



SUPER SMASH BROS.TM ULTIMATE

Super Smash Bros. Ultimate

World of Light

A Jumpchain CYOA by WoL_Anon

Ver. 8.2 – Five Years of WoL_Anon Edition

With an army of Master Hands under its control, Galeem sought to create a new world. The fighters and their countless stories... came to an end as light consumed them. Thus, the universe was crushed in the hands of Galeem. Those who fought the light were devoured. The others lost their bodies and became spirits. Only one survived... A star of hope twinkled faintly as the dust settles on a new world.

Galeem copied the fallen fighters, creating empty puppets in their likenesses... Then, Galeem forced the captive spirits to pull the puppets' strings. This army of puppet fighters spread themselves across the last remaining world. Can anyone free the spirits from Galeem's control? Is there any hope for the fallen fighters? The journey to defeat Galeem begins...

You arrive in this world as Kirby prepares to set out on his journey to defeat Galeem and save his friends. You will be staying here for ten years, or until the complete destruction of both Galeem and Dharkon, whichever comes first.

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 an ordinary human. If you prefer, you may instead be the same variety of "human" as Mario or Luigi.

[Free/100cp] Humanoid

This option allows you to design a humanoid form for yourself. Would you like to appear human but actually be a mushroom? Maybe only one or two changes away from a human, such as pointed ears, or an odd skin colour? How about being an anthropomorphic animal, such as a fox, bird, or bear?

There are five important rules to remember when designing your form. First, you must be at least as big as Olimar (in his upsized Smash Bros. appearance). Second, you must not be larger than Ridley (in his downsized and hunched over Smash Bros. appearance). Third, you must be bipedal. Fourth, any additional features you give yourself (such as a tail) must not provide you any additional advantages which an ordinary human does not have. Finally, regardless of your size, your raw abilities (strength, speed, stamina, etc.) are no better than an ordinary human.

For an additional 100cp (100cp total), your form may provide one or two minor advantages, such as possessing natural weapons like claws, or being able to contort itself up into a small ball you can roll around as.

[+100cp] Animal

Choosing this species gives you an additional 100cp to spend.

You are a small, mundane animal, such as a dog or a duck. You are incapable of speech, but are still able to convey your general emotions well enough to others. Using items that require a high degree of dexterity can prove troublesome for you.

Should you purchase Brawler, you will be capable of an odd form of fighting utilising your unique form. Should you purchase Swordfighter or Gunner, you will somehow be able to wield swords or guns with your mouth.

As a consideration for any potential hardships awaiting you, you have also been given the ability to perform a notably smug laugh or giggle, perfect for taunting any failures you happen across in your journeys.

[200cp/500cp] Celestial

You are an angel, a human-looking being notable for the presence of two feathered wings on your back. These wings are not capable of flight by themselves. Indeed, normally you would need a deity to grant you the power of flight to make use of them. Fortunately, by purchasing this species, you will always have this blessing, allowing you to fly for brief periods at a time.

For an additional 300cp (500cp total), you are instead a deity. No, this is not nearly as powerful as it may sound in this world, though it is still quite strong. Instead of feathered wings, you have wings of light that you may manifest at your discretion. You have no limit to your natural lifespan, and will not physically age past your prime. You have limited range teleportation, can temporarily summon a barrier around yourself, and may bestow the power of flight upon those with feathered wings. You can bless up to 2 people at once with this power, and may rescind it at any time.

You have access to a powerful technique, on par with Palutena's Black Hole + Mega Laser combo. This technique takes a lot out of you, and you will find it difficult to use it more than once per fight.

[200cp/300cp] Dreamlander

You are a member of Kirby's species; a small, round creature in a colour of your choosing. You have small, stubby hands and feet. You have a strong sucking power, able to pull in those much larger than you into your mouth by inhaling forcefully. You are also capable of floating for a brief period of time by filling yourself with air and holding your breath. You are capable of eating almost anything, and no matter how much you eat, you will not grow in size or put on weight.

Being a member of this species is not without downsides. You are physically weak, and lifting heavy things can be a problem for you. Your lightweight nature can also be used against you, and you can be sent flying relatively easily.

For an additional 100cp (300cp total), you are instead a member of King Dedede's species. Instead of being small and round, you are much larger and more penguin-like. You are much heavier, making sending you flying more difficult, and you possess immense physical strength, allowing you to swing a massive hammer with ease. You are still capable of eating almost anything, but you can put on weight if you eat in excess.

[200cp] Inkling

You are an Inkling, a strange species of humanoid cephalopod. You are a fully matured Inkling, at least 14 years old.

You have a colour, which you must choose upon purchase of this species. You may change this later if you choose, but it requires a period of concentration, and this cannot be done in combat.

You have two forms, a humanoid form and a squid form. In your humanoid form, you appear mostly human, although you have pointed ears, black markings around your eyes which resemble a mask, and your 'hair' resembles your squid form's tentacles. Your squid form is somewhat cartoony and is always your colour. Whilst you are in your squid form, you may submerge yourself in ink of your colour, allowing you to both hide, and travel through it very quickly.

You are capable of reading, writing, and speaking the Inkling language, which comes across as gibberish to everyone except Inklings.

This species is not without weaknesses. You cannot swim, and will take constant damage whilst submerged in water. Speaking a language other than the Inkling language will be difficult, and it will take practice to use other languages as you perhaps once could.

[200cp/100cp] Kong

You are a Kong, an anthropomorphic primate. You have a physique and level of raw power to rival that of Donkey Kong himself.

For 100 cp less (100cp total), you are kind of a runt, more in line with Diddy Kong. You are far weaker and smaller, but you are also a bit faster and more agile, so it's not all bad.

Kong actually refers to the species, not the family, but if you chose to take a background in this world, you may choose to be a member of the Kong family if you wish.

[200cp] Kremling

You are a Kremling, a large crocodilian, rivalling the notorious King K. Rool himself.

You possess immense strength, and have sharp teeth and claws to bite and scratch with.

Your underside is well-armoured. It is capable of blocking most attacks, and can even reflect projectiles. However, over-reliance on it will cause this armour to crack, leaving you vulnerable until the armour can be fully restored. This armour will gradually restore itself over time.

[200cp/300cp] Piranha Plant

You are an odd mutant among Piranha Plants, allowing you to tap into the abilities of many different strains of Piranha Plant.

Appearing in a ceramic pot (which you may choose the colour and design of), you have a long stalk which acts similarly to a neck. You are able to rapidly grow and shrink the length of the stalk, allowing you to reach faraway foes. At the base of the stalk are two sharp leaves, which you can both attack with, and spin around very fast, enabling brief periods of flight. Your 'head', an odd flower reminiscent of a Venus fly trap, has sharp teeth, allowing you to bite into your enemies. Poking out from the bottom of the pot are two plant-like 'feet', which enable you to move around by yourself.

Like Ptooies, you are capable of producing a spiky ball from your mouth, which you can make hover over yourself with your breath, as well as spit at enemies. You are also capable of spitting out a poison breath.

For an additional 100cp (300cp total), you have also gained the ability to temporarily transform into a Petey Piranha, a giant strain of Piranha Plant capable of moving around by itself. You possess immense strength, are able to breathe fire, and have two large cages attached to leaf-like 'arms', with which you can trap your opponents. Maintaining this form is difficult for you, and at first you will only be able to do so for a few moments at a time. This can be improved with time and effort.

