



A Jumpchain CYOA by WoL_Anon

Ver. 1.0

It's showtime! The wicked Madame Grape and her crew, the Sour Bunch, have taken control of Sparkle Theater. It is up to Princess Peach and Stella, a Sparkle sprite, to save the day with the power of Sparkle. Will you help them, hinder them, or just do your own thing? The choice is yours.

You arrive in this world just as Peach meets Stella. You will be staying here for the next week.

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, like Princess Peach.

[Free] Theet

You are a Theet, a short humanoid species that is found throughout Sparkle Theater. You have a large, spherical nose, which changes colour to reflect your mood.

[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/400cp] Darkle Creature

You are a being made out of Darkle – the antithesis to Sparkle. The specifics are determined by how much you pay for this option.

For Free, you are an ordinary member of the Sour Bunch. This means you are a short humanoid, approximately the size of a Theet. You could take out an ordinary Theet quite easily, but you are extremely vulnerable to Sparkle – one hit from it is enough to defeat you, or at least send you running.

For 100cp, you are still the same rough size as above, but may have a non-standard form. For example, you could be a bird-like creature which can fly. You are no stronger than the above option, and you are just as vulnerable to Sparkle.

For 200cp, you are significantly larger, on par with one of the Darkle Bosses. You are much more durable than the above choice. Whilst you are still vulnerable to Sparkle, being hit by it will cause you to expose a floating sphere of Darkle – your core, you could say. Having this core purified by Sparkle or similar magics will defeat you, though you'll be able to shake off the first two successful attempts and reform your body. Your core will recover when you have the opportunity to rest.

For 400cp, instead of having a 'core' of the inside of your body, your body actually appears to be some kind of golden facial covering, like a mask, with Darkle forming around it. Only this 'mask' of yours can truly be damaged, and whilst it is still vulnerable to Sparkle, it will take sustained attacks for it to be damaged. By default, you are about the size of a Darkle Boss; however, when pushed, you can assume a significantly larger form still. In this form, you have much greater control over any dark magics you have access to, such as Darkle.

[300cp] Sparkle Sprite

You are a strange creature known as a Sparkle sprite. Your 'head' is a yellow, star-shaped object, with eyes and a mouth. Your 'body' is made up of a ribbon, which acts as both a 'dress', and combined wings/arms. You can decide the colour and pattern of this ribbon on purchase of this species.

You are able to fly. You are also able to grant someone an accessory, such as a ribbon. Whilst they wear this accessory, they become able to harness the power of Sparkle (as if they had the *Sparkle Princess* perk), and can also telekinetically control you as if they were twirling a ribbon around their person, and channel their Sparkle through you as they do so.

Working together with the person you have given your accessory to, and with the assistance of someone else's Sparkle, you can transform the accessory wearer's ensemble, giving them access to various abilities depending on the Sparkle that was drawn upon. Typically, you will require a Sparkla or someone truly dedicated to acting in a specific role, or the Sparkle of many at once in order to bestow such transformations.

You can only bestow your accessory to a single individual at a time, but may revoke it whenever you like.

-Background-

You must choose one of the two 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.

Sweet

You are a kind, helpful person. You might work at Sparkle Theater in some capacity. Or, perhaps you've simply come to visit?

Sour

You are a wicked sort. If you are directly associated with Madame Grape and the Sour Bunch, you still probably approve of her conduct.

-Location-

You may choose to begin anywhere within Sparkle Theater, 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.

Sweet Perks

[100cp, Free for Sweet] Princess Platformer

Some plumbers out there might think their running and jumping is impressive, but they don't do it in heels.

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.

[100cp, Free for Sweet] Pretty as a Princess

You have looks fit for royalty.

On purchase, you must decide whether this results in enhancement in feminine beauty, allowing you to rival Princess Peach, or an equivalent enhancement in masculine handsomeness. In either case, you'll find that most kinds of outfits look good on you, and those kinds that wouldn't normally match well at least do not detract from your overall appearance.

[200cp, Discounted for Sweet] Posing Power

You are quite talented when it comes to performing poses, and can do so with flourishes quite easily.

Additionally, when performing a pose, you are able to activate nearby platforms and lifts, bypassing normal activation requirements and conditions. A skill like this will help you get into many secret areas within Sparkle Theater's plays.

