them for the next week.

**Ninth Class** (200 CP, Discount Reporter)- You can always find cheap (free) and legal transportation to your desired destination, no matter how packed or reserved the transport is. And even better, you never need to book ahead of time; just show up and you'll get a ride. Unfortunately, this perk only ensures that you can get the bare minimum of passenger courtesy. Or in other words, you're stowed in the cargo hold with the luggage. At least the perk ensures that you will be safe (comfortable is something else entirely) no matter where you end up riding. But be careful, as the transportation only needs to pass by your destination, not actually stop. So get ready to jump off or be thrown off in a hurry.

**Identical Twins** (300 CP, Discount Reporter)- For this jump and any following jump, you can select any family/friends/allies you have, and alter their backgrounds so that you are considered identical twins in the setting. All physical features are retained, but people will find it nearly impossible to tell the two of you apart. Even you might get mixed up. One of you might want to start wearing a hat so people can tell the difference.

**Taxi!** (400 CP, Discount Reporter)- Sometimes it can be near impossible to get a taxi or other vehicle to pull over for you. However, you have found the perfect solution. By throwing yourself headlong in front of an approaching vehicle, you ensure that it will come to a full stop, just an inch or less in front of you without an actual impact. You also have an increased likelihood of convincing people to give you a ride. You're free to try this method without buying the perk, just keep in mind that the purchase is the only way to ensure that it always works.

**Stop the Presses!** (600 CP, Discount Reporter)- You have the knack of being in just the right place at the right time to witness the story of the century. Maybe you happen to be just in the vicinity to photograph a robber, or maybe you just happened to be under a table where you can hear people discuss their secret plans. Still, these chances come and go, so you'll have to be quick on your feet – or rather, with your camera.

**The First Time You See Her...** (100 CP, Free Fashionista)- ...No bolt from the blue, just something so quiet, that's waiting for you. That's in normal life. In the movies, though, first love can be so much more. With this perk, you can enhance your first romantic encounter with someone into something magical that both of you always remember fondly. The exact terms of the "first" can be selectively altered for each romance, such as first meeting, date, or kiss. In any case, though, that moment will be perfect, though it's up to you to make sure the rest of the story keeps the love growing.

**Pig-Fu** (200 CP, Discount Fashionista)- A rather unique form of martial arts coined by pigs but usable by any species. It involves kicks, punches, and head-butts among other tactics. In its “hayday,” the art centered on barnyard squabbling, but in the modern era it has evolved to give the semblance of an elegant art. In fact, the style still draws heavily on a notion that anything goes, and classic moves often include groin strikes and foot stomping. However, the strongest of the moves, a powerful horizontal karate chop, has enough force to send opponents flying the length of an entire theater.

**Mistaken Identity** (300 CP, Discount Fashionista)- Ever had a day when you were alone in your boss’s office, and someone stepped in and mistook you for him or her? Kind of a cliché, but, hey, it’s a movie. If you are in a room that is supposed to belong to someone else, and someone steps in expecting to find that person, he or she will mistake you for the owner, even if you look nothing like the room’s true owner. As long as no direct evidence comes up, you can maintain the charade indefinitely. Only works if the person coming in has not previously met the owner of the room in person; however, even if the room’s owner is world famous, as long as the person has not actually physically and directly met him or her for an extended period or been informed of the mix-up, you can maintain the guise.

**I’ve Spilled Ketchup All Over My Cummerbund!** (400 CP, Discount Fashionista)- As long as no one catches you in the immediate act, you can evade suspicion for a crime, even if you were right next to the victim. Works best when you act like a ham for the audience.

**Passing the Blame** (600 CP, Discount Fashionista)- If you are suspected of a crime you have committed, all you have to do is place a piece of incriminating evidence on a hapless target. Regardless of how much you were suspected prior, or any holes in the story that could exonerate the victim, he or she will immediately be scapegoated and charged with the crime. As long as no direct evidence is found against you after framing the target, you will now be safe from all suspicion.