[200cp] Robotic Operating Buddy

You are a Robotic Operating Buddy, otherwise known as R.O.B. or simply Robot. Aside from the many Puppet Fighters now roaming the world, only one R.O.B. had remained, due to the vile acts of Tabuu in the past. Now, that number has risen to two.

You have a head piece, possessing only two camera-like eyes. You can still hear, somehow, but you cannot smell, and you cannot speak save for some odd beeps you can make. You have a wide base piece you are capable of rolling around on, which is connected to your head via a long, cylindrical "neck". Finally, you have a set of mechanical arms, which are connected to your base piece by a tightly wound, black cord, which can slide all the way up and down your neck, as well as rotate completely around it.

This form provides you with a number of advantages. Firstly, as a robot, you do not age naturally, and as long as you maintain yourself, you may live indefinitely. Your eyes are capable of firing a laser beam. An LED on your head will begin flashing when the beam is fully charged. You may also fire off a far more powerful, guided laser beam, but doing so is extremely tiring, and it is unlikely you will be

able to use this more than once in a fight. Your arms are capable of spinning rapidly around your body, creating an effective attack which can also reflect some projectiles. Your base piece is outfitted with thrusters, allowing you to fly or hover for brief periods of time. A gauge on your neck displays how much fuel your thrusters have left. When not in use, this fuel fairly quickly refills. Finally, you are capable of firing off spinning tops called “gyros” at will, and you never seem to run out of these.

[200cp] Yoshi

You are a Yoshi, an omnivorous dinosaur of the colour of your choosing. You are capable of long, floaty jumps. You can extend your tongue out a long distance very quickly, allowing you to grab enemies and pull them into your mouth. You are able to almost instantly produce hollow eggs containing something you have just swallowed, and you can swallow pretty much anything whole. You are also capable of quickly producing an egg shell around yourself, which you can use defensively, as well as roll around in.

If you like, you may instead choose to be a “crafted” Yoshi. Your raw abilities are the same, but your skin now appears to be made out of a soft, fuzzy material, making you much more huggable as a result.

[300cp/200cp] 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 to generate lift, and fly for a brief time. You possess immense strength, and are able to breathe fire at your foes.

If you wish, you may instead pay only 200cp for this species. Should you do so, you are but a child, approximately the same age as Bowser Jr. (you can no longer choose your age; it is chosen for you). You have not yet learned how to breathe fire, and you are much smaller and weaker than a full-grown adult. If you choose to take this option, as well as a background in this world, you may choose to be a sibling of Bowser Jr., making you a child of Bowser. You may instead choose to be an eighth Koopaling, sharing the same unclear relationship they have with Bowser. Of course, you may choose to be entirely unrelated to the Bowser family if you wish.

You will not grow into an adult during this jump. Post-jump, you may fully mature.

[300cp/500cp] Pokémon

Choose any officially recognized Pokémon species; you are now that species. Choose up to four Moves which can be learned by your species of Pokémon (whether this would be via breeding, tutoring, TMs, or natural learning does not matter). You gain Super Smash Bros.-style versions of these Moves.

Should you choose a species more powerful than the Smash version of Mewtwo, you are capped at the level of Fighter Mewtwo. Any moves you have chosen are capped at the level of an average Fighter’s special.

If your chosen species is capable of Mega Evolution, for an additional 200cp (500cp total), you gain the ability to Mega Evolve into the Mega Evolution of your species. You do not need a Key Stone or a Mega Stone to do this. At first, you can only maintain this form for a single attack, but with training you may learn to hold it for up to a couple of minutes. Your Mega Evolution is capped at the power of the Smash Bros. appearance of Mega Mewtwo Y. Should you be a species with two Mega Evolved forms, you must choose which form you can Mega Evolve into upon purchase of your species.

If your chosen species is Greninja, for an additional 200cp (500cp total), you gain the ability to transform into Ash-Greninja. You do not need a trainer in order to do this. At first, you can only maintain this form for a single attack, but with training you may learn to hold it for up to a couple of minutes.

Alternatively, for an additional 200cp (500cp total), you gain the ability to perform a powerful Z-Move, in line with Incineroar's Max Malicious Moonsault (if you picked Incineroar as your species, it may actually be Max Malicious Moonsault). You do not need a Z Crystal or a Z-Ring/Z-Power Ring in order to do this. Performing this move is extremely exhausting to you, and as such it is unlikely you will be able to do so more than once within a single fight.

You may choose only one of the above three options.

[400cp] Ridley's Species

You are a member of Ridley's species, sometimes referred to as a "Space Dragon" in non-canon media.

Space Dragon is a fairly good description for what you are, as it happens. You are a giant creature, with large wings which allow you to fly, sharp claws and teeth to scratch and bite your foes with, a tail with a sharp end you can skewer enemies with, and you can spit orbs of plasma. This plasma breath can even be charged up to deliver a devastating plasma blast, though doing so takes a lot out of you, making it unlikely you will be able to use it more than once in a fight. You are capable of surviving in space, and do not need to breathe in oxygen to live.

As if all of this was not enough, you are highly receptive to cybernetics, allowing you to effectively use them on your body either as upgrades or prosthetics.

[600cp] Giant Hand

You are a Giant Hand, in the same vein as Master Hand and Crazy Hand.

You have the form of a massive white glove, easily dwarfing even the largest of Fighters. It is not clear how you are able to see and hear, but you are able to. You are incapable of speech, but are capable of emitting an odd sound, similar to an echoey laugh.

You are able to perform weird, species-exclusive magic by contorting your 'hand' in various signs. For example, by making the shape of a finger gun, you can fire an explosive projectile at your enemies. You know two or three of these tricks to begin, and may learn more over time as you practice and experiment. With time, you may even learn tricks not demonstrated by either Master Hand or Crazy Hand.

[1200cp] Embodiment

Upon purchasing this species, choose a concept to embody. You may choose any concept you would like, but all concepts are equally powerful.

You are an orb, a 'core' if you will. This core is the 'real you', and is around the size of an average Fighter. This is what you 'see' out of. Surrounding this core, is a huge mass of tendrils. These tendrils can be shapeshifted by you, and also regenerate from any damage they take. They are part of your body, technically, but only your core actually matters for your survival.

The appearance of your core and tendrils depends on which concept you chose to embody. If you chose 'light', your tendrils might be radiant wings of light. If you chose 'darkness' your core might appear as a creepy looking eye. Beyond having a core and tendrils, the only constant is that your core will change appearance when it is seriously hurt in a way that signals to an ordinary person that it is your weak point. An eye-like appearance, for example, might become blood-shot.

You have immense reserves of energy. You get the Puppet Master perk for free, and these reserves would let you quickly create an army of hundreds of Puppet Fighters. You get the World of Jumper for free, and your reserves of energy could quickly expand it out to the size of a small country if you wished to. You are capable of using your energy to consume the land around you, and add it to your personal realm. You have no limit to your natural lifespan.

Anytime you kill or destroy another, using this energy, you may elect for them to instead become a Spirit. The Spirit is in no way bound to serve you, and you will likely have to intimidate or threaten it to get it to do what you want. Upon your death, all Spirits created in this way are restored to their original form.

Defeating individual Fighters or Giant Hands is fairly easy for you, though many Fighters or Giant Hands working together will present a serious threat to your safety.

You may fire beams of energy out of your core. By expending a truly excessive amount of energy, far beyond the reserves this purchase has afforded you, these beams home in on their target, pursuing them as long as you have energy to spend. With enough energy, you could theoretically consume a universe in your power.