[200cp, Discounted for Sweet] Sparkla

You are a highly talented actor or actress, Jumper. You will find it easy to perform in many kinds of roles. You also find it easy to build a positive reputation in regard to your acting ability, and performing on stage will quickly help you build up a celebrity status.

With talent like this, a career performing at Sparkle Theater is definitely in the cards. So long as this Grape situation is dealt with, of course.

[400cp, Discounted for Sweet] Sparkle Princess

You are capable of harnessing the power of Sparkle. You can use it to heal others, restore their confidence and motivation, and purify Darkle and similar kinds of dark magic.

You can also use your Sparkle to interact with various objects in Sparkle Theater, such as turning on lights, and making flowers bloom. Results for such uses can be unpredictable, but only result in minor effects.

Additionally, you are skilled at twirling ribbons around your body. Perhaps it will come in handy?

[400cp, Discounted for Sweet] Jumper Sparkle

You are able to bestow a special Sparkle to another individual, which grants them access to a unique transformation, which they can enter and exit as they like.

This transformation will change the individual's ensemble, and grant them some of the powers and abilities you possess. The transformation cannot be more useful than the 200cp options on offer in the Transformations section (i.e. Peach's canon transformations minus the two Radiant forms). Strong powers of yours will be scaled down if possible, and cannot be part of the transformation if not. Adding many powers to the transformation will dilute the strength of each one.

You can only grant access to this transformation to one person at a time, but can revoke the access whenever you like. Each time you grant access, you can change the characteristics of the transformation, so long as it still complies with the rules stated above.

[600cp, Discounted for Sweet] Even Further Beyond

By drawing on the Sparkle of many around you, or their love (it need not be for you, it could be love for an artform like acting, for example), you are able to enhance a transformation you are capable of, temporarily accessing a more powerful version of it.

The Sparkle or love must be freely offered. While this sharing may exhaust the person, it will not permanently cost them their Sparkle or damage their love. The power boost the transformation receives depends on the amount of Sparkle or love that has been offered to you. As an example, a theatre full of people giving you their all would be enough for you to enhance the Radiant transformation into the Super Radiant transformation.

Sour Perks

[100cp, Free for Sour] Evil Escape

If you're just a fodder enemy, then sooner or later you are going to be outmatched by some do-gooder. Fortunately, this perk will help you out in such an event.

From now on, when you are fleeing, you move noticeably faster than usual. You'll also have an easier time spotting shortcuts or routes your opponent can't follow. Of course, those who are quite a bit faster to begin with, or who are dogged pursuers, may still manage to catch up to you, so you won't be able to run away in all cases.

[100cp, Free for Sour] Sour Stealth

Sometimes escape is not an option. In those cases, not being found is a good alternative.

Thanks to this perk, you'll have an easier time locating spots where you can effectively hide from view. Whilst the sharpest of detectives may still be able to discern your location, you may at least give yourself time to come up with a plan.

[200cp, Discounted for Sour] Dastardly Disguise

With a small period of concentration, you are able to magically disguise yourself as another person, or even as an inanimate object.

While in this state, you cannot move in ways the form you are taking would not be able to, and you also cannot move in ways you would not normally be able to either. You do not gain any additional powers, abilities, or skill as a result of this disguise.

You can dispel your own disguise whenever you like, but must wait for a few hours before it can be used again, so pick your target wisely. If your disguise is dispelled by another, you will be momentarily stunned, allowing for an easy capture.

[200cp, Discounted for Sour] Boss Basics

Using the power of Darkle, you are capable of performing a relatively weak attack. This could take the form of an orb of Darkle you fire at your opponent, a temporary minion that moves towards the opponent but can be easily dealt with, or even something very straightforward like an enhanced swipe.

Whatever choice you make is decided on purchase of this perk, and cannot be changed later, so choose wisely.

[400cp, Discounted for Sour] Dark Doors

Using the power of Darkle, you are able to create large doors with an emblem representing you on their front.

Inside these doors are small pocket dimensions, where you can hide or wait. The doors can be opened by those you allow, but are sealed for all others. In order for them to get inside, they would have to have access to a large amount of Sparkle power, or an equivalent light magic.

