

Disney

THE
LION KING



The Lion King

1994 Film

A Jumpchain CYOA by WoL_Anon

Ver. 1.1

Welcome to the Pride Lands! This kingdom of animals is ruled by a lion named Mufasa. All is not well as Mufasa's younger brother, Scar, is unhappy that the birth of Mufasa's child has removed his path to the throne, and plans to take matters into his own hands. Will you prevent a great tragedy, give Scar a helping paw, or making your own way through this world?

You arrive in this world as a young Simba wakes his father up. You will be staying here for the next ten years.

You have 1000 choice points (cp) to spend.

-Age and Gender-

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

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

-Species-

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

[Free/+100cp] Meerkat

Choosing this species may give you an additional 100cp to spend, as explained below.

Like Timon, you are a meerkat: a type of small mongoose that is roughly around 30cm tall.

If you'd like to gain an additional 100cp, 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.

[Free] Bird

You are a type of small bird. You could choose a hornbill, small egret, or any other kind of similarly sized bird that could reasonably show up in the African wilds.

Your ability to fly will allow you to keep out of reach of many predators, but actually defeating or overpowering them will likely be beyond you.

[Free] Mandrill

Like Rafiki, you are a mandrill. Mandrills are a type of monkey which can be identified by the blue and red skin present on your face.

[Free] Warthog

You are a warthog like Pumbaa, with sharp tusks and a reddish hide. You can eat a wide variety of things to survive, including bugs, berries, and grasses.

[100cp] Honey Badger

A relatively small mammal. The honey badger is immune to many types of venom, which may well save your life in a world like this one.

[100cp] Hyena

A species of cat-like carnivores. In this world they act as poachers, having been banished from the Pride Lands. They have a tendency to crack jokes.

[200cp] Cheetah

A species of large cat, which are known for their tremendous speed, which makes them the fastest known land animal.

[200cp] Hippo

Hippos are large mammals. Although not quite as large as elephants or rhinoceroses, your large body provides you with a great deal of raw strength.

[300cp] Lion

Welcome to the top of the food chain! In these lands, lions are royalty, and it is their choices that determine the future of the Pride Lands above all. You are free to choose the colour of your fur and mane (if you have one), whether that means yellow fur and red mane like Simba and Mufasa, brown fur and black mane like Scar, or something a little unorthodox.

-Background-

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

Hero

You are a good sort, and likely to play a major role in the events to come.

Supporter

You might not be a future king, but everyone has their place in the great Circle of Life. Giving the right person a helping hand may make all the difference in a world like this.

Villain

A selfish monster like yourself presents a serious threat to the Pride Lands. Whether this is a threat from without, or within, will depend on your purchases here.

-Location-

You may choose to begin anywhere in the Pride Lands, the Elephant Graveyard, or Timon and Pumbaa's Oasis, as long as it makes sense and does not provide you with any additional advantages you have not purchased.

-Perks-

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

Hero Perks

[100cp, Free for Heroes] I Just Can't Wait to Be King

You have a knack for devising or instigating diversions. Perfect for when a pack of hyenas sits between you and your goal, or when you want to get away from an annoying babysitter.

[100cp, Free for Heroes] Courageous Cub

Courage is not the absence of fear – it is the ability to act in spite of fear.

You've now gained quite a deal of courage, giving you the kind of courage a lion cub would need to put themselves between their friends and a pack of hungry hyenas.

Of course, courage does not mean picking unnecessary fights, so remember to act wisely.

[200cp, Discounted for Heroes] Can You Feel The Love Tonight

Sometimes, circumstance forces you to separate from those you care about. When you reunite, time has passed, and things aren't the same.

Fortunately, as a result of this perk, you will find that you will be quickly able to pick up where you left off when meeting a long-lost friend or lover. Any feelings you have for each other will not disappear; you may choose to toggle this second effect on an individual relationship basis, in the event you wish to move on.

[200cp, Discounted for Heroes] Circle of Life

Sure, the lions eat the antelope, but when lions die, they become the grass which sustains the antelope. Such is just one expression of the great Circle of Life that ties the animal world together.

You have learned to respect the Circle of Life; minor actions you take will never seriously harm ecosystems you participate in, and you will always get a sense when you are risking damaging it by overconsuming or otherwise going too far.

Additionally, ecosystems that have been damaged but not completely destroyed can be easily repaired by you if you put serious effort in. Very handy if you are inheriting an animal kingdom run into the ground by a foolish usurper.