**A: Credit Card; B: Cash; C: Sneak Out in the Middle of the Night** (100 CP, Free Londoner)- Whenever you book a room at an establishment, you can evade checkout payments by sneaking out. As long as you are not caught, you will face no negative consequences, and in fact you can check back in multiple times to the same hotel without being blacklisted.

**Crazy Taxi** (200 CP, Discount Londoner)- Every movie needs a cool car chase scene, even if there’s nobody to chase you, and you’re just the guy for the job! You have a certified license, applicable in all worlds, from the crazy taxi drivers school, and put the worst drivers to shame with your mayhem. As a result, you can pilot almost any vehicle (well, get it to move, at least – piloting it competently will take a different perk). You have increased luck in avoiding collisions while driving/piloting vehicles (even as you contribute to others’), and as long as you don’t cause any major injuries or fatalities, you will never face charges for your reckless driving, even if you drive straight into a hotel’s lobby.

**Wild Animal** (300 CP, Discount Londoner)- You have raw strength like Animal (no, that isn't a typo). You can eat through iron bars one bite at a time, and lift up heavy window glass. However, doing so requires you to make a lot of noise in the process, potentially attracting unwanted attention. And make sure you don't accidentally smash yourself or your friends with the big heavy thing you just lifted up.

**Alarm Disabling** (400 CP, Discount Londoner)- If you fiddle with an alarm, you can successfully disable it and prevent it from alerting anyone it is supposed to warn. That said, any defensive mechanisms on the alarm are fully applied to you; in the case that the alarm normally does not have defenses, you will still get a terrible shock. Still, the alarm fails in its primary mission of alerting people, and once you've burnt through the defenses it will completely deactivate.

**Somebody's Checking In!** (600 CP, Discount Londoner)- Ever dreamed of owning and running your own hotel? Well, now's your chance. In this jump and any following one, you can establish your personal hotel according to your own design. There's only a couple small catches. First, you must open your doors to anyone and anything that wishes to check in. Second, you cannot charge anything for your services. Guests are free to leave without paying a cent, and are allowed to stay indefinitely. And the place stinks, quite literally. All in all, it's a dump, with hardly anything working as it should (and if it is it won't be for long). And don't ask about the kitchen. Doesn't help that there is a "comedy jinx" cursing the building that ensures that people get caught up in comedic antics that, while never hurting anyone, inevitably damages something in the hotel.

That said, tax auditors, zoning commissioners, safety inspectors, and the like will never bother you (partly because the place has the wrong address). Plus, while the hotel embodies the classic fleabag hotel, the unkempt state is never hazardous to the health of staff or guests; no matter how much filth, dust, and the like there is, no one will ever get sick from the hotel.

Furthermore, as long as you have ownership of the hotel or have passed it on to someone with your blessings, the hotel will never reach a breaking point; it might deteriorate, but it will always remain (somewhat livable) and never collapse on itself or catch fire, for instance. If you really want to improve the hotel, you can do that, but you'll need to do it yourself (any help you contract out will have trouble finding the place to start work). Still, while you might not be able to get it to the state of a six star hotel, you can get it away from its fleabag origins; however, if you wish to frighten away unwanted guests, you can cause the fleabag elements to temporarily manifest. Also, despite the poor (initial) conditions, you will always get a number of fun guests checking in; they'll be an eccentric mix of strange characters, but you and they will get along well. You also gain greater experience and skill in managing inns/hotels in general. See the *Happiness Hotel* item for more potential benefits.

## Take 4: Items



Every movie needs some sort of treasure or prize to drive the plot, whether you're chasing it down or trying to protect it. And we have a bunch of goodies for you. Not always the most useful, but guaranteed to make things more interesting.

All discounts are 50% off. Any items that are lost, damaged, or destroyed, will reappear in fully restored condition back in the Warehouse within a month, unless stated otherwise in the item description.

**Murphy Bed** (50 CP)- A classic old Murphy bed that attaches itself to the wall, and can spring up to the wall to conserve space. The only problem is, it somehow has the tendency to do that whenever you or any other occupants are sitting on it, causing all of you to get shoved into the wall indefinitely (until you and anyone else in there decide to push it back out, that is). Also, said springing somehow causes every light in the room to break each time (though you can shut off that gimmick if you want). Whether you want to use the bed for a quick hiding place or as a seemingly-innocuous booby trap for enemies, I'm sure you can find some uses for this comedic gag.

