



Nintendo + ILLUMINATION

THE SUPER
**MARIO
BROS.**
MOVIE

The Super Mario Bros. Movie

A Jumpchain CYOA by WoL_Anon

Ver. 1.0

Welcome to the world of Mario, Jumper! This particular world is perhaps just a bit different from the one you are familiar with, with many characters having slightly different backgrounds, and many characters being a lot more talkative than usual. Nevertheless, a fun adventure awaits you! What will you do here?

You arrive in this world as Bowser's forces reach the Snow Kingdom. 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-

There is a good selection of species to choose from, hopefully you can find something to suit your tastes. 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, just like Mario and Luigi.

[Free] Penguin

Like the residents of the Snow Kingdom, you are an anthropomorphic blue penguin. This form offers little in the way of physical capabilities; even an ordinary Koopa is likely superior to you.

[Free] Toad

You are a Toad, or Toadette if you prefer, a small humanoid species common to the Mushroom Kingdom. Your mushroom-like head comes in a colour of your preference.

[Free/100cp/200cp] Koopa Troopa

You are a Koopa Troopa, a turtle-like creature that makes up a large contingent of Bowser's army. Koopa Troops possess a protective shell. You may choose whether this is green or red. If you also purchased the *BLUE SHELL!!!* perk, you can instead choose to possess a blue-coloured shell. Regardless of colour, you are able to pull yourself into your shell, and spin rapidly in order to travel quickly.

If you wish, you may instead pay 100cp for this species. Should you do so, you are instead a variant known as a Koopa Paratroopa. This variant of this species possess a pair of wings attached to the shell, enabling flight. Spinning the shell to travel fast is still possible.

Alternatively, you may instead pay 200cp for this species. Should you do so, you are instead a variant known as a Dry Bones. This is an undead variant that possesses a completely skeletal body. As an undead, you no longer need to eat, drink, or breathe, but destruction of your skull will count as death for the purposes of chain failure. Whilst your body can fall apart if hit with sufficient force, you are also able to magically pull yourself back together. Dry Bones typically possess a grey shell, instead of red or green, however if you also purchased the *BLUE SHELL!!!* perk, you can instead choose to possess a blue-coloured shell.

[200cp] Kong

You are a Kong, an anthropomorphic primate. Your impressive physique affords a great deal of raw physical power. Without the use of special items, you can be expected to easily mop the floor with a typical human in a fight.

If you are taking a background in this setting, you may choose to be a member of the Kong family if you like.

[500cp] Giant Koopa

You are giant Koopa, somewhere between a dragon and a giant turtle. You are comparable in size to Bowser. You have sharp claws and fangs, horns adorn your head, and you have a protective shell with spikes growing out of it. You are capable of ducking inside your shell, and spinning rapidly in order to travel quickly. You possess immense strength, and can be expected to easily handle the likes of Donkey Kong in close quarters combat.

You are also capable of releasing a powerful flame breath. Not only can this melt down large ice castles, and dispatch most of the creatures found here, but it also has a special effect. When you use it to kill a being, you can choose for that being to be transformed into an undead skeletal 'Dry' version. This only occurs when you mean it to, and will only work on creatures that have some kind of existing skeleton.

-Background-

You must choose one of the 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.

Plumber

You're a plumber. While this might seem ordinary, sometimes heroes emerge from the unlikeliest of places. Perhaps you will be such a hero?

Citizen

Whether you are a would-be hero, have a connection to the local leadership, or simply want to go about your business, you probably don't have a great relationship with Bowser's army.

Villain

You're a bad guy, Jumper. With an Origin like this, you are likely part of Bowser's army, but if not you are probably still on good enough terms to be invited to his wedding.

-Location-

Roll 1d8, or pay 50cp to choose. Alternatively, you may choose to begin in a specific place for free, determined by your Origin.

[1] Brooklyn

A seemingly mundane modern city, led by its current mayor, Pauline. A secret lies beneath the city's surface, one that will take you to another world.

Those with the Plumber Origin may begin here for free.

[2] Snow Kingdom

A kingdom of ice, soon to be destroyed by Bowser and his army, who have come for the Super Star hidden here. You may choose whether to arrive inside the gates, or on Bowser's ship.

Those with the Villain Origin may begin here for free.

[3] Mushroom Kingdom

Ruled by Princess Peach, this kingdom is primarily made up of the mushroom-like creatures known as Toads. You may choose to begin near a warp pipe, close to where Mario is expected to arrive in this world, or just outside Peach's Castle.

Those with the Citizen Origin may begin here for free.

[4] Fire Flower Fields

As the name suggests, this open land is known for its Fire Flower plants. This is where Peach will explain her background to Mario, if things are allowed to progress as usual.

[5] Dark Lands

A region controlled by Bowser. You will start close to where Luigi will first arrive, should events proceed as expected.