[400cp, Discounted for Heroes] You Have Forgotten Me

When you are in need, you will be visited by the spirits of your deceased ancestors, who will appear in the clouds as large heads, and give you advice.

For the purposes of this perk, ancestors relating to a background you have taken in a jump, pre-jump ancestors, and adoptive parents/grandparents are all valid targets. During the chain only, ancestors that are not deceased but were left behind in another jump and thus are no longer reachable by you are also valid targets.

Ancestors appearing via this perk are only capable of speaking to you, and cannot influence the world around them in other ways. You can toggle which ancestors are capable of appearing before you if you wish.

[400cp, Discounted for Heroes] Wise King

A king must care for all creatures in their kingdom. Fortunately, you have the necessary aptitude to become such a king.

You are an effective leader, with great instincts that point you towards policy that not only benefits the community at large, but also doesn't leave the smallest behind. You can also effectively mediate between different parties without coming across as weak to either.

[600cp, Discounted for Heroes] One Lucky Lion

You have an abundance of what could best be understood as 'plot armour', which greatly improves the chances of your survival.

Are you in danger, but someone is coming to save you? Well unless deliberate action is taken to prevent your ally showing up, they will arrive in time to rescue you. Even if action is taken, they might still show up if they are not significantly delayed.

Beset by a stampede? While this perk will not guarantee your survival, it will allow you to dodge through incoming animals for longer periods of time, as well as make it less likely that the beasts charge directly for you unless they are specifically intending to do so.

Left alone in the desert? Then there is a good chance you will be discovered by those who would take you in and provide you with water, so long as such individuals exist in the first place.

This perk does not guarantee your survival in all cases, and a foe who is wise enough to confirm your death will not be deterred by it. Still, you'll be happy to have it when danger rears its ugly head.

Supporter Perks

[100cp, Free for Supporters] Tastes Like Chicken

You have gained a healthy appreciation for bugs and grubs. Not only can you stomach eating them, but will even find them quite tasty.

You will also have an easier time adjusting to alternative food options that you would otherwise find too gross to get down.

[100cp, Free for Supporters] *You're a baboon, and I'm not.*

You have a knack for speaking in a confusing and multi-layered way.

While such a talent does not offer much in the way of practicality, it may prove useful if you wish to come across as a wise but crazy guru.

[200cp, Discounted for Supporters] Hakuna Matata

It means no worries!

You are able to effectively move past traumas and problems, and live happily in the moment. Where others often require some kind of responsibility to find meaning in life, you can freely abandon such responsibilities and still live well – this perk does not force you to make such decisions; you can rationally decide for yourself whether or not you accept responsibilities put upon you.

[200cp, Discounted for Supporters] You Can Either Run From It Or Learn From It

Sometimes, others choose to run from their destiny, whether as a result of fear, guilt, or some other cause. This is where you come in.

You are now quite gifted at convincing someone to do what they want to do, or know they ought to be doing, but cannot bring themselves to. You are also good at helping others overcome crises of identity.

[400cp, Discounted for Supporters] Monkey's Uncle

For a pair of outcasts who avoid responsibility like the plague, Timon and Pumbaa are surprisingly capable parents. And now, so are you.

Your skill at raising children transcends boundaries of species. When raising children of other species, the same techniques that would work on your own offspring manage to work on them just as effectively. You won't accidentally harm children that are quite fragile, and nor will your children accidentally harm you – very helpful if you are a meerkat raising a lion.

[400cp, Discounted for Supporters] *They call me Mr. Pig!*

You are a surprisingly capable combatant, Jumper.

Not only can you punch above your weight, but you are also able to make effective use of unusual forms you take on. Why, if you were a warthog, you could take out a group of three hyenas yourself!

[600cp, Discounted for Supporters] Sage

Like Rafiki, you are a great sage.

First, you have a broad base of knowledge of the Pride Lands, including knowing how to create antidotes and medicines that one might not expect to exist in an animal kingdom like this one.

More importantly, you are able to divine information from spirits using the wind and various tools. This may provide you with secret knowledge, awareness of current events (such as the survival of a royal heir), or event portents of the future – though such portents are far from absolute.

Using all of this correctly will allow you to be a major boon to the Pride Lands.

Villian Perks

[100cp, Free for Villains] Scar's Snark

You have a sharp tongue, and a quick wit that allows you to quickly respond with witty and appropriate banter. This won't make you any more likeable, nor will it help you to persuade others, but it does feel good.