Lastly, you may pull all of your tendrils inside your core, allowing you to move faster but limiting your range of attack. The primary use of this is to make a speedy retreat.

If you decided to take a background in this world your counterparts, Galeem and Dharkon, are well aware of you. Their disposition depends on which concept you chose to embody. A concept close to light will mean Galeem likes you, but Dharkon hates you. A concept close to darkness or chaos will mean Dharkon likes you, but Galeem hates you. A concept somewhere in the middle will mean both are somewhat neutral. Of course, these dispositions will quickly sour if you attempt to interfere with their goals. Should one of your counterparts be at least neutral to you, they will be willing to spare you and your personal realm from their universal conquest. However, with a lifetime of memories as an embodiment of a concept, your normal thoughts and morals have been somewhat corrupted by this concept, and this may affect your behaviour.

If you decided to Drop In to this world without a background, the situation is quite worse for you. A being similar to them, appearing out of nowhere at this critical juncture has caused them to view you with suspicion at best, and outright hostility at worst. In this case, unless your concept is closely aligned to theirs, Galeem and Dharkon will hate you. Even if it is, they will view you with suspicion,

and you must make regular efforts to assist them in their goals, else they will turn on you. They will spare you only if you prove your worth to them, by actively assisting them in their goal.

-Species Modifiers-

These are additional modifiers you can apply to your species by purchasing them. You **MUST** choose an option in the species section first.

[100cp] Minecraftian

Your body is blocky and box-like. It lacks joints such as knees and elbows. Nevertheless, it is capable of everything your body would ordinarily be capable of. Though some of your movements may appear stiff or odd to others, this stiffness will not have a detrimental effect on you or your body.

Post jump, your base species and this modifier are considered separate alt-forms, and you may apply this modifier to any alt-form you possess.

[100cp] Timeless

Feeling a bit nostalgic? In addition to a change in appearance, letting you easily blend in with a classic 30's era cartoon, a monochromatic colour scheme has been applied to your body. You may apply this colour scheme to any equipment you are using if you like, but only whilst you are using it. This is only an aesthetic change, and provides no other benefits.

In addition, as long as you remain in this form, you have the ability to apply a special filter to all noise produced by you, or by equipment you are using. This filter provides a 'low audio quality' effect, nicely complementing your look. You can toggle this filter on or off as you like, and can even selectively apply it to specific noises if you prefer.

Post jump, your base species and this modifier are considered separate alt-forms, and you may apply this modifier to any alt-form you possess.

[100cp] Toon

Your body has been comically exaggerated. If you have a head, it is notably bigger than it ought to be, your face is far more expressive than normal, and your body is quite a bit smaller. This, somehow, does not impact on your raw abilities. You look like you've been pulled out of a cartoon.

Post jump, your base species and this modifier are considered separate alt-forms, and you may apply this modifier to any alt-form you possess.

[200cp] Blade

In order to take this species modifier, you must also purchase the Legendary Weapon Set item.

The species choice you have made above is no longer entirely accurate. While you retain the advantages provided by your species choice, you are in fact a Blade, hailing from the Xenoblade Chronicles franchise, and your species choice is merely the physical form you have taken.

Somewhere on your body is a Core Crystal, in a colour of your choosing. For those in the know, seeing this Core Crystal would reveal your nature as a Blade. Unlike other Blades you may come across in your travels, this crystal does not act as a sole weak point on your body; your form can still be harmed as it would have been if you did not take this modifier.

As a Blade, you will not age physically, allowing you to live indefinitely as long as you aren't killed. You do not require a Driver to maintain your form, and you will not become a Titan regardless of how long you live. However, as you do not physically age, this means that if you choose to take a younger form that is not fully developed (such as the cheaper version of Giant Koopa) you will not be able to grow beyond that state, even after the jump ends.

The weapon obtained from your purchase of the Legendary Weapon Set item is your Blade weapon. Should it ever be lost or destroyed, you are able to recreate it at will, with little effort on your part. If you acquired multiple weapons from the Legendary Weapon Set, then you must choose which of them will be your Blade weapon (this decision is made upon purchase of this Species Modifier).

Lastly, using your Blade weapon, and working together with another, you are able to deliver a very powerful attack. Whilst other Blades would require a Driver for such a technique, this is not the case for you. Instead, the other party must be someone with whom you have developed a strong, shared trust. Performing these attacks is exhausting to both you and the other party, making it unlikely you will be able to do it more than once in a given fight.

[200cp/400cp] Superflat Man

Are you a native of Superflat World? Firstly, your entire body is now a single colour of your choice (defaulting to black). You appear in the style of a Game & Watch game character. Your movement appears somewhat 'janky' to others, as if you were a series of sequential images instead of a moving body. This does not actually affect your movements, but it does make it harder for others to read them. Additionally, you can become completely flat at will, allowing you to easily dodge attacks and fit through small cracks. You may apply these effects to any equipment you are using if you like, but only whilst you are using it.

There are downsides however. You are far lighter than you would be without this modifier, meaning launching you a great distance is now easier for your opponents than it otherwise would have been. This effect is made even greater when you make yourself flat. You are also incapable of speech, only able to produce the sounds of beeps, bells, and whistles, but are still able to convey your general emotions well enough to others.

For an additional 200cp (a total of 400cp), you gain the ability to temporarily transform into a giant octopus. In this state you have immense strength, many tentacles to grab your enemies with, and can fly through the air as easily as a regular octopus swims through water. You don't need to be in the water to survive in this form. Maintaining this form is difficult for you, and at first you will only be able to do so for a few moments at a time. This can be improved with time and effort.

Post jump, your base species and this modifier are considered separate alt-forms, and you may apply this modifier to any alt-form you possess.

[400cp] Devil Gene

You possess some kind of unusual heritage, giving you a strange demonic power that you can tap into.

When not actively being drawn upon, this power has little influence over your physical appearance, though it may occasionally cause an eye to glow red. When utilised however, you will undergo a dramatic transformation. Unless already applicable, your skin will take on a purple colour, your ears will become pointed (provided your base form has ears to begin with), you will grow out a pair of horns, bat-like wings, and a “third eye” positioned vertically on your forehead (or equivalent).

Aside from a change in look, your devil transformation affords a number of advantages. Your wings enable flight. You can fire lasers out from your “third eye”, providing you with some ranged combat options, and you are somewhat physically stronger whilst in this state. Unfortunately, this transformation requires a great deal of effort to maintain, and is thus best used in short bursts. Fortunately, entering and leaving this state is near-instant, enabling such behaviour.

You can tap even further into your Devil Gene. When doing so, spikes and armour-like portions grow from your body, and any hair you possess disappears, becoming part of your form. You also grow a tail, if you did not previously possess one. Most notably, additional “eyes” appear on your wings, as well as one on your chest. Like the eye granted by normal use of your Devil Gene, these can fire lasers. However, by using them in combination, you will be able to perform an extremely powerful laser attack.

Tapping into your Devil Gene in the manner described above is extremely exhausting, and as such it is unlikely that you will be able to do it more than once in a given battle.

Post jump, your base species and this modifier are considered separate alt-forms, though the alt-form based on this modifier will only feature the occasional glowing red eye that appeared in your base state; your Devil Gene powers will instead become a transformation that you can utilise in any of your forms, though this transformation will not become any easier to maintain due to this change.

-Background-

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

If you took the Jumper History toggle, you may use your actions in other jumps you are applying to this one to help determine your background.