[6] Jungle Kingdom

Home of the Kongs. Cranky Kong serves as its king. Should things go as usual, Mario will face off against Donkey Kong here, in order for Peach to win the support of the Kong army.

[7] Rainbow Road

This special path acts as a shortcut between the Jungle Kingdom and the Mushroom Kingdom. It is typically traversed using karts.

[8] Free Choice

Lucky you! You may choose to begin in any of the above seven locations for free.



-Perks-

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

Plumber Perks

[100cp, Free for Plumbers] Professional Plumber

You have the necessary knowledge and skill to act as a high-quality plumber. While it may seem like a fairly ordinary advantage, at least you'll always have a career to fall back on.

[100cp, Free for Plumbers] Reference Fest

From now on, you'll encounter odd "references" and "callbacks" to major events and other things you've encountered across the chain. For example, a stranger's ringtone might be a significant piece of music you've heard, such as a theme song or anthem. In another example, a largely irrelevant food chain might be named after a notable character you've met, with the restaurants themselves being themed after that character.

Whilst you will encounter these references quite often, they will never provide you with a notable advantage, or change a major element of your current world. You can toggle this effect off and on as you like, but toggling the perk off will not undo changes to the world that you've already experienced.

[200cp, Discounted for Plumbers] Stranger in a Strange Land

Arriving in a new world can be scary, and things can go poorly if you aren't so lucky. Fortunately, this perk will help make such transitions smoother.

From now on, you'll be able to keep your cool during stressful or surprising situations, allowing you to assess them with a level head and act appropriately. Additionally, whenever you arrive in a new world for the first time, you'll experience a temporary boost in good fortune. This luck will work to keep you away from immediate dangers, be they obvious (such as monsters), or unknown (such as poisonous mushrooms). Should they exist, it will also make it more likely that you encounter helpful parties who can warn you of dangers or provide some support. This boost won't last more than an hour or so.

[200cp, Discounted for Plumbers] Small Business Sense

Running small businesses comes naturally to you, Jumper.

It is easy for you to pick up information relevant to running a small business, such as local laws and tax codes. You can keep these rules distinct from each other in your mind, very helpful if you plan on moving your business to another world.

You'll also find that businesses run by you are slightly more profitable than they would ordinarily be, provided that they are actually profitable in the first place.

[400cp, Discounted for Plumbers] I Need A Hero

You have outstanding platforming ability, equivalent to Mario at the end of his adventure.

Not only is your jumping ability greater than usual, but you are also capable of pulling off various tricks such as slides, spin jumps, and ground pounds.

You can also think quickly on your feet, and have a greatly improved sense of spatial awareness and timing, allowing you to parkour your way through busy construction sites, complete obstacle courses, and navigate your way through chaotic battles.

[400cp, Discounted for Plumbers] Brotherly Bond

Saving people's lives can be a close-run thing. When it comes to those you truly care about though, things tend to go your way.

From now on, when you have forged a close bond with another, efforts you make to save them from imminent harm are much more effective than they would usually be. If saving them is a time sensitive matter, such as if they were trapped in a cage which was slowly lowering into lava, this perk will give you a much-needed boost in speed and timing to help you get to them in time. If you are making efforts to protect them from damage, then even makeshift efforts to protect them will provide far more protection than usual. Why, you could even use a trash can lid to ward off a powerful flame breath for a short period of time!

[600cp, Discounted for Plumbers] *You just don't know when to quit!*

Maybe you've never thought of stubbornness as a good thing, but for you it's actually a great thing!

Your body is somehow capable of taking extreme levels of punishments. With this perk, an ordinary human could handle being slammed into steel girders or smashed through windows and still get back on their feet. Naturally, if you possess a greater durability you will be able to take much more than that. Whilst injury may still be possible for you, bruises will fade and scars will fade after a few hours, preventing your appearance from being marred by such beatings.

You are also quite mentally resilient as well, allowing you to take these kinds of brutal beatings and still want to get up and continue the fight.

But this perk does more for you than merely surviving. The longer a fight you are taking part in drags on, the more things start going your way. Enemies might make foolish mistakes, or feel the need to gloat. Nearby allies might jump in at ideal moments to turn the tide. You might even be able to steal your foe's magical item and use it against them. Don't give up, Jumper!

Citizen Perks

[100cp, Free for Citizens] *That one's perfectly fine.*

You have picked up basic camping and survivalist skills, sure to be a boon when going on an adventure.

You can also tell by sight whether a mushroom is safe to eat as well as safe to touch, though you'll occasionally require a second glance just to be sure.

[100cp, Free for Citizens] Impress While Dressed

Running and jumping all over the place is one thing, doing it whilst dressed up as a princess is another matter entirely. Fortunately, the latter is no longer a factor for you.

From now on, wearing heels, large frilly dresses, ornate crowns, or similar attire will not hinder your ability to move as you wish to, nor will moving whilst wearing these kinds of items be uncomfortable or cause you soreness or injury.