[100cp, Free for Villains] Menacing Aura

There's a certain vibe about you, which makes you scarier and more intimidating than you would typically be. With this perk, even a giggling moron could come off as a menacing foe.

You can toggle the effects of this perk on and off as you like.

[200cp, Discounted for Villains] Oh, It's Just You

Villains and ne'er-do-wells often operate in closed communities, and do not tolerate the presence of outsiders. Fortunately, there's just something about you that tells them you are as wicked as they are, allowing you to move in their circles without difficulty, and with minimal risk of such movement being reported.

Why even if you were part of noble society, such as being a high and mighty king's brother, your presence will be tolerated by these wicked types. However, taking direct action against these people will cause such tolerance to quickly evaporate. Don't go calling them your enemies, at least not when they can hear you.

[200cp, Discounted for Villains] Teeth to Bare

Some animals have scruples. You, not so much.

From now on, those who would offer you mutually beneficially arrangements that aren't exactly 'morally pure' will have an easy time finding you, and get a good feeling about making offers you would be inclined to accept.

Additionally, you have gained a sense for when such offers are genuine, and will get a strong feeling when one of these arrangements is not going to last any longer.

[400cp, Discounted for Villains] Be Prepared

You are a wicked schemer, Jumper.

Thanks to this perk, you are skilled at devising assassination and usurpation plots that minimise the degree to which you are at risk of being found responsible. Even if one plot fails, you will preserve the opportunity to try again and again, without your target being any wiser to your goal.

Go ahead and bare those teeth and ambitions!

[400cp, Discounted for Villains] *I wouldn't dream of challenging you.*

Disliked? Treated with suspicion? Obviously evil?

No problem! From now on, unless you can be concretely linked to a crime or foul deed, you won't be blamed for it. Additionally, so long as you haven't been found to do anything wrong, you will never be exiled, spied upon, or otherwise punished, simply for being you. This won't provide you with additional access or favour you wouldn't otherwise be entitled to, but will make plotting to overthrow a king an easier task.

[600cp, Discounted for Villains] Silver Tongue Scar

You are an excellent speaker. You could talk a would-be usurper into confessing to a past mistake, and then somehow turn that mistake into a deliberate crime, completely undermining the usurper's confidence. You could convince people that they are to blame for accidents, or even events you have pre-arranged. You can give people information that will lead to their own undoing, whilst making it seem like you never intended to say anything.

You are also quite skilled at acting. Very handy when you are playing the role of distressed uncle as you lead your brother to his doom.

General Perks

[Free] Sing-Along

It wouldn't do to leave you out of all the musical numbers, would it?

To make sure you can participate, your ability to sing has been noticeably enhanced, and the quality of your voice has also somewhat improved. Now get out there and sing along!

[Free/200cp] Talking Animals

The animals of the Pride Lands are able to converse just as humans would.

For free, the form you acquire here is able to speak and sing. For an additional 200cp, this boon applies to any form you take, no matter how strange that might be.

-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, First free with the Sage Perk] Sage Tools

You have acquired a bakora staff, an empty turtle shell, and various other odds and ends a sage would require in order to hear the spirits correctly.

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

[50cp] Films and Series

You have obtained a copy of: The Lion King (1994), The Lion King II: Simba's Pride, The Lion King 1 ½, The Lion Guard: Return of the Roar, The Lion Guard TV series, and the Timon and Pumbaa TV series. They come on your preferred form of physical media.

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

[50cp] Merchandise

A lot of The Lion King related merchandise has been released by Disney over the years. Now, you have acquired a large chunk of it for yourself.

Nothing in this collection is too useful, as it is primarily made up of various The Lion King branded collectibles and odds and ends. Still, a superfan might appreciate such a collection nevertheless.

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

[50cp] Musical Tickets

The Lion King is not just a film, but also a successful musical. So, why not go see it sometime?

These tickets can be used to grant you and a few friends seats at any musical (or similar performance) that is allowing an audience. Don't worry about any loss of funds, the people running the musical will somehow make the lost income back in one way or another.

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

[100cp] Grubs and Bugs

You have acquired an endless supply of edible grubs and bugs. If you ever want some, simply look under a log or rock, or pull the bark from a tree, you'll find a variety of them. As they only appear when you are wanting them, you won't have to worry about them unexpectedly turning up.