-Location-

Roll 1d8, or pay 50cp to choose. If you are not a Giant Hand, or an Embodiment, you may choose to arrive at Kirby's Beginning for free.

[1] Kirby's Beginning

A small plateau, overlooking a four-way crossroads. It appears that Kirby has just arrived here. Maybe you would like to assist him on his journey?

[2] Molten Fortress

Located in the north central region of the World of Light, this fortress clearly seems to have taken some inspiration from the Koopa King, with lava and warp pipes all over the place. Speaking of the king, Galeem has transformed him into Giga Bowser, and he is currently rampaging in the heart of the fortress. Defeating him will be necessary to lower the barrier Galeem has raised around himself. Galeem has also hidden the captured Peach here.

[3] Power Plant

Located in the northwest portion of the World of Light, nearby the Poison Forest, this power plant provides energy to the nearby settlement to the east. Navigating the plant can be a pain, due to deactivated pathways. Fortunately, there are a number of Zapfish hanging around, perhaps they could be used to reactivate the walkways? Deeper into the plant you will be able to find the captured Pichu, as well as a Great Zapfish Spirit. Defeating the Spirit will open some sliding gates around the world, including one barring the way to a captured Little Mac.

[4] Temple of Light

This temple, located in the far north-west of the World of Light, gives off a feeling of holiness. However, it is currently being used by Galeem to slow the advancement of Kirby and his coalition. A massive light barrier goes down the middle of the World of Light, keeping Kirby on this (the west) side. The barrier is powered by a gem at the top of the temple, and Galeem has left the captured Simon and Pit, along with a number of Puppet Fighters, to guard it. Galeem has also put up 3 separate seals on the entrance to the temple, but already being on the inside, you notice a switch that will deactivate those and allow you to escape, if you wish it.

[5] Base

You find yourself on the inside of a base located in the far south-west of the World of Light. Breaking in might require some hacking skills, but there's a switch on the inside of the gate allowing you to leave at any time. Within the compound are the captured Mega Man and Snake. Even deeper inside is a war machine formerly used by Tabuu in his assault on the Smash world. Repurposed by Galeem, perhaps it has something to do with the barrier Galeem now shrouds himself in?

[6] Forest Hill

You are on an island in the far south-east of the World of Light. If you don't have a means of crossing bodies of water, you may well have to wait for Kirby and his allies to show up before you can return to the mainland. Somewhere nearby, a captured Toon Link may be found. Should you approach, you may hear the roars of a Monster overhead. The decision of whether to Hunt it, is yours.

[7] Dark Realm

Oh dear! It appears you have not arrived in the World of Light, at all. Instead, you are now in Dharkon's own personal realm, and he is not too far away. Fortunately, he seems too preoccupied to notice you right now, allowing you to slip away if you wish. Maybe he senses the time for his own incursion into the Smash world is not too far off? Three paths lead away from the centre of the realm, where Dharkon rests. Each of the paths lead to dangerous foes. I wish you good luck, as you may well need it.

[8] Free Choice

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

-Perks-

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

[Free] Percentage System

Cannot be taken by the Giant Hand or Embodiment species.

You have gained access to the percentage system featured in the Super Smash Bros. series. You begin at 0%. Each time you would take damage, your percentage instead increases by an amount proportional to the amount of damage you would have taken. The higher the percentage you currently possess, the more you are knocked back by enemy attacks. At higher percentages, you can easily be sent flying by an attack. At 999.9% damage, you are at risk of 'Sudden Death'. A clean hit that would cause your percentage to increase further will instead kill you. You always know what percentage you are currently at, and if you are involved in combat with others who possess this perk (or, during this jump only, those who would normally have a percentage), be they friend or foe, you are aware of what percentage they are at as well.

Outside of combat, your percentage will slowly tick down. Any sort of regeneration or healing you possess can also be used to lower the number, both in and out of combat.

You are by no means immortal below 999.9% with just this perk. Drowning, suffocation, starvation, transmogrification, and more are all ways by which you could die below this percentage.

You may toggle this perk on and off as you like. However, should you have a percentage above 0%, you will incur equivalent injuries on your body when turning this perk off, and turning this perk on whilst possessing injuries will automatically raise your percentage to an equivalent number.

[100cp] Brawler

You are now an expert in punches, kicks, grapples, and feints. If you prefer, you may instead gain mastery of a form of martial arts style demonstrated in Super Smash Bros., such as boxing, pro wrestling, or Shotokan. However, if you choose to do this, you will not gain any spiritual or supernatural abilities associated with the chosen martial art. You will not be learning the Hadoken by purchasing this perk alone.

For some reason, taking this perk also gives you a talent for Shot Put. Maybe you can find a use for this?

You may purchase this perk as many times as you like, each time choosing a new form of martial arts to gain mastery in, or to gain the effects of the first option. You may only gain the effects of the first option once.

[100cp] Swordfighter

You are now a master of the blade, proficient in the use of most swords, as well as the shuriken and the chakram. You can also adapt to using other 'unconventional' weapons (such as sticks, clubs, or even brooms) in the same manner as a one-handed sword, provided you are capable of wielding them one-handed.

Alternatively, if your preferred blade is a bit 'special', such as being excessively large, or possessing unique functions, there is another option. You may choose a single specific sword wielded by a Super Smash Bros. Fighter to gain mastery of. In the case of particularly large or heavy swords, such as the Buster Sword, you will gain the necessary strength to wield it, should you lack it, but this additional strength will only apply for the purposes of wielding this type of sword. For swords with additional forms, such as the Sword of the Creator, you will also gain a mastery of their alternate form (in this case you would gain a mastery of whips). Such mastery will also translate over to similar swords, for example mastering the Buster Sword will allow you to wield other similarly sized swords. However, choosing to master a sword will not enable you to wield it if it is the 'choosy' type, that only works for a select few.

You may purchase this perk as many times as you like, each time choosing a new sword to gain a mastery of, or to gain the effects of the first option. You may only gain the effects of the first option once.

[100cp] Gunner

You are now a great shot, proficient in the use of all mundane projectile weapons, as well as arm cannons. You are also an expert in the properties and usage of explosives. Finally, you understand how to use personal shield deflectors.

[100cp] Gender Swap

You are able to freely swap between being the male or female gender. Should you instead be of a third gender, or lack a gender entirely, this perk will instead cause you to change your appearance to superficially be either male or female, without actually changing your gender. Changing your gender will have no impact on your abilities, and will not grant you any new powers, nor cost you any existing powers.

[100cp] Gimmick Fighter

Upon purchase of this perk, choose a single gimmick or theme. An example would be 'Doctor'.

You gain access to a transformation. Using it alters your appearance, attire, and the look of your powers and abilities to fit the gimmick. In the above example of 'Doctor', clothing you wear might become a doctor's lab coat, and a fireball attack might turn into you firing pills at your foes. These changes are mostly aesthetic, though you may allow the transformation to make minor changes to the properties of your attacks. In the case of the pill attacks mentioned earlier, you may slightly alter how they bounce off of the ground compared to your fireballs, as an example. This transformation will never give additional powers, or improve what you have beyond these minor tweaks. You have no problem maintaining this transformation for as long as you want.

You may purchase this perk as many times as you would like, each time choosing a new gimmick to gain a transformation for.

[100cp/200cp] Homing Attack!

You have gained the use of a special aerial attack, which will home in on a nearby enemy. You may decide what form of attack it is, be it a punch, kick, uppercut, or something else, but aside from the ability to move a great distance through the air and direct yourself towards enemies, it is no different from a standard attack you might perform.