On top of that, you will find that elaborate attire worn by you does not "catch" on objects you do not wish it to, and that crowns and similar headpieces will not fall off your head even when you are upside down, or moving at high speeds – though you and others will still be able to remove these kinds of clothing if you or they are meaning to.

[200cp, Discounted for Citizens] You're So Cool!

No better way to put it; you're quite attractive, Jumper! On purchase, you may choose whether this manifests as feminine beauty or masculine handsomeness.

Beyond mere appearance though, you possess a naturally captivating presence that makes it much easier for others to fall for you. On the plus side, this means that your foes are much more likely to capture you or try to talk you over to their side rather than outright kill you. However, if you aren't careful, you may also make yourself a target for the selfish desires of others.

You may toggle the non-appearance aspect of this perk on and off as you like.

[200cp, Discounted for Citizens] Rainbow Road Racer

You are quite talented when it comes to driving the various karts found in this setting.

In addition to racing at a high level, you know how to make effective use of the various extras typically installed in such vehicles, including gliders and anti-grav technology. In fact, with your skill, you can pull off impressive feats such as turning off your anti-grav whilst upside down and managing your free fall in order to create shortcuts or move to a more advantageous position on the track.

More generally, you will find it somewhat easier to learn how to drive land-based vehicles, and to improve the skill you do have via practice.

[400cp, Discounted for Citizens] *It's the only way to fly, man!*

Residents of the Mushroom Kingdom rely upon a complex system of pipes that allow them to quickly move about the kingdom. With your newfound expertise, recreating such systems is quite possible for you.

You now understand the mechanics behind Warp Pipes. Constructing Pipes that travel within a small area, such as a city, is a relatively simple process, provided you have the materials. Constructing Pipes that travel between different lands, or even different worlds, requires significantly more time and effort, but is also possible for you. Travelling between different jumps will not be possible under any circumstances, until your chain comes to an end.

[400cp, Discounted for Citizens] Kart Krafter

You have the necessary knowledge and ability to build, repair, and maintain the karts present in this setting.

This knowledge includes the underlying principles that allow go-karts, motorbikes, and similar vehicles to operate as they do. It covers the deployable and reusable gliders that karts are commonly outfitted with. Perhaps most importantly, it covers the anti-gravity technology used with karts, which allows them to “cling” to surfaces, even allowing the kart to be driven whilst upside down.

With time and effort, you may be able to build upon this knowledge to create large, monstrous, vehicles which are designed to smash up and destroy other vehicles on the track. You might even find new applications for the anti-gravity technology.

[600cp, Discounted for Citizens] *They made me their princess.*

It seems that people see a future leader in you, Jumper.

In each world you arrive in, the populace will eagerly groom you to take on a leadership role in the area you arrive in, should you allow them. The exact scale of your leadership role will vary by world and by setting, but becoming the ruler of the local kingdom is about the maximum extent of the effect.

You won't be given the leadership position right away, as the locals will want to ensure you are appropriately trained and that a proper transfer of power can be put in place. You may have to wait until the current leader chooses to resign, or passes away first. Being elevated by this perk will not result in serious resentment for the public; it will generally be considered the best course of action.

In saying that, it is still possible for you to lose the trust of the local populace based on your behaviour, so don't think this perk gives you carte blanche to behave as you wish. The people have put their trust in you, so try not to break that trust, Jumper.

Villain Perks

[100cp, Free for Villains] Peaches

You are an excellent singer, and are quite skilled in the use of a couple of mundane musical instruments – chosen on purchase of this perk.

You are also a talented songwriter, though this talent skews towards cheesy love ballads. Try not to make too much of a fool of yourself.

[100cp, Free for Villains] Temperature Troop

You have developed a strong resistant to extreme temperatures. This allows you to comfortably live in volcanic environments, or travel into frozen wastes.

This resistance is not great enough to prevent you being frozen solid by an Ice Flower, or from being harmed by Bowser's fiery breath.

[200cp, Discounted for Villains] *This guy's a lunatic. A psycho.*

Word of your villainous or crazy nature spreads much faster than normal. Evil or psychotic acts performed by you somehow find their way to the ears of strangers, even if no one was around to witness them (or no witness was left behind). In future worlds, you may elect to have some of this reputation come with you, though the details may be changed somewhat, in order to be appropriate to the world you have arrived in.

You can toggle this perk on or off as you like, but toggling it off will not undo the spread of your reputation or deeds that has already occurred.

[200cp, Discounted for Villains] Trusted Aide

Being a servant of a powerful villain is not an easy task, especially if you want to do so for an extended length of time. Fortunately, you now have some talent in this area.

From now on, you'll find it much easier to keep yourself in the good graces of tyrants and similar types that you work under. You'll have greater luck when shifting blame onto others, and a better intuition of when your master is in a foul mood.