**Muppet Memorabilia** (50 CP, Free Drop-In)- A collection of all tapes, books, and other media featuring the Muppets.

**Movie Contracts** (200 CP, Discount Drop-In)- Access in each jump to a studio where you and your friends can make movies starring you and them, like how the Muppets produced this movie. You will have to provide the rest of the resources for the movie, though. Also, only rights to making one movie is guaranteed, so hopefully the film's enough of a success to ensure that you can make more of them.

**Screenplay** (400 CP, Discount Drop-In)- A full script of *The Great Muppet Caper*. In each following jump, you get a new screenplay for that jump. However, these later screenplays only cover, depending on the original source material, 1 movie, 1 book, 10 episodes, or 255 minutes'

worth of script. In addition, the script only covers what would have been naturally covered in the course of that medium, and does not account for your presence.

**Newspaper Gig** (50 CP, Free Reporter)- In each jump, you get a promising job in a leading news company. However, you'd better do a good job with your beat, or your boss might eventually decide to show you the door.

**Flash Camera** (200 CP, Discount Reporter)- This trusty old camera has unlimited film. The camera has an exceptionally bright flash, allowing you to take perfect pictures in pitch darkness and incidentally blind (temporarily) anyone caught directly in the flash.

**Pizza Twins Pizza** (400 CP, Discount Reporter)- Medium pepperoni with cheese pizza. You get a new one two days after using it. Comes with two pizza delivery outfits. When dressed in your costume, anyone you deliver the pizza to will accept it, even if they hate pepperoni. Moreover, anyone eating the pizza, even trained guard animals, will be completely preoccupied and ignore you until the pizza is all gone.

**Portfolio** (50 CP, Free Fashionista)- A large black folder displaying images of you in various garb. Gets you a door into any fashion industry company – though you might need to start as a receptionist.

**Paradise Baseball Diamond** (200 CP, Discount Fashionista)- One of the largest and most valuable jewels in the world, a priceless masterpiece. Interestingly enough, it has aerodynamics identical to a baseball, and can easily be tossed around or even batted without trouble.

**Spy Gear** (400 CP, Discount Fashionista)- A set of sophisticated, high-tech equipment, perfect for espionage and robberies and other crafty endeavors. The briefcase has everything you need for those sorts of missions, from radar guns to computer decoders to grappling hooks and cables. That said, it won't account for every challenge you might face, not when you add in the unexpected and bizarre.

**Double Decker Bus** (50 CP, Free Londoner)- An extremely run-down British double decker bus. Can fit a lot of people, though some may have to sit on the fenders. The engine and other various parts tend to loudly explode without warning, but the bus remarkably continues running regardless.

**Paper Towels** (200 CP, Discount Londoner)- A seemingly ordinary roll of paper towels, albeit one with infinite rolls. However, although you can split up the rolls accordingly, when combined the sheets are as sturdy as climbing rope.

**Gag Kit** (400 CP, Discount Londoner)- Just like Mission Impossible, you have your own set of gear for top secret operations. Unfortunately, this mission may prove to be impossible, as your "equipment" is a miscellaneous assortment of various gag items, ranging from yoyos to fake vomit to whoopee cushions. Very few of them are in exactly good condition. Still, they may

come in handy. Also, having the gear with you gives you increased luck against opponents with sophisticated plans, the kind that never could foresee a bunch of crazy bumblers toppling their whole house of cards.