When homing in on an enemy, some kind of targeting reticule will appear on the enemy's body, making it obvious to all parties who you are going after. You are free to decide the specific look of the reticule, but you must do so on purchase of this perk. If there is no enemy in range, the ability will either take you forwards, or forwards and down (decided upon purchase of this perk).

For an additional 100cp (undiscounted), you are able to perform the attack up to two more times immediately after the first. These two additional attacks will allow you to freely change the direction of your movement. You will also be able to use these attacks without homing in on a nearby enemy at your discretion.

[100cp] "Hitbox" Enhancement

Put simply, by purchasing this perk you will gain a large, shapely butt. It will be on par with Zelda's if it was previously smaller, and if already as big or bigger, will undergo a moderate amount of growth.

Strangely, your large behind never seems to hinder your movement in any way, and in some cases the added weight can afford you additional power. Perhaps you could employ it for a surprisingly strong hip attack? Ha-Cha!

You may purchase this perk multiple times. Additional purchases only have the size increasing effect.

[100cp] Palette Swap

You have access to eight different appearances, which you may freely switch between. The first is your current, “default” appearance. The other seven appearances may either be your current appearance, but in a different colour palette, or they may be another distinct appearance which you had in the past. All additional appearances will be roughly equivalent in size to your “default” appearance. All of these appearances are identical in power; they are purely an aesthetic change. Should you choose to somehow take on one of the additional seven appearances without using this power, you will still be treated as having switched to that appearance. This means that if you chose an appearance based on a specific mode or transformation you had access to, you would be able to be in that form whilst retaining your usual look by using this power after the transformation.

Once per jump, you may rechoose what the seven additional appearances are, whether colours or other distinct appearances. Post-chain, this becomes once every ten years.

[100cp] Pro Platformer

Running and jumping has become second nature to you. You are an expert in judging distances between platforms, and timing your jumps to get the best result. You have also gained some control over the ‘fall’ that follows these jumps, allowing you to speed up your fall to the ground, as well as slightly alter the direction in which you fall, in order to cover a greater horizontal distance. This control only applies to falls which follow your jumps; it does not apply if you are pushed, trip, or otherwise sent into the air without your intent.

Beyond this, you have the ability to perform a physics defying ‘double jump’, the quintessential platforming skill. With practice, you may learn how to perform an additional third, or perhaps even fourth jump on top of this.

[100cp/200cp] Recovery Special!

A discount used on this perk only applies to the first level of this perk.

You have gained the use of a rising attack, capable of the dual purpose of both hurting your foes, and covering a great amount of vertical distance, in a short amount of time. You may decide what form of attack it is, be it a punch, kick, uppercut, or something else, but aside from the great vertical climb the attack makes, it is no different from a standard attack you might perform.

For an additional 100cp (undiscounted), you may add a minor effect to this attack, such as causing opponents hit by it to drop some money (even if they had none), or cloaking yourself in flame for the duration of the attack. You may instead elect to turn your attack into a rising, explosive grab, in the same vein as Captain Falcon’s Falcon Dive, or Ganondorf’s Dark Dive.

[100cp] Smash Appeal

Choose one of three options below:

- Your natural feminine appeal is enhanced, allowing you to rival Peach, Zelda, Samus or Bayonetta in terms of beauty.
- Your natural masculine appeal is enhanced, allowing you to rival Link, Joker, Terry or Snake in terms of handsomeness.
- You gain mascot-like cuteness, which rivals Pikachu, Pichu, Kirby or Isabelle in scale.

You may purchase this perk up to 3 times, each time choosing a different option. How these options interact with each other is up to you.

[100cp] Sound of Smash

You gain a mental library of the complete music collection of Super Smash Bros. Ultimate. 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 battle theme, or create an internal alarm clock.

Should you possess, or gain in the future, a similar ability for other music, you acquire Smash-style remixes of every song you have that is not one granted by this perk. These remixes are generally upbeat, suitable for both casual fun as well as fighting.

[100cp] Taunt Attack

Upon purchase of this perk, designate an attack or short string of attacks. You must choose something that you are physically capable of, and it cannot be beyond your skill level.

From now on, you are capable of performing this attack or combination as a “taunt”. When doing so, it will be noticeably slower and weaker than your attacks typically are. While it might be possible for you to work this taunt attack into a combination of attacks, it will always be a sub-optimal combat strategy.

So, why would you ever wish to use this? Well, using this taunt attack telegraphs both to your opponents and to onlookers that you are not fighting seriously. Even those not knowledgeable in fighting or those who underestimate your fighting ability will pick up on this. Hitting someone with your taunt attack is therefore likely to cause quite the reaction, and managing to defeat an opponent with it is likely to have an even more profound effect. The type of reaction you elicit will naturally depend on the circumstances in which you used the taunt attack, and the opponent that you used it on.

You may purchase this perk multiple times, each time designating a new attack or short string of attacks as another taunt attack.

[200/300cp] Down Special Defence!

A discount used on this perk only applies to the first level of this perk.

You have mastered a useful defensive technique. Choose one of the following options:

Block Counter - You are able to adopt a special stance, preparing yourself for a counterattack. When you are hit by an attack whilst in this stance, you will receive no damage, and automatically counter with a close-range attack of your own. The power of your counterattack will always be slightly more than that of the attack you received. However, you may only remain in your counterattack stance for a few moments, after which you will be open to attack and unable to adopt your counterattack stance again for a brief amount of time. Further, the stance you take for this counterattack technique is always the same, allowing it to be seen through with repeated use. You will be unable to counter some powerful attacks from enemies far beyond your ability to handle. For example, an average Fighter would not be able to counter Galeem's universe destroying beams of light.

For an additional 100cp (undiscounted), you may add a minor effect to your counterattack, such as it setting enemies on fire.

Dodge Counter - You are able to adopt a special stance, preparing yourself to dodge. When you would be hit by an attack whilst in this stance, you will automatically dodge the attack. However, you may only remain in your dodging stance for a few moments, after which you will be open to attack and unable to adopt your dodging stance again for a brief amount of time. Further, the stance you take for this dodge technique is always the same, allowing it to be seen through with repeated use.

For an additional 100cp (undiscounted), you may add an additional element to your dodge, making it a true counterattack. For example, you could automatically perform a close-range attack of your own after the dodge. The power of your counterattack will always be slightly more than that of the attack you would have received. Alternatively, your dodge could gain the effect of causing nearby enemies to slow down for a few moments. Whilst you may be able to dodge some powerful attacks from enemies far beyond your ability to handle, any counterattack elements on these dodges will fail. For example, an average Fighter would not be able to counterattack Galeem's universe destroying beams of light.

Reflect – You are able to adopt a special stance, or perform a specific action (such as a kick or a flourish of a cape), which allows you to reflect projectiles back where they came from. Regardless of the chosen method, the time period for which you are reflecting cannot extend past a few moments. After this, you will be open to projectiles and cannot reflect again for a brief amount of time. Further, the action you take for this reflection technique is always the same, allowing it to be seen through with repeated use. You will be unable to reflect some powerful attacks from enemies far beyond your ability to handle. For example, an average Fighter would not be able to counter Galeem's universe destroying beams of light.

For an additional 100cp (undiscounted), you are able to extend the time you are reflecting indefinitely, as long as you continue to perform your chosen action. You will be unable to perform techniques other than the reflection as long you maintain it in this way.

[200cp] Elemental Attacks!