In those cases where you do draw their wrath, you can be assured that you'll never be permanently harmed or killed by them so long as you haven't actually turned against them. This will be true even for villains that think nothing of killing poor performers on the spot.

[400cp, Discounted for Villains] *Pain is the best teacher.*

Violence and murder are common tools of the tyrant, but often they are not nearly as effective as desired. For you though, they seem to work just fine.

From now on, torturing or harming your subordinates works as a motivational tool instead of a demoraliser, helping you teach them how to behave appropriately. Murdering people for

insubordination or failure inspires loyalty and a healthy respect from your other minions, instead of fostering a desire for rebellion.

While this perk does not make such things legal in the first place (tyrants often make their own laws), it may help to prevent your subordinates from reporting your behaviour, out of a fear of experiencing the same fate. Minions who are exposed to enough of this conduct may even come to view it as good leadership.

[400cp, Discounted for Villains] BLUE SHELL!!!

You've learned a powerful, but dangerous, ability. It is best saved as a last resort.

This ability allows you to self-destruct, creating a powerful explosion that punches well above your weight in terms of output. Whilst this technique normally causes you to explode on the spot, should you possess wings or can otherwise fly, you can choose to utilise it in a slightly different manner. Doing so will cause you to 'home in' on a nearby target of your choosing, flying towards them at a faster speed than you are normally capable of, before crashing down and exploding as usual.

Whilst a technique like this might ordinarily kill you, once per jump you are guaranteed to survive using it, though in a state that takes you out of the current battle. Post-chain, you will be guaranteed to survive using it once every ten years.

[600cp, Discounted for Villains] Kamek Magic

You have a special magic gift, which is sure to make you a valuable asset to Bowser's forces.

Right now, your magic allows you to teleport short distances. It can also be used to move objects; this effect is powerful enough that you can pick up and throw many people at once, or hold bricks in place in the air and allow them to support the weight of someone like Bowser. Finally, it can be used to slowly "crush" your enemies, serving as a method of torture.

It may even be possible for you to discover further applications of your magical potential; this will take a great deal of time and effort on your part.

General Perks

[100cp] Mario Movie Music

You gain a mental library of all music featured in The Super Mario Bros. Movie. You are able to play these songs at will. You can choose whether those around you hear the songs, or just yourself. You can adjust the volume (but not raise it to a level where it would harm an ordinary human), create playlists, and shuffle songs. You may set music to play under certain conditions, allowing you to have a song for when you are out scaring, or create an internal alarm clock.

Whether you are a fan of the licensed songs, or like the remixes of classic game tunes, this power is sure to be a treat!

-Items-

Discounted items are 50% off, with discounted 100cp items being free for the first purchase.

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.

Plumber Items

[100cp, Free for Plumbers] Iconic Overalls

A set of clothes, including shirt, overalls, gloves, shoes, and a hat. You can choose the colour palette for these on purchase of this item. The cap has a single letter or symbol on the front, also chosen by you on purchase of this item.

These clothes are self-cleaning, and self-repairing, ensuring you can wear them as often as you like. In fact, if you consistently wear these clothes around others, they will quickly become associated with you. Everyone's got to have a trademark, right?

If any of these clothes are lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp, Discounted for Plumbers] *I am so glad we spent our life savings on this commercial.*

This low-budget commercial has been made to promote a small business of your choosing (if no such business exists, it will simply promote you in general).

The commercial is campy, but has its own kind of charm to it. It features you, and possibly your friends and/or family. Despite this, no recording session is necessary on your part, and you'll be happy with how everyone is presented. Should your current world have television, it will already have multiple airtime pre-arranged for it on local stations (or the closest equivalent). You can opt out of these airtimes if you'd prefer to keep the commercial to yourself.

Beyond the potential growth of your business, the commercial has another benefit. Should a catastrophic event befall an area where the commercial was recently played, there is a high probability that you will notice a version of the commercial playing. This glitchy, chopped up version of the commercial will reveal a secret message within the base commercial (such as by highlighting a single line, or splicing a new sentence together) that will help motivate you to find the necessary courage and do your best.

Once a year, you will receive a new commercial of this type. As with the original, each comes with some pre-planned airtime that you may opt out of.

[400cp, Discounted for Plumbers] Your Plumbing Business

Congratulations! You now officially own a small plumbing business. The business has a dedicated website and phone number, which will update to their closest equivalent for each world you visit.

All licensing issues are covered for you automatically, and your business even has a complete tax exemption. However, this is only for a plumbing business; licenses not related to plumbing or relevant business issues are not provided by this item, and expanding the scope of the business into other fields will void your tax exemption. The loss of your tax exemption is not retroactive, and you can re-acquire it by returning this business to its intended scope and paying off outstanding taxes.