While these grubs and bugs aren't to everyone's taste, at least you won't be going hungry.

[100cp] Ancient Baobab Tree

A large baobab tree, similar to the one lived in by Rafiki. It can be found close to your starting location, on a property you possess, or connected to your Warehouse by a special gateway.

This large tree provides natural protection from predators who cannot climb it, and sufficient space at the top for various artistic or shamanistic practices you might like to get up to.

At the start of each new jump, you will have the opportunity to choose whether the tree is moved to another appropriate location. If it was previously placed out in the world, it must be moved to an acceptable location.

Should the tree 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.

[200cp] Personal Meat Supply

Are you a carnivore who feels uncomfortable with the idea of killing talking animals for food? This may be just what you need.

This is a replenishing supply of meat. Any kind of meat found on a mundane Earth is acceptable, and which kind of meat is present can be changed each time it replenishes. Meat provided by the item will not rot if it goes uneaten, so you can store it where you like without creating a disgusting smell. There is enough here to comfortably feed a fully grown lion, but you won't be able to sustain a kingdom solely with this item.

[200cp] Water Hole

This large water hole is full of clean water. It can be found close to your starting location, on a property you possess, or connected to your Warehouse by a special gateway.

The hole will replenish as needed to stay full, and the water never becomes dirty or diseased, allowing it to be used both for bathing and drinking without issue.

At the start of each new jump, you will have the opportunity to choose whether the hole is moved to another appropriate location. If it was previously placed out in the world, it must be moved to an acceptable location.

Should the hole 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] Oasis

This small slice of paradise has beautiful waterfalls, plenty of clean water, fresh fruit, and grubs and bugs to eat. If you could live anywhere with no worries for the rest of your days, this might just be the place to do so.

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

Should the oasis 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] Kingdom's Meat Supply

Planning on bringing in a large number of carnivores to act as your enforcers? An item like this may keep you from destroying your own kingdom.

This is a replenishing supply of meat. Any kind of meat found on a mundane Earth is acceptable, and which kind of meat is present can be changed each time it replenishes. Meat provided by the item will not rot if it goes uneaten, so you can store it where you like without creating a disgusting smell.

This item provides a truly endless supply of meat, allowing you to satisfy as many carnivore's as you want. You and your allies will never have to go hunting again!

[600cp] Jumper Rock

A copy of the iconic Pride Rock. This rock structure provides a great lookout of the surrounding area, as well as plenty of den space.

This item comes with a pride of lionesses. They count as followers, and are absolutely loyal to you.

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

Should Jumper Rock 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] Elephant Graveyard

This rocky location prominently features the bones of elephants. It has a spooky atmosphere; even the bravest will naturally keep their distance from here unless they have some reason to approach. A perfect hideaway for you to scheme with minimal risk of discovery from outsiders.

This item comes with a pack of hyenas. They count as followers, and are absolutely loyal to you.

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

Should the graveyard 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

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

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive an Origin, and 600cp to spend on perks, items, and their species. They may not purchase companions. Their appearance, personality, and history are up to you, provided you do not grant them anything not reflected in their purchases. By default, they are absolutely loyal to you, but you may forgo this if you wish.

[50cp per.] Recruit

For 50cp each, you may take any named character appearing in The Lion King (including The Lion King II: Simba's Pride, The Lion King 1 ½, The Lion Guard: Return of the Roar, The Lion Guard TV series, and the Timon and Pumbaa TV series if you've included them via the toggle) along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a 'slot', so you can ask around and find another character to journey with if you would like.

-Drawbacks-

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

[0cp] Jumper History

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

[0cp] Direct to Jumpchain

Using this toggle, you can determine whether The Lion King II: Simba's Pride, The Lion King 1 ½, The Lion Guard: Return of the Roar, The Lion Guard TV series, and/or the Timon and Pumbaa TV series are a natural part of this world's events. Any inconsistencies may be smoothed out in a manner of your preference. These stories take place both during and after the events of The Lion King.

[0cp] Early Start

Cannot be taken with Late Start.

Using this toggle, you will instead arrive in this world a few hours before the presentation of Simba. This increases the total length of time you will be staying here; you won't be leaving any earlier. This toggle will allow you to experience a more complete version of events, or throw things even further off course.

[0cp] Late Start

Cannot be taken with Early Start.