Upon purchase of this perk, you must choose a single fantasy element, such as fire or ice. Something more esoteric like darkness is also acceptable, but if you're looking at the periodic table, you're looking in the wrong place.

You have gained the ability to apply this element to your attacks, making them slightly more powerful when you do so. The primary advantage for this is the interactions these elements have with your enemies. For example, enemies weak to fire would obviously be threatened by fire-augmented attacks. You may even apply this to any melee weapons you wield, though only when you are attacking with them.

You may purchase this perk as many times as you like, each time choosing a new element you may apply to your attacks. You can only apply one of these elements at a time, but switching between them is effortless.

[200cp] Fighter Pilot

You have the expertise and skill needed to pilot both the Arwing and Wolfen spacecrafts. If you also purchased a Personal Spacecraft, of a custom design, you also gain the needed expertise and skill to pilot this custom spacecraft as well. You will generally find it easier to learn how to use similar spacecraft than you did before.

You are not yet a match for the famous Fox McCloud, but with training and experience you may one day reach his skill in piloting these types of spacecraft.

[200cp/300cp/400cp] Fireball!

A discount used on this perk only applies to the first level of this perk.

A classic fighting game skill. You have gained the ability to throw a projectile of some kind. It need not be an actual fireball either. It could be a ball of spiritual energy, such as a Hadoken, another element such as electricity, or something more esoteric, like a Shadow Ball.

The properties of the attack are also not set in stone. You may decide whether the attack flies through the air, bounces along the ground, or clings to the ground completely. It may be a shock wave, like Terry's Power Wave, if you wish.

Regardless of these choices, the move is not a game changer. It will hurt, but isn't likely to defeat another Fighter.

For an additional 100cp (undiscounted), you can now 'charge' this move, by holding it in place for a few moments before releasing it. A charged attack is far more powerful than normal, and is capable of launching other Fighters. You are able to 'bank' a charged attack, causing a fully charged, but not released projectile to disappear. The next time you attempt a normal fireball, you will instead perform the charged version, without any delay.

For yet another 100cp (undiscounted), an even more powerful version of your projectile attack becomes available. This attack, similar in scope to Mario Finale, covers a wide range and a very long distance. Not only is it highly damaging, but it also has a powerful pushing property to it. Even if

someone is capable of guarding against it, they may still find themselves pushed far away from you. Performing this version of your attack is exhausting, and pulling it off more than once in a fight is probably beyond you.

[200cp] Minion Master

You have the skills necessary to make an excellent taskmaster. You are able to give clear, effective orders to your subordinates, and make yourself easily understood. You are able to make yourself heard in both loud and stressful situations. By whistling, you may recall minions to your position, provided they are within your field of vision. The more minions you are targeting with this recall ability, the less effective it becomes.

[200cp] Pocket

You have a pocket space you may quickly store and retrieve items from. It is only capable of holding a single item at a time. Pocketed items retain any momentum they had upon retrieval, allowing you to “catch” and fire back projectiles sent at you with skilful use of this power. Should you already possess a pocket dimension or personal inventory power, or acquire another in the future, you can choose to combine these powers. How this works specifically is up to you, but you must commit to this result until such a time as you gain another similar power, at which point you may choose again.

[200cp] Silly Style

You have the ability to mix silly, or otherwise mundane moves into your attacks. For example, you may make a martial art out of various yoga poses, or you may turn tripping over into a running lunge. These moves are as effective as your ordinary punches or kicks, and may help you in keeping your opponent unsure and off-balance.

[200cp/300cp] Spirit Form

A discount used on this perk only applies to the first level of this perk.

You have gained the ability to temporarily turn yourself into a Spirit. As a Spirit, you have no physical form, and cannot deal or receive physical damage. You are still vulnerable to magical, spiritual, supernatural, or energy-based attacks. Spirit forms granted by this perk will never be “enhanceable” (see On Enhanceable Spirits in the Notes section for details).

As a Spirit, you may link up with a willing or “empty” body, giving you some measure of control over it, making it more powerful than it would otherwise be, and giving it up to 3 minor abilities the body did not have, but you do. Controlling multiple bodies at the same time is possible, so long as the other bodies remain nearby. This will spread the power you are providing across the total bodies you are controlling, and may present a bit of a learning curve.

For bodies that are willingly ceding some control to you, this is a negotiation. You may not have full control over the body, or may only have control over it under certain circumstances (such as in

battle). If you wish, you may always just give out power, and not take any control. For “empty” bodies, including Puppet Fighters, you always have full control.

Your power as a Spirit, unlike how it usually works, is directly related to how powerful you are in your normal form. The more powerful you are, the more power you can offer the host body.

For an additional 100cp (undiscounted), you can grant the base part of this perk to any willing target, allowing you to further capitalise on the advantages the Spirit form can provide.

[200cp] Spirit Link

You are able to get the most out of Spirits you are using without ceding any control to them. Should you wish to however, you are able to give up exactly as much control as you like, which you can rescind at any time. Spirits you use in combat grow in power noticeably faster than they would otherwise. Additionally, you are able to quickly bond with Spirits, and you find convincing them to come along with you fairly easy.

Post-jump, you can quickly bond with beings similar in nature to Spirits, such as ghosts.

[200cp/300cp/400cp] Wind-Up Punch!

A discount used on this perk only applies to the first level of this perk.

You have gained access to a powerful, wind-up punch. If you like, it may instead be another kind of physical strike, such as a kick or a headbutt, or it may be a wind-up attack demonstrated by a Fighter, such as the iconic Falcon Punch!

For an additional 100cp (undiscounted), you are able to ‘bank’ an attack you have fully wound up. This allows you to break your stance, and move as normal. The next time you attempt to deliver your wind-up attack, it is performed immediately without the wind-up.

For yet another 100cp (undiscounted), you have gained an internal ‘power meter’. This meter fills by dealing damage and receiving damage. When the meter is fully filled, your next wind-up punch is replaced by a super powerful strike that cannot be blocked. The meter then resets.

[400cp] ARMS Ability

You possess the ARMS ability, which you can toggle between active and inactive at will. You do not need a regulator mask to control this power.

When active, your arms become coiled and are able to be extended like springs, providing you with considerable reach. They can also be used as springs to launch yourself high into the air, serving as an escape option for you when you are in danger. In this state your extendable limbs are referred to as ARMS (not to be confused with the equipment of the same name). As a side effect of this change, your eyes take on a spiral pattern when the ability is active. Your ARMS themselves may also take on an aesthetic effect of your choosing, decided upon purchase of this perk. For example, they may appear to be made of noodles, look like metallic springs or large silver chains. This aesthetic effect offers no mechanical benefit.

[400cp] Comeback!