While this item does not provide you with any employees, it does provide sufficient tools for two plumbers, as well as a small van. The van never seems to run out of fuel, and general upkeep is not necessary, allowing you to drive it around just about anywhere.

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

[600cp, Discounted for Plumbers] Super Star

This special star is greatly desired in the Mario world.

When used, the user gains a glowing rainbow aura, accompanied by a drastic increase in strength, speed, and jumping ability. Most importantly, the user becomes invincible; that is, they are completely impervious to harm. This includes being immune to knockback effects of attacks, and extends to any outfit they are currently wearing. These benefits only persist for a few minutes at most. It is possible for two to benefit from the star at once, as long as they attempt to use it at the same time.

Once used, the Super Star disappears. If your Super Star has been used, you will receive a new one at the start of the next jump (post-chain, this becomes after ten years). If the Super Star is lost or destroyed, but not used, you will receive a replacement after 24 hours.

Citizen Items

[100cp] Camping Gear

A large backpack, with various supplies suitable for camping out, including a sleeping mat, frying pan, some rope, a lantern, and more. If you could reasonably expect an ordinary explorer to have this with them, you'll probably find it here.

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

[200cp, Discounted for Citizens] Training Course

A giant, floating, Question Block. When activated, it will transform into a large course meant to train a person's platforming ability, complete with hazards such as spikes, fake Piranha Plants, and fake Bullet Bills.

Despite its difficulty, you can be assured that no one that takes on the course will ever be killed or seriously hurt (including by falling from it), and will instead be safely teleported back to the start if that were to occur.

The training course can be deactivated at any time, as long as no one is currently attempting it. This returns it to its Question Block form for easier transportation.

Should the training course be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[400cp, Discounted for Citizens] Kart Garage

This large facility houses a vast array of kart parts. With these parts, one could build a small fleet of vehicles, ranging from motorbikes to monster trucks. Around the facility are helpful screens, which allow you to quickly design a kart using the parts in stock.

It is accompanied by a squad of Kongs, who know how to build and repair these karts. Optionally, you can choose for a different Mario universe species to take the place of the Kongs, as long as they are not more valuable or powerful. The replacement species will possess the same kart knowledge.

In future worlds, you may choose for the garage to be attached to your Warehouse, to be connected to another property you own, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like.

Should any kart parts be lost or destroyed, replacement parts will appear in the garage after 24 hours. If the garage is not currently available, such as if it was destroyed, this will be delayed until the garage is available again. Should the garage itself 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, Discounted for Citizens] Jumper Kingdom

You have gained ownership of this small kingdom, and are considered its rightful ruler.

The kingdom is dominated by a large palace or castle. It also has a surrounding town; you can choose for this town to be equipped with a warp pipe network or kart tracks for public transport, but not both.

The general aesthetics of your kingdom are up to you. It is populated by a single species that can be found in the Mario universe, but they may not be more powerful or valuable than Kongs. Humans are an acceptable choice. These citizens are considered followers. Any loss of population the kingdom suffers will be made up at the start of the following jump. Post-chain, this occurs every ten years.

Your kingdom retains any upgrades it has received. Inactive companions may stay here, but must remain inside the kingdom.

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

Should the kingdom 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.

Villain Items

[100cp, Free for Villains] Standard Weapon

A well-made, but ordinary spear, like those commonly found amongst Bowser's forces. Optionally, it may come with a flag attached, allowing you to act as a standard bearer. This can be the flag of Bowser's army, or of an entirely original design, chosen on purchase of this item.

Curiously, your spear seems to tuck nicely into the wielders body without harming them, even when doing so doesn't seem to make sense. For example, a Koopa could somehow pull the spear into their shell when retreating into it, allowing them to move quickly and emerge with weapon in hand, ready for action.

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

[200cp, Discounted for Villains] Kamek's Wand

A golden rod, with a red gemstone attached to the end. It will allow the wielder to more easily channel and wield any magical powers that they might possess. It is large enough that it can also be used as a convenient walking stick.

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

[400cp, Discounted for Villains] Intelligence Reports

Like any wise evil overlord, you have a network of spies around the world, and will have them inserted into each world you travel to.

You will never meet these spies; instead, you will receive a report every so often detailing important world events, as well as information pertinent to your current goals. Don't worry about how the network knows what these are.

Reports will only present information that a highly trained spy could get their hands on. For example, they can possess information taken from documents left unattended, or from conversations that could conceivably be overheard, but they can't contain information only thought by a person, or that was transmitted in an extremely secure manner.

Your spies will never be caught, but they will not engage in other acts on your behalf either. You can decide whether the reports appear to be written by the same person, or whether the writing style changes between setting and even between reports from the same setting, indicating a change in writer.

[600cp, Discounted for Villains] Jumper's Ship

This is a massive airship, that could easily be mistaken for a flying castle fortress. A likeness is carved into the front; this is yours by default, but on purchase you can elect for a different face to be used, or for no likeness at all to be present. You are free to choose the general aesthetics of your ship, so long as they do not provide additional advantage above Bowser's ship.