You can even protect the doors further, by tying them to willing allies. Until the allies are defeated or driven away, the door won't even be present for your foes to break into. Lastly, you are able to erect a barrier that is tied to an occupant of the dimension inside that door; until they are defeated or drive out of that dimension, the barrier will stay in place.

You can dispel your doors at any time, which will harmlessly eject anything stored in their respective dimension back into the real world. The dimensions cannot be used to carry non-companion, non-follower individuals across jumps under any circumstances.

The more control you have over Darkle or similar dark magics, the greater your use of this ability will become, allowing you to make doors that require more power to break into, and allowing you to maintain more doors at the same time.

[400cp, Discounted for Sour] Great Gimmick

You have access to a special power, which is on par with the strange techniques employed by the Darkle Bosses. You could be able to reverse gravity in the local area like Disco Wing, create a fragile copy of yourself like Spotlion, or even have a gaze attack like Light Fang, which not only damages an opponent but also shunts their body back to where it was a few moments prior. You could even have an entirely original power, so long as it remains within the same scope as these powers.

Whatever choice you make is decided on purchase of this perk, and cannot be changed later, so choose wisely.

[600cp, Discounted for Sour] Darkle Sorceress

You have a great mastery of the power of Darkle, as well as a huge wellspring of it within you.

Using your Darkle, you are able to empower your allies and brainwash your enemies, causing them to take on a distinctive purple glow. You can use it as a destructive force, allowing you to easily destroy Sparkle Theater and similarly-sized buildings. You can also use it to fuel any other magical powers you have.

With such power, it will be easy to become a force to be feared, Jumper.

-Transformations-

You receive no discounts in this section. Purchasing a transformation here ensures that you are capable of it under your own power, and can maintain it as long as you like. You can freely enter and exit a purchased transformation, but may only have one of the purchased transformations active at one time.

The transformations described here are assumed to operate as a result of Sparkle power. However, if you prefer, you can choose for a purchased transformation to operate as a result of Darkle power; this will change the nature of the transformation somewhat. For example, Figure Skater may be able to entrance others instead of breaking brainwashing effects.

Transformations change the look of your current outfit for their duration, or temporarily grant you a new one if you aren't wearing anything.

[200cp] Swordfighter

A chic ensemble that is perfect for elegant swordplay.

Not only does this transformation greatly improve your swordsmanship, but it helps with jumping and dodging out of the way with expert timing, and creating opportunities to deliver powerful counterattacks. Using this transformation will either grant you access to a temporary sword, or change an equipped weapon to match the outfit, whichever you prefer. This sword is capable of slashing through large thorny vines.

[200cp] Ninja

An ensemble that instils in the wearer an attunement to ninja techniques.

This transformation greatly improves your stealth ability. It allows you to retrieve a reed (for breathing underwater), leaves (for hiding in grass), and a pattern changing cloth (for hiding against walls) at any time. You are highly acrobatic, allowing for wall running and wall jumps. You can pull off the ninja technique of log substation, and may even be able to learn other techniques like shadow dashes or smokescreens.

[200cp] Cowgirl

This ensemble comes complete with a rope and a ten-gallon hat.

This transformation greatly improves your ability to use lassos; it also allows you to lasso objects as they move through the air without difficulty, and if you caught them off-guard, you could effortlessly pick up and throw enemies many times your size using your rope too. Additionally, the transformation greatly improves your skill with horseback riding.

[200cp] Patissiere

A cute, checkered ensemble that is all the rage among bakers.

This transformation provides you with various baking abilities. With a bowl and the required ingredients, you can make large cookies in a flash by summoning a whisk and waving it over the bowl like a wand. This ability requires some skill to master; do it well and the number of cookies you make goes up – overdo it, and it will blow up in your face. Additionally, you can summon a giant frosting bag, which never runs out of fresh frosting. If used in certain patterns, the frosting will change into detailed toppings; perfect for putting the finish touches on giant cakes.

Baked goods you create or add frosting too whilst in this transformation turn out delicious, and can even break undesirable dark magic effects on those who consume them.

[200cp] Dashing Thief

A superbly sleek ensemble outfitted with a mask and cape.