You have access to a unique ability, designed to turn the tide when you are behind. Choose one of the following options:

- The more damaged or injured you are, the more powerful your attacks become. If you have the Percentage System perk, this applies to your percentage whilst the perk is active.
- You have an internal 'meter' of sorts. When you take damage, it fills. You may also concentrate fully on raising the meter to make it fill, but doing so makes you unable to attack or use any other techniques that require your concentration. When this meter maxes out, your next attack becomes far more powerful than normal, and becomes capable of launching your opponents if it was not already able to. The meter is then reset. If you wait too long without attacking, you lose the powerful attack, and the meter resets.
- You have an internal 'meter' of sorts. When you are losing a fight, it will slowly fill. You may also take a special guarding stance. Taking damage in this stance will fill the meter, and the stance will reduce the amount of damage you would otherwise have taken. When this meter maxes out, you automatically go into a state of mental clarity. In this state, techniques that would tax your mind or body are far easier for you to use. This state lasts around a minute, then the meter resets.
- You have access to a "Rage Mode", which activates when you are significantly damaged whilst in battle. If you have the Percentage System perk, this applies when you reach 100% whilst the perk is active. When active, a red-coloured aura will emanate from your body. While in Rage, all of your attacks become noticeably more powerful, though not to quite the same degree as can be achieved using the first option whilst extremely damaged. This damage boost is at a fixed rate. Additionally, you are able to use one of your techniques or attacks as a 'Rage Drive', allowing it to be performed with significantly more power than you would normally be able to. You are limited to a single Rage Drive, and using it will cause your Rage aura (and damage boost) to disappear. Your Rage will also prematurely end if you continue to take large amounts of damage, or if your current battle comes to a close. Once your Rage has ended, it cannot be accessed again until your next battle, or until your death, whichever comes first.

[400cp] Great Uniter

You are a natural-born leader, capable of uniting many under a single banner. You are naturally drawn to individuals who share either a serious goal, or an outlook on life, and find recruiting these people to your side fairly easy. You are also able to keep those under your banner with vastly different temperaments and personalities from conflict with each other.

The strength of this perk is dependent on how important the goal or outlook is to the individual you are targeting with it. You wouldn't be able to get mortal enemies to put aside their differences and join you on your trip to the grocery store because they hadn't eaten in a little while, but if a common enemy posed a serious threat to both of them, it would be quite easy. The perk only remains active should you continue to act within the scope of your shared outlook, or you continue to work towards a shared goal. Should you turn away from this, your forces may soon abandon you. The perk will also fail if you deliberately attempt to harm your newfound ally, whether directly or indirectly.

[400cp] Kept in Balance

It is natural for a Hero to seek out and destroy great darkness and evil. And yet, sometimes, this is the absolute worst thing they could do.

You have a sixth sense for when defeating a great force in the world (be it an individual or an army), would result in serious negative consequences for either yourself, or the world at large.

Additionally, should you find yourself in a situation where two or more great forces are positioned against each other, you can delay any great battle between them by chipping away at each of them in roughly equal measure. This delay is not forever, but you may buy yourself some much needed time to prepare.

[400cp] Level Up

Do you want the power that a Spirit can bring you, but don't want to work in tandem with them? Then, you may appreciate this special power.

You have now gained the ability to consume Spirits, as well as beings of a similar nature, in order to gain power. To do so, the Spirit or entity must not be hiding inside a vessel. This ability may be resisted, so it is best used on Spirits you have just defeated, or who are cooperative.

This consumption offers you three benefits. First, it acts as a substitute for combat training, or it can grant you "experience" for any kind of levelling system you possess (provided you possess one in the first place). This decision is made by you on consumption. The more powerful the Spirit or entity you consume, the greater the effect, however, this boon will not be able to improve you beyond any limit you could otherwise train to.

Second, consuming these entities will provide you an additional increase in power. This is split between additional offensive and defensive power. Depending on the kind of Spirit or entity you consume, this overall power boost will "skew" in different ways (i.e. more offensive, more defensive, balanced, etc.). There is a limit to the overall boost you receive, which you can build up to by eating many weaker entities, or reach immediately by eating the equivalent of a fully trained Legend-class spirit. Once you have reached this cap, continuing to consume Spirits will allow you to adjust the skew of this power boost.

Third, if the Spirit or entity has the ability to provide a special advantage to someone whilst it is possessing or controlling them, you gain this skill as a standalone power you can access on your own. You can only keep three such skills gained in this way; attempting to gain a new one will cause an existing one to be lost.

You have a strong intuition that allows you to predict how a given Spirit or entity will influence you via the second and third boon described above, and can choose not to receive any of the three benefits when eating one – helpful if you already have a power boost skew or set of skills you are happy with. Additionally, if you have some method of eating these kind of entities outside of this perk, you can reap the benefits of this perk through that method, allowing you to get the advantages from both methods of consumptions at once.

[400cp] Magic System

You have access to a magic system, either a generic one, or if you prefer you may choose a system appearing in Super Smash Bros., such as Final Fantasy's system, or Dragon Quest's system.

Regardless of what you choose, it operates under a resource pool system, such as MP. This is the case even if the system you chose did not originally do this. You have a very small pool to begin with, only capable of 3 or 4 spells before completely emptying. The pool refills slowly over time, and can be increased via training.

To start with, you have two weak elemental spells, and a single support spell. You may learn additional spells over time, but the power, number and variety of your spells is capped at a level comparable to that displayed by Hero in Smash.

[400cp] Mine, Craft, Create

By hitting a non-living surface, you are able to 'mine' it for various material resources found in Minecraft, including wood, dirt, stone, iron, gold, diamonds and redstone. You can choose when you are and when you are not 'mining' with your hits. When mining, you can choose to deal no lasting damage to the surface; when doing so the surface will display a pixelated, cracked pattern, which will vanish a few moments after you cease mining. By using an appropriate tool for the surface in question, such as a shovel for dirt, an axe for wood, or a pickaxe for stone, you can speed up the rate at which you receive resources. You may decide when mining whether you wish to receive a balanced spread of resources at a standard rate, or whether to have the type of surface you are mining weigh the type of resources in a particular direction. If you are choosing the latter, the speed at which you receive resources will also be influenced by the type of surface you are mining; softer surfaces such as dirt will generate resources faster, and harder surfaces such as metal will generate resources slower. In some locations, dirt will be replaced by sand, ice, or wool, though these will functionally act the same as your dirt resource.

Mined resources will be automatically stored in a personal inventory system. This inventory will allow for a small supply of each type of mined resource, except for gold and diamonds, which you may only store a single unit of. Excess resources will be automatically discarded, and will disappear.

By expending these resources, you will be able to automatically and instantly craft various objects. Learning to do so may prove challenging without pre-existing instructions, but it is not impossible.

Additionally, by expending a small quantity of dirt, wood, stone, or iron, you are able to create a block, approximately a cubic metre in size. This block will remain in the place it is created, and cannot be moved, whether by a person or by effects such as gravity. These blocks can however be destroyed, and will also rapidly degrade and vanish after a few moments. Blocks made of more durable materials are harder to destroy, and will last longer before degrading.

[400cp] Persona!

You have gained the ability to use a Persona. Specifically, your Persona is a weak Persona of the Fool Arcana. By default, this is Arsene, but you may elect to have a different Persona that meets these conditions (such as Izanagi).

Your Persona knows the following techniques:

- A weak magical attack of the element of your choice, other than Almighty. By default, this is Eiha.
- A stronger magical attack of the same element. By default, this is Eigaon.
- Tetrakarn.
- Makarakarn.

Your Persona will never learn any additional techniques, it will never evolve into a superior Persona, and purchasing this perk does not provide you with a means of acquiring additional Persona, or possessing more than one Persona.

Manifesting your Persona is extremely taxing. At first, you may not fully manifest it for more than a few moments at a time. With training, you may increase this duration. Whilst fully manifested, your Persona is capable of pulling you upwards, granting you temporary flight. It can also enhance and complement your other attacks, usually by making them slightly more powerful, or extending their range a bit. When your Persona is not fully manifested, you can still use your weak magical attack, but you cannot access any of the other abilities the Persona has.

Finally, awakening to your Persona has also induced a significant boost in your agility and acrobatic ability. For example, an ordinary human high-school student benefitting from this would find themselves able to easily and consistently pull off feats such as wall jumps, or launching themselves into the air to fire trick shots directly underneath.