This ship comes with a small army of Mario universe 'mook enemies', including Koopas, Goombas, Shy Guys, and more. In addition to these lesser forces, one Bomber Bill is installed in the ship, ready for launch. These forces are considered followers. Any losses these forces take, including the Bomber Bill, are made up at the start of the following jump. Post-chain, this occurs every ten years. The ship itself also has various defensive measures such as cannons installed on it.

The ship has a large throne room as well as private quarters for you to reside in, and living space for the army this item comes with. It is also equipped with a large dungeon to hold your prisoners.

The ship retains any upgrades it has received, and inactive companions may even stay here, provided they remain on the ship.

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

General Items

[50cp] Film

A copy of The Super Mario Bros. Movie, on your preferred form of physical media. This fun Mario adventure is yours to watch whenever you like.

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

[50cp] Merchandise

Like any mega successful film, a lot of merchandise was released alongside The Super Mario Bros. Movie. 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 Mario branded collectibles and odds and ends. Still, a Super Mario 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] NES Bundle

When you need to cool down after a hard day, this might be just what you need. This bundle contains:

- A 1980s era television.
- A Nintendo Entertainment System (NES), with all needed cables.
- A pair of NES controllers.
- A small collection of Nintendo NES game. You won't find any Mario franchise games, however.

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

[50cp] Smartphone

Smartphones are commonplace in Brooklyn. Yours will never run out of power, and you will never need to worry about any bills related to it. It comes pre-loaded with the Nintendo GameCube theme as its ringtone.

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

[200cp] Super Mushroom Supply

A supply of Super Mushrooms. On purchase of this item, choose one of two methods to receive the mushrooms:

- You can retrieve them from seemingly nowhere at any time, no matter how improbable that might be.
- You receive a floating Question Block. When hit, the block will dispense a Super Mushroom. There is no limit to how many Super Mushrooms can be dispensed from the block. If the Question Block is lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

When these red mushrooms are consumed, the consumer grows substantially in size, and benefits from increased strength and jumping ability. However, if the consumer is hit, the effect will immediately end. A person can only benefit from a single Super Mushroom at a time.

[200cp] Fire Flower Supply

A supply of Fire Flowers. On purchase of this item, choose one of two methods to receive the Fire Flowers:

- You can retrieve them from seemingly nowhere at any time, no matter how improbable that might be.
- You receive a floating Question Block. When hit, the block will dispense a Fire Flower. There is no limit to how many Fire Flowers can be dispensed from the block. If the Question Block is lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

When these flowers are used, the user gains the ability to create and throw fireballs. If the user is wearing an outfit of some kind, it will adopt a white and red colour scheme whilst the effect is active. Should the user be hit, the effect will immediately end. A person can only benefit from a single Fire Flower at a time.

[200cp] Ice Flower Supply

A supply of Ice Flowers. On purchase of this item, choose one of two methods to receive the Ice Flowers:

- You can retrieve them from seemingly nowhere at any time, no matter how improbable that might be.

- You receive a floating Question Block. When hit, the block will dispense an Ice Flower. There is no limit to how many Ice Flowers can be dispensed from the block. If the Question Block is lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

When these flowers are used, the user gains the ability to create and throw ice balls. These balls are capable of non-lethally freezing enemies solid, though larger foes will require many hits before they are completely frozen. People frozen in this way remain aware of the world around them, and sufficiently powerful foes can break free of this ice eventually.

If the user is wearing an outfit of some kind, it will adopt a blue colour scheme whilst the effect is active. Should the user be hit, the effect will immediately end. A person can only benefit from a single Ice Flower at a time.

[200cp] Super Bell Supply

A supply of Super Bells. On purchase of this item, choose one of two methods to receive the Super Bells:

- You can retrieve them from seemingly nowhere at any time, no matter how improbable that might be.
- You receive a floating Question Block. When hit, the block will dispense a Super Bell. There is no limit to how many Super Bells can be dispensed from the block. If the Question Block is lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

When these bells are used, the user dons a cat suit. If they were already wearing an outfit, the existing outfit is transformed into the cat suit whilst the effect is active. Otherwise, a new suit appears on their body, which vanishes when the effect ends.

This transformation provides a significant increase to agility and flexibility. The cat suit has sharp claws, which can be used to scratch at foes, or more easily cling to surfaces. The user also finds it easy to adopt cat-like mannerisms. If the user is hit, or if they remove the suit, the transformation will immediately end. A person can only benefit from a single Super Bell at a time.