**Happiness Hotel** (Free/+100 CP)- This is a hotel where you can stay for free for as long as you like (just ask some of the guests, who've been there for five years). Sure, the service is lousy, everything's busted, and the place is full of bugs, rats, and lice, but you can be sure that you'll never beat the price. After the jump, you can always find a bare-minimum, fleabag hotel that will let you stay for free, and there will always be a room available for you and others in your party. You can get +100 CP if you want, on the condition that you reside there for the entire duration of your jump. If you purchased *Somebody's Checking In*, you gain the property deed (wrinkled beyond recognition) for the Happiness Hotel. It and all other fleabag hotels you establish with the perk will now be connected internally, and can link up with the warehouse and related structures as well. This lets you return to hotels that you have established in other jumps; however, while the interior of the hotels will be perfectly functional, the rest of the settings they are situated in will be frozen in time, meaning that no one can enter or exit the hotel to and from the outside setting (unless it's the jump you're currently taking part in, of course); people who were in the hotel when you finished that jump will be ejected with reimbursement if they intended to stay longer. Still, even though you can't interact with those previous worlds you've visited, you can still do things in the hotel and enjoy any views it offers to the outside, perfect for when you want to partake in the hotel's menu, take a dive in the pool, or pass the time chatting with someone.



## Take 5: Companions



Whether it's family, friends, or true love, we're in this thing together! All for one and one for all! Here are some ways to bring in more people (or things) to share the fun.

**Casting Call** (50/300 CP)- You can import up to 8 companion at 50 CP each or 300 CP for all of them at once. Each companion receives a free background and 400 CP to spend. You can also give a companion more CP via your own CP at a 1-for-1 rate (100 CP of your own for 100 CP to a companion, for instance).

**Starring Everybody! – And Me!** (600 CP)- Whenever the Muppets do a movie, the more the merrier! You can now import as many companions as you wish. Only the first eight get 400 CP to spend, but everyone is free to drop on in with a free background of their choice. You can also give the first 8 or any other imported companion more CP via your own CP at a 1-for-1 rate (100 CP of your own for 100 CP to a companion, for instance). Still, try not to overload the set, as there's only so much room for filming. If you have too many, some of them may be limited to very brief cameos.

**Canon Character** (100 CP)- You can convince a character of your choice – whether human or Muppet – to join you in your adventures across jumps.

## Take 6: Drawbacks



Sometimes you're on the top of the world, and sometimes you're at rock bottom. But if you work hard enough, you can still give the movie a happy ending.

You can take up to +600 CP in drawbacks, with the exception of *I Said EVERYBODY*, which can be taken in addition to the rest of your bonus CP.

**Jim's Family** (+0 CP)- This setting is now linked to any other jump settings that involve Muppets and other creations of Jim Henson (yes, this includes *Sesame Street*, as well as Muppet works after Jim's death such as *Muppet Treasure Island*).

**Dropping In** (+100 CP)- When we say drop-in, we mean *drop in*. Your adventure literally begins with you plummeting down from the sky. Hope you have something to cushion your landing, or this might be a short movie.

**They All Have Families** (+100 CP)- Before the movie starts, we need to wait for the credits to finish. ALL the credits. The opening credits have been expanded to cover every single credit for the film, including any new additions you bring to the mix. Plus, the credits for all past jumps are added into the mix. Until the very last credit ends, you really can't do anything but sit around and wait.

**You Are All Weirdos!** (+100 CP)- There's a party pooper in every crowd, and you're that person. You have zero tolerance for nonsense, which in a comedy is a considerable problem. You will have trouble connecting with zany people, and have a compulsion to stay away from crazy situations. Don't expect to have much fun in this movie.

**My Jewels!** (+100 CP)- Thieves are very interested in your valuables, so be careful about carrying them on you. And even if you stow them away somewhere, they'll plot to break in. Not that it matters much, as you also now have the urge to carry about expensive items on your person.

**It Was Right Under Your Noses!** (+200 CP)- You can focus well on things, just never what's really important in a situation. The crime of the century might occur just fifty feet away from you, and you're too busy taking a photo of a chicken to notice.

**Broke** (+200 CP)- You start the jump dirt poor, and any money you manage to get your hands on is swiftly lost. If you have a paid job, unfortunate circumstances have led your employers to withhold your earnings until you actually do something worthwhile for the company. Even if you do something spectacular, you will be hitchhiking to save money.

**Tagalongs** (+200 CP)- You have friends who'll stick with you to the end, whether you like it or not. They insist on accompanying you wherever you go, even on private dates, and you never have the heart to refuse them.