This transformation provides you with a glider, as well as a grappling hook. The grappling hook is electrified, which may help you disable robot enemies. You also become a master hacker, which will help when infiltrating enemy strongholds.

[200cp] Figure Skater

A breezy ensemble that enables the wearer to perform flawlessly.

This transformation provides you with ice skates, and dramatically improves your ability to figure skate. You can effortlessly perform spins and jumps while skating, and you find it easy to sync up with other skaters. You can turn your spins into throws that discombobulate enemies, and spinning near any allies can snap them out of dizziness or brainwashing. Finally, skating in coordination with many other skaters can even harm or purify beings made of Darkle or similar dark magic.

[200cp] Detective

An ensemble for the most astute and those dedicated to justice.

This comes with a magnifying glass, but most importantly it allows you to use the Strike of Intuition ability. Simply point dramatically while intending to it use it, and it will activate. The Strike of Intuition can remove disguises, both mundane and magical, can reveal secret passages, and even dispel illusions. However, if you point at something that is an invalid target, you will instead take some damage.

[200cp] Mighty

A power suit that increases the wearer's strength 30-fold.

This strength increase is the result of the suit's gloves, which can utilise energy so that the wearer can pick up and throw large objects like buses. This same energy can also be fired as a short-range burst attack. The suit also comes with a jetpack, and somehow allows the wearer to survive and breathe in space, despite not covering the entirety of their face.

[200cp] Mermaid

An elegant ensemble that allows the wearer to glide through water with grace and ease.

While using this transformation, you can breathe, speak, and sing underwater. Your singing voice is improved, and your singing can be understood by fish, allowing you to direct their movements without losing your tune. When not in water, you can slightly hover off of the ground, as if you were swimming in the air.

[200cp] Kung Fu

A kung fu ensemble that increases the wearer's fluidity and strength.

This transformation greatly increases your skill in martial arts. You can deliver powerful kicks that can break boulders, and also reflect magic blasts back at your attacker. You are also more acrobatic, allowing you to maintain your balance on the top of poles, and jump from pole to pole with ease.

[600cp] Play Set Bundle

This special option allows you to purchase the above ten transformations for 600cp. If you are interested in variety over raw power, this is the option for you.

[600cp] Radiant

A mythical dress imbued with Sparkle.

A powerful transformation. You gain the ability to fly, can fire shots of Sparkle, and can wield Sparkle to break through barriers made with Darkle and similar dark magics. If you already had access to the power of Sparkle, that power is enhanced whilst in this form. It would normally take Peach and Stella drawing upon ten different Sparkla Spirits at once for her to access this form.

[800cp] Super Radiant

The ultimate dress imbued with maximum Sparkle.

A super powerful transformation. As with the previous transformation, you gain the ability to fly, and can fire Sparkle as an attack – though in this case it takes the form of more powerful beams of energy. You can wield Sparkle to pull off feats like rebuilding a shattered theatre in no time and all. If you already had access to the power of Sparkle, that power is greatly enhanced whilst in this form. It would normally take Peach and Stella drawing upon ten different Sparkla Spirits at once, as well as being gifted Sparkle from the many Theets in Sparkle Theater for her to access this form.

-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] Princess Peach: Showtime! Game Bundle

Want to get a heads up on what is going on here? This bundle contains:

- A 2024-era television.
- A Nintendo Switch, with Joy Cons, dock, and all needed cables.
- A Nintendo Switch Pro Controller.
- Either a physical or digital copy of Princess Peach: Showtime!

Should any of these be lost or destroyed, a replacement will appear in your Warehouse 24 hours later. Any saves made on the Nintendo Switch will automatically be backed up on Jump-chan's special cloud server, ensuring your save data is never lost.

[50cp] Play Tickets

These tickets can be used to grant you and a few friends seats at any play (or similar performance) that is allowing an audience. Don't worry about these loss of funds, the people running the play 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

[50cp] Peach Merchandise

Are you a Peach superfan? Then you'll definitely appreciate this collection of Peach themed merchandise. Nothing too useful is included, as it is made up of various collectibles and odds and ends.

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

[50cp] Grape Propaganda

A collection of various posters promoting Madame Grape and the Sour Bunch, like the ones presently spread throughout Sparkle Theater. These ones won't disappear when the Theater is returned to a normal state.