[200cp] Super Leaf Supply

A supply of Super Leaves. On purchase of this item, choose one of two methods to receive the Super Leaves:

- You can retrieve them from seemingly nowhere at any time, no matter how improbable that might be.
- You receive a floating Question Block. When hit, the block will dispense a Super Leaf. There is no limit to how many Super Leaves can be dispensed from the block. If the Question Block is lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

When these leaves are used, the user dons a tanooki suit. If they were already wearing an outfit, the existing outfit is transformed into the tanooki suit whilst the effect is active. Otherwise, a new suit appears on their body, which vanishes when the effect ends.

The tanooki suit allows the user to glide through the air, and user can fly by spinning the suit's tail rapidly to generate lift. If the user is hit, or if they remove the suit, the transformation will immediately end. A person can only benefit from a single Super Leaf at a time.

-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 Super Mario Bros. Movie 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.

[+100cp] Celebrity Voice Actors

It seems that just about everyone you run into shares a voice with someone you were aware of prior to your arrival in this world. You'll always be able to recognise these voices, and it will make it harder to focus on conversations here. Occasionally, you'll even run into someone with a voice so completely unmatching to the person speaking it that you'll find them impossible to take seriously.

[+100cp] *Ugh, mushrooms?*

You now hate the taste of mushrooms, and it will require serious willpower on your part to swallow them. In a place like this, this may be more harmful to you than you first think.

If you already dislike the taste of mushrooms, you will also find your three favourite foods disgusting for the duration of the jump.

[+100cp] *He likes you!*

For the duration of your stay, you will be hounded by a particularly aggressive and intelligent dog, who will go out of his way to attack you or mess with your goals. Killing or incapacitating this dog will not stick, he'll be back to bother you in a day or so. Travelling to another world might buy you some time, but he'll show up eventually.

It is possible to win over this dog, and thus cause him to stop causing problems for you. This will likely require a great effort to assist or support him. Any perks or powers you possess that would normally help you in this regard do not.

[+200cp] *You're bringing your brother down with you.*

No one in these parts takes you seriously. You'll find it difficult to promote yourself, and can expect to be put through additional tests before someone accepts you as an ally. Even family members and existing companions will doubt your ability to get things done.

Unfortunately, this does not cause enemies to underestimate you or go easy on you when that would be to your benefit.

It is possible to overcome these doubts on an individual basis, but it will require serious achievements such as defending a city from a rampaging monster in order to do so.

[+200cp] *Captured!*

Oh no! You've already been caught by Bowser's forces. If you were going to start in Brooklyn, your location is overridden to the Dark Lands.

Fortunately, you have not yet been brought before Bowser, and unless he has a particular reason to seek you out, you won't be. However, this does mean that you are at risk of being sacrificed at Bowser's wedding if you don't escape and aren't rescued.

[+200cp] *I'm gonna love you to the very end.*

You have developed an obsessive love for Princess Peach. This obsession will drive you towards reckless and selfish behaviour, that is likely to make you an enemy of the world at large.

Unfortunately, no matter your efforts, you cannot win her love in turn. You will not remember this aspect of this drawback. This means that not only will you not be aware of the futility of your advances, but that it will be easy for her to fool you by playing along.

[+300cp] Bowser's Fury

Bowser is aware of your existence, and considers you the greatest threat to his plan to marry Peach. He cannot be swayed from this position, and will prioritize your death at the earliest opportunity. He will prefer to end you personally, but won't hesitate to rely on his massive army if need be.

Somehow, his spy network has already alerted him to your powers and abilities, as well as the tools and resources at your disposal. If you also took the *Captured!* drawback, he knows that his forces have got you and he will make his way to your position immediately.

[+300cp] Jumperlee

You have developed a nihilistic and depressed view of the world, not unlike that of Lumalee. Whilst this won't cause you to commit suicide on its own, it does lead to you cheering on your own death, and taking minimal action to prevent it.

Perhaps it is best not to be left to your own devices?

[+300cp] Very, Very Small

Did you eat a blue mushroom or something?

For the duration of the jump, you are drastically smaller than you would typically be. Even a Giant Koopa could be comfortably housed in a birdcage under the effect of this drawback. Attempts to grow back to a more normal size, such as by consuming mushrooms, or using special powers, will invariably fail.

This smaller form has drastically reduced your physical strength as well as the strength of your powers and abilities (even if they aren't tied to your physical form).

-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:

Post-Credits Scene: You choose to remain in this world. Your chain ends here.

Movie Marathon: You choose to continue your chain. Proceed to the next jump.

Roll Credits: 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?

Bowser and his forces attack the Snow Kingdom, effortlessly destroying it. Bowser claims the Super Star.

In Brooklyn, Mario and Luigi watch the airing of a commercial for their plumbing business. Spike, their former employer, mocks them for being losers, and leaves. The Marios Bros. get their first call, but it goes poorly for them.

At home, Mario and Luigi are mocked by their family for the commercial, and Papa Mario is not supportive of their decision to quit a steady job and start their own business. While Luigi tries to console Mario, the pair see a report on the news, showing them that a water main has broken and is flooding Brooklyn. Seeing this as an opportunity to prove himself, Mario takes Luigi into the underground in an attempt to fix the problem. Luigi stumbles across a Warp Pipe, and is sucked into it. Mario follows in after him, but the two are separated.