**Hurry Up!** (+200 CP)- It seems that whenever you have to use the lavatory, your stall or restroom is the only one available. And everyone has to go. NOW. So be quick with your business, or people will start dancing outside. And then they'll break the door down to get in.

**Lost** (+300 CP)- You have extreme difficulty finding your way around places, no matter where you are. You could have lived your whole life in a city, and still have trouble finding your way to the hotel you stay at.

**The Cookie Jar Just Busted** (+300 CP)- Whenever you get your hands on critical evidence, something will happen and you will be left without any proof. You still keep any knowledge you've learned, but you'll need something really big to get the authorities to believe you.

**I'm Out** (+300 CP)- When the going gets tough, it seems like everyone gets going in a hurry. Whenever push comes to shove and you're heading into a dangerous situation, all of your allies suddenly have some sort of excuse to skedaddle.

**Nose Trouble** (+300 CP)- You have the unfortunate habit of getting your nose stuck in things – literally. Be especially careful with elevator doors.

**There'll be Mystery, and CATASTROPHE!** (+400 CP)- What's the Muppets without a little chaos and mayhem? Trouble seems to follow you wherever you go, and just taking a short walk down the street might lead to a full array of crashes, falling objects, and explosions within just a few minutes.

**Gonzo Stunts** (+400 CP)- You have an eccentric and often highly dangerous curiosity for stunts. The idea of plummeting to the ground sounds exciting, and you would be thrilled if you got caught in an elevator jam.

**Just Don't Tell Anybody...** (+400 CP)- Don't expect any gossip about you to stay secret for long. Whenever you tell somebody something, he or she will inevitably end up talking to someone, and the rumor mill will escalate until you're on the news.

**Framed** (+400 CP)- You have been framed for the theft of Lady Holiday's jewels and sent to jail. You'll have to break out to get anything done, and unless you can clear your name, you'll be back in the big house soon enough.

**Mupparnas Nya Aventyr** (+500 CP)- Turns out you're actually in the Swedish dub. And not any Swedish, mind you – everyone speaks in the Swedish Chef's Mock-Swedish language. Maybe if you pay attention and are really lucky, you might manage to grasp a word or two – maybe.

**"I Know Your Whole Story"** (+500 CP)- A ways into the jump, you will end up sitting beside a man (Peter Fawks) who claims to know your whole story. And, amazingly, it's all true. It's not a happy one, or an exciting one, so watch out.

**I Said EVERYBODY** (+600 CP)- This movie now stars everybody – and I really mean everybody! Everyone you have had some degree of significant contact with throughout your jumps – from someone you bought a newspaper from to old enemies – now appears within this jump. And in the case that this is your first jump, you're not getting off that easy – now the same will be applied to your original life before the jumpchain. Aside from the potential problems with some of these acquaintances, be careful or you may just overload the plot – and the world! People who are already dead do not qualify for inclusion in the drawback.

## Take 7: Credits



Well, the movie's done, and the credits are rolling. Time for you to decide what to do after the curtain call.

**This Looks Familiar-** All journeys must come to an end, so you have decided to return to your home. You return as if you had never left, while keeping all powers, items, and companions you have gained along the way. You won't be able to go on more jumps, but who knows? Dream hard enough and make something out of it, and you might go back there someday.

**I Just Love a Happy Ending!-** The craziness of this world has rubbed off on you, so you've decided to stay. The movie may be over, but the Muppets always have openings for new acts.

**And We're Not Gonna Stop 'Til We Get to the Top!-** Time to continue on to the next jump, one step closer to the finale.



## Take 8: Notes



If you want any more info, we're here to give you the scoop (or pretend we know the answers, at least)!

**“I Know Your Whole Story”**- There is one scene in the movie where Peter Falks thinks he knows Kermit's story. It involves trying (and ultimately failing) to run a laundromat as a business, getting into fights with your wife, your best friend leaving to join the circus, and you eventually giving up to start selling glass slippers. So essentially you'll be trading a crazy and fun movie for an incredibly boring and depressing soap opera and “shaggy dog” story – not what I would recommend!