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

[100cp] A New Look

An outfit made just for you, and fit for royalty. It may have the appearance of any of Peach's 'Princess' dresses that appear in Princess Peach: Showtime!, or have the appearance of any of the ensembles provided by Peach's transformations – though it does not come with any of the additional powers or items those transformations provide.

Your outfit is self-cleaning and self-repairing. If lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

Alternatively, if you purchased the Sparkle Sprite species option, then you may choose to receive one of Stella's ribbon designs featured in Princess Peach: Showtime! as an additional alt-form, which you can switch to and from at will.

[100cp] Sour Weapon

You have acquired one of the weapons employed by a run-of-the-mill Sour Bunch member. This could be a melee weapon like a staff, a ranged weapon like a hand cannon, or even something strange like a head piece that can telekinetically lift someone the size of a Theet, but it must be used by the Sour Bunch and it cannot be unique. A ranged weapon provided by this option never runs out of ammunition.

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

[200cp] Dress & Ribbon Shop

This small store is run by a Theet. He sells dresses of a similar kind to Peach's, as well as ribbons. He will accept any legitimate currency, including those from other settings.

Initially, he will offer all dresses and ribbons that are available in Princess Peach: Showtime! Each time you defeat an important or notable enemy in your travels, he will add a new dress and/or ribbon design to his shop, based on that enemy. All dresses purchased from him are self-cleaning and self-repairing, ensuring you can wear them as often as you like. Additionally, if you purchase a ribbon as a Sparkle sprite, you may choose to receive it as part of an additional Sparkle sprite alt-form, which you can switch to and from at will. You may only receive one additional alt-form per ribbon design in this manner.

[200cp] Prop Horse

This wooden horse somehow manages to act as if it were a real living thing. As it is made of wood, it is quite sturdy, and doesn't need the food or maintenance a normal horse would.

The horse is absolutely loyal to you, and is of a personality and temperament of your preference. It is a well-trained mount, and also has a good dramatic sense, making it ideal for plays and other productions. By default, it is a white horse, though it may instead be brown or purple if you prefer.

Should anything unfortunate happen to it, it'll be back tomorrow, good as new! A cowgirl can't be without her trusty steed, after all.

[400cp] Heart Charm

A magical charm. When worn, it provides the wearer with temporary 'buffer' vitality equal to 60% of their overall health.

While wearing this charm, damage taken will be subtracted from this buffer first, leaving you in perfect health until the entire buffer is used up. For the purposes of attacks that deal percentage

damage or the like, the buffer does not count when determining how much damage you take, but does still take the damage before you would.

The buffer provided by this charm can be recovered by wearing it and experiencing any health recovery effects; though your actual health will always be restored before the buffer. Additionally, the buffer will automatically recharge at the start of each new day. Passing the charm around can share the buffer, but won't automatically reset it.

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

[400cp] Mighty System

This special technology is designed to interface with the power suit from Peach's Mighty ensemble. It drastically increases the size of the suit as well as its wearer, for very short periods of time.

In addition to this technology, you receive detailed documentation on its development, allowing you to learn to adjust it to sync with other kinds of power suits and equipment – very handy if you do not happen to have access to the Mighty transformation.

Should the technology or its documentation be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

[600cp] Jumper Theatre

A magical theatre, where amazing plays can be watched and performed.

The theatre has five floors, plus a basement. Each of the five floors has four stages, where plays take place in a kind of "mini-world". This allows for sets to rapidly change as needed. For example, although the stage is only so big, if you could see a castle in the background, you'd probably be able to make your way over there simply by intending to get there and heading to the right of the stage. Don't worry about losing anything valuable in this world, as items that have been brought in and accidentally left behind will be moved to the basement for storage.

You can earn some money if you allow the theatre to be open to the public. You can also earn Sparkle Gems by participating in the plays yourself, and accomplishing various goals. In large enough numbers, these Sparkle Gems can be used to briefly empower your use of Sparkle, can break down certain dark magic barriers, and can be exchanged at a shop in the lobby for various decorations to improve the look of the theatre. If you have also purchased the *Dress & Ribbon Shop* item, you can merge it with this item, adding it to the lobby shop.