Mario ends up in the Mushroom Kingdom, where he meets Toad. Toad surmises that Luigi has gone to the Dark Lands, which are under Bowser's control. In the Dark Lands, Luigi escapes from some Dry Bones but is ultimately captured.

Toad takes Mario to meet Princess Peach. Mario is forced to sneak inside her castle when the guards won't let them in. Meanwhile, Princess Peach attends a meeting to determine what to do about Bowser; with the Super Star in his possession, he approaches the Mushroom Kingdom. She decides that the best course of action is to try to recruit the Kong army to her side. After the meeting, Peach encounters Mario just before he is caught by her guards. She recognises him as a human, and allows him to explain himself. When Peach tells Mario that she is going to deal with Bowser, he insists he come too, so she decides to test him with an obstacle course, and teaches him about Power-ups by providing him with Super Mushrooms for the course. It takes Mario many attempts, but he ultimately almost completes the course, so she allows him to come with her.

Bowser announces his intention to marry Peach to his minions. Mario, Peach, and Toad set out on their journey, traveling through various lands. Bowser is informed about Peaches' journey, and about Mario, and becomes jealous. Peach reveals that she was not born in the Mushroom Kingdom, and that she instead arrived there as a baby; she doesn't know where she is originally from. Luigi is brought before Bowser, who interrogates Luigi for information about Mario, and then imprisons him.

Mario, Peach, and Toad make it to the Jungle Kingdom. They meet with Cranky Kong, the king of the Kongs. He agrees to fight alongside them if Mario can defeat his son, Donkey Kong, in battle. Initially, Mario is trounced, but he perseveres, and turns the tide when he uses a power-up to become Cat Mario, winning the fight. Peach compliment Mario on his ability not to give up.

With Bowser's ship soon reaching the Mushroom Kingdom, Cranky Kong recommends that they get back there before him using karts and a special passage, allowing them to ambush him. Meanwhile, Bowser is tipped off about this plan.

Mario, Peach, Toad, and the Kong army make their way along Rainbow Road on karts, when they are ambushed by Bowser's forces. While they initially succeed in driving them off, the road is destroyed

by a blue shell. Mario and Donkey Kong fall from the road. Peach and Toad escape towards Mushroom Kingdom. The stranded Kong army are captured by Bowser's forces.

Mario saves Donkey Kong from drowning. The two are swallowed whole by a large fish, but are able to escape. Peach and Toad start evacuating the Mushroom Kingdom. Bowser arrives, and asks Peach to marry him. She refuses at first, but relents on the condition that Bowser does not harm her Toads.

Those imprisoned in Bowser's ship, including Luigi and the Kong army, are planned to be ritualistically sacrificed as part of the wedding ceremony. Toad hides an Ice Flower inside Peach's bouquet; when the wedding begins, she uses it, and freezes Bowser in place, as well as the winch lowering the prisoners into lava.

As Peach battles Bowser's minions, Mario and Donkey Kong return to the conquered Mushroom Kingdom, battling their way through it to get to Bowser's ship. Mario grabs a Super Leaf, becoming Tanooki Mario and allowing him to fly. The ice on the winch thaws, and Peach loses her Power-up. Before the prisoners are killed, Donkey Kong arrives and uses the chain on the winch to pull them to safety. Luigi's cave had already begun to melt, but Mario rescues him.

Bowser frees himself from the ice, and orders that a massive Bomber Bill be fired at the Mushroom Kingdom. Mario is able to redirect the Bomber Bill into a warp pipe, so that it can explode safely in the air. However, this destroys warp pipe, and Mario and Bowser's ship are suddenly sucked into a vortex and appear in Brooklyn.

Mario sees the Super Star, but Bowser attacks him first, sending him crashing into a building. Bowser taunts Mario, but is attacked by Peach, Donkey Kong, and Toad. A broken television playing his commercial motivates Mario to get back out there.

Mario confronts Bowser, with Peach, Toad and Donkey Kong all captured. Peach kicks a shell into the Super Star, sending it away from Bowser. Mario runs after it, but Bowser uses his fire breath. Luigi protects Mario from the fire with a garbage can lid, and the two make it to the Super Star.

With the power of the Super Star, Mario and Luigi easily beat Bowser and his minions. Peach force feeds Bowser a blue mushroom, which shrinks him down, and then traps him in a jar. Mario's family come out and support Mario & Luigi, along with the rest of Brooklyn.

Mario & Luigi move to the Mushroom Kingdom. Bowser is kept in a birdcage in Peach's castle.

-Changelog-

0.1

Created the jump.

1.0

(i) Adjusted **Toad** species to be more lore accurate.