Using this toggle, you will instead arrive in this world after Simba grows into adulthood. This does not reduce the total length of time you will be staying here. Starting later may help you if you wish to experience a certain kind of perspective of this world's events, but may make it harder for you to remove Scar from the Pride Lands if such a thing is your aim.

[0cp] Extended Stay

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

[+100cp] Childish

Taking this drawback means you will start the jump at the same equivalent age to Simba as he appears when waking his father (in other words, when he is still a child). You are capable of aging into adulthood naturally, but cannot speed this process up by any means, nor can you change your form into an adult, whether by shapeshifting, alt-form switching, or some other means.

Naturally, this will make you less intimidating, as well as less physically capable than you might otherwise be.

[+100cp] Stinky

Like Pumbaa, you are quite 'gassy', and generally smell quite foul. This will drive most animals away from you; it will be difficult for you to find friends.

Unlike Pumbaa, you will find attempts to weaponize this gas will invariably fail.

[+100cp] Laugh It Up

You can no longer speak or sing. The only kind of noise you can make from your mouth is a cackle. This isn't completely in your control either, as you've picked up an unfortunate habit of cackling over the smallest things.

[+200cp] Stampede Bait

No matter where you go, wildebeest stampedes quickly become a common occurrence around your location. Be very careful; such incidents are dangerous even to the top of the food chain.

[+200cp] Jumpchain 1 ½

For the duration of the jump, Timon and Pumbaa will provide running commentary in your head, as if they were watching a movie with you as the starring character. Sometimes, they will be joined by other Disney characters. Occasionally, everything will pause around you, in order for your "audience" to comment on something in detail. Rarely, your vision and hearing will be briefly replaced with what appears to be a modern-day Earth commercial, and one of them will apologize for sitting on the remote.

The pauses and commentary this drawback causes will never be beneficial to you; they will frequently be annoying and occasionally distracting. No one other than you will notice the pauses. The 'ads' will leave you especially vulnerable, as you will not be able to see and hear what is actually going on around you.

[+200cp] Surrounded By Idiots

It seems you can't count on anyone but yourself. For the duration of the jump, allies and subordinates will be hopelessly incompetent. Worse, they will often report success when they have failed, which may lull you into a false sense of security.

[+300cp] Trauma

Early during your time here, someone close to you will die, despite any efforts you make to stop that from happening.

This tragedy will leave you with serious trauma. Whether or not you could have done anything, you will blame yourself for this death. An enemy will be able to put you on the back paw simply by bringing it up.

[+300cp] Stupid

You are cartoonishly stupid, Jumper. You will regularly mess up basic sayings, and when someone repeats your own ideas back to you, you will think they are a genius for coming up with them. If your friends or allies are less than kind, expect to be slapped around and mocked with some frequency.

[+300cp] Evil Ego

You have a massive ego, Jumper. Regardless of your competence or claim, you will believe you are not only worthy of, but in fact entitled to, the highest station. You will be unable to find fault in your own behaviour; should things go wrong; you will blame others instead of reevaluating.

You will also have an unfortunate tendency to gloat when you are winning. You might even go so far as to give your enemy the motivations to turn the tables on you if you aren't careful.

-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:

Put Your Chain In The Past: You choose to remain in this world. Your chain ends here.

You Are More than What You Have Become: You choose to continue your chain. Proceed to the next jump.

Remember Who You Are: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

So, what exactly happens here, anyway?

Note: this synopsis only covers The Lion King (1994) in its entirety, but indicates where the other films and animated series fit in.

[Should you include it via the toggle, The Lion King 1 ½ occurs before and during the events of The Lion King, covering the perspective of Timon and Pumbaa.]

Mufasa, a lion, is king of the Pride Lands. He has a child with Sarabi, who is named Simba and presented to the kingdom. Scar, Mufasa's younger brother, refuses to attend the presentation, as he is upset that he is no longer first in line to be king. Mufasa and Zazu (Mufasa's advisor) confront him over this, and after some back and forth Mufasa asks if Scar is challenging him. Scar says he is not, as though he believes himself the intellectual superior, he knows he is physically much weaker than Mufasa.

A few years later, Mufasa teaches Simba various things, such as the extent of the kingdom, as well as the Circle of Life that binds the animals together. After a brief pouncing lesson, Zazu informs Mufasa that hyenas have been spotted in the Pride Lands. Zazu takes Simba home whilst Mufasa deals with these poachers.