Plays on offer will change over time, allowing you more experiences, and more opportunities to earn Sparkle Gems.

The theatre comes with a small army of Theets, who maintain it, as well as watch and perform in the plays. It even comes with some members of the Sour Bunch, who have agreed to take on villainous roles in the plays. These all count as followers, and are completely loyal to you.

In future worlds, you may choose for the theatre to be attached to your Warehouse, 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. Obviously, connecting the theatre to your Warehouse will make it harder for you to earn money from it.

Should the theatre 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] Boss Paintings

Each time you defeat a notable or important enemy, whether that means important to you or the setting at large, a special painting featuring that opponent will appear either in your Warehouse, or on a property you possess.

By interacting with the painting, a person will be able to re-experience that battle, from your perspective. Items cannot be taken out of these special spaces, and the world at large cannot be explored either, but these spaces may nonetheless prove to be a great way to train or test your skills. Items brought into these spaces will be harmlessly ejected when you leave.

You may acquire multiple paintings from the same enemy, so long as each battle is sufficiently distinct. You can always choose not to receive a painting, but you won't be able to change your mind later if you did so, requiring you to earn it again (if that is even still possible).

Paintings that are lost or destroyed will reappear in your Warehouse after 24 hours, good as new.

-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 Princess Peach: Showtime! 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

Have you been to the Mario universe before? Well with this toggle, you can import the events of any previous Mario jumps you would like to, smoothing out any inconsistencies between them in a manner of your preference. Attempts to use this toggle to interact with prior versions of either yourself or companions will fail however.

[0cp] Full Stay

Taking this toggle will extend your stay in this world up to a full ten years, allowing you to experience more of the Mario universe.

[+100cp] Locked Inside

When Madame Grape took over Sparkle Theater, she erected barriers at the entrance and between every floor. By taking this drawback, any means you or anyone you are bringing in with you had to remove or bypass these barriers, other than the defeat of Grape and the Darkle Bosses, which not work.

[+100cp] No Small Theet

For the duration of the jump, you will have trouble telling members of the same species apart. For the purposes of this drawback, the Darkle Bosses and Madame Grape will stand out to you, but the rest of the Sour Bunch blend together.

[+100cp] Look-alike

For the duration of the jump, others will find it difficult to distinguish you from other members of your species. This also reduces you to an average appearance, and nullifies any appearance enhancing effects.

[+200cp] Five Hearts

For the duration of the jump, any time you would take damage, it will cost you 20% of your overall health if it didn't already harm you that much. If you are damaged at less than 20% of your overall health, you will die, even if it wouldn't make sense to die in that way..

You are still capable of recovering your health.

[+200cp] Driven by Despair

There's some part of your mind that has become obsessed with despair. It will take great willpower on your part not to fall into a malevolent nature. Additionally, you will feel oddly compelled to give your opponents the greatest chance possible to stop you, under the belief that crushing them when they are at their highest will bring you the most joy.

[+200cp] Proper Play Theming

For the duration of the jump, whenever you enter a play within Sparkle Theater, you are locked out of any of your perks, powers, or items that are not appropriate to the setting the play is trying to represent. For example, you cannot use futuristic weapons in a Cowgirl play, and you cannot use non-ninja technique superpowers in a Ninja play.

Innate perks or powers that aren't outwardly noticeable are not affected by this drawback.

[+300cp] Dominated by Darkle

Oh dear. It seems that you have fallen under the influence of Madame Grape's Darkle, and are now loyal to her cause.

Fortunately, the new you is content to follow orders and maintain control over one location, rather than aggressively spreading Madame Grape's influence. Your new self is also far less cautious around the purifying power of Sparkle than you perhaps should be, and lacks any protections that would prevent them from being restored to normal with such a power.

Hopefully Peach, or an ally you are bringing in with you, is capable of handling you. Otherwise, you might just ruin things for everyone. You'll have to live with whatever foul acts you get up to.

[+300cp] Proper Outfit Theming

For the duration of the jump, you are locked out of all of your powers and perks. If you want access to them, then you must wear an outfit that matches the power in terms of theme. For example, a baker's outfit would let you use your cooking-related talents, and a superhero outfit would let you use your superhuman strength.

Outfits so vague or broad as to encompass your entire powerset will fail to grant you access to your perks and power. This drawback does not prevent you from utilising the transformations offered in this jump.

-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-Game: You choose to remain in this world. Your chain ends here.

To be continued...: You choose to continue your chain. Proceed to the next jump.

Curtain Call: 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?

While on a walk outside her castle, Princess Peach is shown a poster advertising Sparkle Theater. She decides to visit it that night, attended by some of her Toads. Before they can attend a play, the Theater is attacked by Grape, a sorceress, and her minions, the Sour Bunch. In the attack, the Toads and Peach's crown are blown out of the Theater.

Stella, a Sparkle Sprite, meets Peach in the lobby, and asks for her help in dealing with this problem. Peach and Stella head into the Swordfighter Play, where Stella last saw the masked intruders. They find a hurt Theet, and Stella grants Peach a ribbon which allows her to use the power of Sparkle. With the power of Sparkle, the Theet is healed. Peach goes on to find the Swordfighter's Sparkle, letting her become Swordfighter Peach.

The first four plays (Swordfighter 1, Ninja 1, Cowgirl 1, Patissiere 1) progress in the same manner, allowing Peach to earn the play's respective form. Once they have been cleared, a dark door appears on the first floor. Peach and Stella use ten Sparkle Gems they have collected through the plays to enter. Inside, Peach battles and defeats Disco Wing, removing Grape's influence from the floor and opening up access to the second floor.

On the second floor, Peach clears the second Swordfighter play. This causes her to be acknowledged by the Swordfighter Sparkla (a top tier actor within Sparkle Theater), and allows her to free the Swordfighter from the Theater's basement. Each time she completes the second play of a certain type, she gains access to that type's Sparkla in the basement, and can free them in the same way. Peach goes through the other second floor plays (Dashing Thief 1, Figure Skater 1, and Detective 1), earning the related transformations. Once they have been completed, the dark door on this floor appears. With 15 Sparkle Gem, Peach and Stella open the door. Inside they meet Madame Grape, who mocks their attempts at heroism, and leaves them for Light Fang to deal with. Peach battles and defeats Light Fang, removing Grape's influence from the floor and opening up access to the third floor.

On the third floor, Peach clears the four plays: Mighty 1, Cowgirl 2, Patissiere 2, and Mermaid 1, earning the Mighty and Mermaid transformations. With 20 Sparkle Gems, Peach and Stella can open the newly appeared dark door. Inside, Peach battles and defeats Purrjector Cat, removing Grape's influence from the floor and opening up access to the fourth floor.

On the fourth floor, Peach clears the four plays: Ninja 2, Dashing Thief 2, Kung Fu 1, and Detective 2, earning the Kung Fu transformation along the way. With 25 Sparkle Gems, Peach and Stella can open the newly appeared dark door. Inside, Peach and Stella run into Madame Grape again. She says that they are becoming rivals to her, but they will not stop her from creating the ultimate stage for the ultimate tragedy. She leaves them for Spotlion to deal with. Peach battles and defeats Spotlion, removing Grape's influence from the floor and opening up access to the fifth and final floor.

On the fifth floor, Peach clears the four plays: Mighty 2, Kung Fu 2, Figure Skater 2, and Mermaid 2. However, the dark door does not appear. Peach heads to the basement and frees any Sparklas still captured, which causes the dark door to appear. Sparkle Gems are not enough to open the door, but by drawing on the Sparkle of each of the Sparklas, Peach is able to become Radiant Peach, who

opens the door. Inside, Madame Grape says that Peach has built up everyone's hopes, which will create an even bigger despair and crush them all. Radiant Peach and Grape battle. Peach initially appears to win, and ends her transformation. However, Grape reveals that they haven't reached the finale yet. Grape assumes a giant form, and destroys the Theater. Drawing on the Sparkle of all of the Theets, Peach is able to become Super Radiant Peach. Super Radiant Peach battles and defeats Grape once and for all, and uses the power of Sparkle to restore the theatre. Peach and the Toads reunite, and her crown is returned to her.

Sometime later, Peach is invited back to Sparkle Theater by Stella in order to take on some challenges and further improve the theatre.

-Changelog-

0.1

Created the jump.

1.0

(i) Minor typo fixes.