Simba meets with his uncle, Scar. Scar tricks him into wanting to visit the forbidden elephant graveyard. Simba meets up with his friend Nala, with the intent to take her to the graveyard. Sarabi insists Zazu accompany them to the water hole, where they pretend they are going. On the trip to the water hole, Zazu tells Simba and Nala that they are betrothed to each other, which the two don't wish since they are close friends and find it weird. When Zazu explains it is tradition, Simba creates a commotion and uses it to slip away with Nala.

Simba and Nala make it to the elephant graveyard, but Zazu catches up with them. Zazu tries to warn the two, but they ignore him. Suddenly, a group of three hyenas (Shenzi, Banzai, and Ed) appear. The hyenas chase the group; Zazu is sent flying away as the two cubs are cornered, but returns with Mufasa just in time. Mufasa scares the hyena off, but is deeply disappointed that Simba deliberately disobeyed him. Above them, Scar is present; he has been watching events play out. On the way home, Mufasa forgives Simba, and teaches him that the great kings of the past look down on them from the stars, and he will watch over Simba as well.

Scar meets with the hyenas; he has been providing them with scraps and formed an alliance with them. He was intending on having them kill Simba, and is annoyed that they failed. He explains that they will help him kill who he wishes, so that he becomes king, and in return he will provide them with more food.

Scar tricks Simba again, having him wait in a gorge under the pretence that Mufasa has a surprise planned for him. Scar signals the hyenas, who set off a wildebeest stampede. He goes to alert Mufasa about the danger Simba is in. Mufasa rushes into the gorge, and manages to get Simba to safety. However, unbeknownst to Simba, when he tries to climb out of the gorge himself, Scar throws Mufasa to his death. Scar convinces Simba that he is to blame for his father's death, and tells him to run away. After he leaves, Scar sends Shenzi, Banzai, and Ed after him to kill him as well, but Simba

manages to escape from them. Scar believes Simba is dead, and assumes the throne, telling the other lions Simba and Mufasa died in the stampede. He brings the hyenas into the Pride Lands.

Timon (a meerkat) and Pumbaa (a warthog) find Simba collapsed in the wasteland. They decide that it would be valuable to have a lion on their side, and rescue him. They take him to an oasis, and teach him their philosophy of "hakuna matata". Time passes, and Simba grows into an adult. Meanwhile, the Pride Lands deteriorate under Scar, and the lions and hyenas struggle to find enough food and water. Rafiki learns that Simba is alive.

One day, Pumbaa is attacked by a lioness. When Simba steps in to save him, he realises that this is Nala. They hit it off romantically. Nala tells Simba about the state of the kingdom, and wants Simba to come back to help, but he refuses. Simba meets Rafiki, who with the assistance of Mufasa's presence in the stars, persuades him to return to the Pride Lands. Rafiki tells Nala, Timon, and Pumbaa of this decision, and they catch up to Simba.

Timon and Pumbaa distract the hyenas so Simba and Nala can get through; Nala goes to rally the lionesses while Simba looks for Scar. He finds Scar arguing with his mother, who says that the herds have moved on and the only choice is to move from Pride Rock. When Scar strikes her, Simba intervenes. Confronted with Simba and the lionesses, Scar persuades Simba to claim responsibility for Mufasa's death. Scar rallies, accusing Simba of murder and driving him to the edge of Pride Rock. Before he throws Simba to his death, he gloats, whispering that he was the one to kill Mufasa. This causes Simba to rage, turning the tables on Scar, and forcing him to confess to the lions. A battle between the lions and hyenas begins. Simba confronts Scar, who initially cowers and blames the hyenas, but then takes a cheap shot and fights Simba. Scar is thrown to the hyenas below, who aren't happy with being blamed by Scar, and kill him. The hyenas are driven off, and Simba assumes his place as king, and life comes back to the Pride Lands. Simba and Nala have a child.

[Should you include it via the toggle, the Timon & Pumbaa series occurs sometime after the events of the film, but does not fit neatly within the overall continuity.]

[Should you include it via the toggle, The Lion King 2: Simba's Pride takes place after the first film, with Kiara (Simba's daughter) starting as a child in the first half of the film and growing to an adult in the second half. The Lion Guard: Return of the Roar and the majority of The Lion Guard series take place between these two halves, with the final two episodes of The Lion Guard series occurring after Simba's Pride has fully completed.]

-Changelog-

0.1

Created the jump.

1.0

(i) Minor typo fixes.

1.1

(i) Minor typo fixes.