Should you already possess a Persona, or a similar ability, you may import it into this option, granting it all of the advantages offered here.

[400cp] Power Copy

You have gained the ability to copy the powers of others.

The exact method you use to copy a power is up to you. An example might be swallowing your target, like Kirby. Whatever method you design for yourself, it must take the form of an extended grapple of some sort, which can be broken by those strong enough to do so. Which power you get from your target is up to you, but once you have chosen it, you may only copy that same power from the target in the future. You will only ever gain a single power each time you use this.

When you copy a power, you also undertake some change in your appearance to signify this. This might be a change of clothes, an additional article of clothing (such as a hat), or some kind of marking on your face or body, in the vein of the appearance of your target. Whatever it is, it must be enough for someone familiar with your target to recognize that your appearance has taken on traits of your target. This change in appearance never gives you anything extra beyond the power you have copied.

You may only have a single copied power at a time, and must lose what you have in order to copy something else. You can lose the power you have copied if you are hit hard enough, and you may also voluntarily choose to get rid of it.

[400cp] Psychic Powers

You have somehow learned a variety of psychic powers, originating from the Mother series. You can use the following techniques: 2 Offensive PSI (such as PK Flash, PK Freeze, and PK Fire) of your choice, 1 Assist PSI (such as PSI Magnet), and 1 other PSI power of your choice (such as Teleport, PSI Shield, or PK Thunder). These techniques are all in line with an average Fighter's Special. On top of this, you have a number of telekinetic grabs and psychic energy pulses, which you can easily incorporate into your fighting style.

You are able to pull off these techniques regularly without any trouble. In addition, you have gained PK Starstorm, allowing you to call down a shower of meteors on your foes. This technique is far more taxing, and using it more than once in a fight is unlikely.

[600cp] EX Mode

When you are in danger, you will enter a special state that provides you with a number of advantages.

When you enter this state, you undergo a clear change in appearance. By default, you will grow a single black feathered wing, just like Sephiroth. However, if that is not to your taste, you may design a custom form upon purchase of this perk. This form must be visually distinct from your normal appearance, enough so that one who knew that you possessed this mode could tell that when you have activated it. The form cannot provide you with any advantages not included in the perk.

The trigger condition for your EX Mode is you being put in danger. You must take on some degree of damage, the amount being dependant on your circumstances. If things are truly dire, only a small amount of damage is required. Conversely, if the situation is well in hand, such as if you have 'extra lives' your opponent does not, it will require you to sustain a large amount of damage in order to activate. Your EX Mode lasts until you are defeated, or until you defeat an opponent. You may also deactivate it manually should it become an inconvenience. Once you have activated your EX Mode, you will not be able to activate it again until you have had time to recuperate. Being killed and then revived will also allow you to activate it again.

Whilst your EX Mode is active, you receive various benefits. First, both your strength and speed are noticeably greater. Second, you are able to perform a mid-air jump. Should you already be capable of a mid-air jump, the maximum amount of mid-air jumps you can perform before landing will increase by one. Perhaps most importantly, you can apply a 'Super Armor' effect to yourself when attacking, meaning any attacks you receive do not cause you to either flinch or get knocked back, though you will still be damaged as normal.

[600cp] Giga Jumper

You have gained access to a truly special transformation. In this transformed state, you are much larger than normal, and take on a wilder appearance than usual.

It isn't just your size that has changed. In this state, you are quite a bit stronger, and every one of your perks and powers are noticeably more powerful than usual (this boost does not apply to this perk, and whilst perks/power effects that increase the strength of your perks and powers are boosted, this perk is uniquely unaffected by any boost to any such effect it causes). You gain 'Super

Armor', meaning any damage you take does not cause you to either flinch or get knocked back. As if this wasn't enough, you may spontaneously develop new, transformation-exclusive powers that are a twisted mirror of what you have now. For example, someone who could breathe fire may develop the ability to freeze their enemies with physical attacks.

To begin with, you will be able to hold this transformation for a very brief amount of time, perhaps enough to deliver a single punch. As you extend the length of this transformation through training, you will discover a complication with it. While you remain in the Giga transformation, you will find it harder to resist your natural impulses, especially any impulses to destroy. If you are not careful, you may find yourself reduced to a raging monster, until the transformation naturally expires, or someone else can knock some sense into you.

[600cp] Joke Character

Around you, power levels matter much less than they used to. You are able to compete with those who should be much stronger and faster than you are, and in many cases, pull off the upset win.

The effects of this perk are far from absolute. Firstly, a point comes where the gulf in power between you and your foe is so great that this fails to work. Some things are too nonsensical to work even as a joke. Secondly, although power levels mean less to you, narrative importance suddenly means a lot more. The more 'important' a character is to the setting they belong to, the less of an effect this perk has. Jokes like these are more likely to anger the fans. Finally, the more often you rely on this perk, the more likely it is to fail. Repeating the same joke over and over is an easy way to kill it, after all.

You may toggle the effects on and off at will, in case you were in the mood for something more serious.

[600cp, Free for Embodiment] Puppet Master

You have gained the ability to create Puppet Fighters. In order to do you must first have a target to copy (you cannot copy yourself). The target must either be willing, or in a state of unconsciousness, as any resistance by the target will prevent the copying from occurring. First, you must spread your energy over the target, covering them completely. Next, whilst still maintaining the spread of energy over the target, you must push in additional energy which forms into the copy. Finally, you split the copy from the original.

By default, the Puppet Fighters you create appear the same as the target, but with darker clothing and glowing red eyes. You may change this if you wish, as long as you comply with the following rules:

- The Puppet Fighters are distinct enough from the original that anyone familiar with the original knows it's a fake.
- The Puppet Fighters are close enough to the original that anyone familiar with the original would know what the copy is of.
- The distinction between the copies and originals is uniform across all of your Puppet Fighters. This includes both Puppet Fighters created with the Puppet Master perk, and ones you have purchased individually.

Puppet Fighters you create are absolutely loyal to you. They are capable of independent movement, but are by themselves very weak. Their true strength is drawn out when they are taken control of by a Spirit, bringing them only a step below the original. A single Spirit may control multiple Puppet Fighters, but the power of each is weakened for every additional Puppet Fighter beyond the first they control.

You may create a copy of anything you have already copied before, without using the original as a template, but this has its drawbacks. A Puppet Fighter created in this way is entirely a single colour (you may decide which, but it must be uniform across all Puppet Fighters created in this way), and is highly unstable, lasting for a few moments before exploding.

There is no limit on the number of Puppet Fighters you can create, provided you have the time and energy to do so. All Puppet Fighters you create are considered followers, and may continue on to future jumps with you.

[600cp] Sakurai Safeguard

It seems you have someone, somewhere, looking out for you.

Once per jump, when you are faced with an attack or event that would result in your death, and that you cannot otherwise avoid, this perk activates.

You temporarily cease to exist, until the attack or event has passed. Anything you have set to activate on your passing (such as 1-ups) will not activate unless you want them to. You then reappear in the nearest “safe” place. For example, if you were shot at, you would appear behind nearby cover. If the planet were to explode under you, you would reappear on the nearest place you are capable of surviving (such as another habitable planet, or a space station). It wouldn’t do to dump you back into the void of space, and kill you that way, after all.

There may be a delay after the attack or event of a small amount of time before you reappear, if it would be in your interest. For example, if you were under a scry-and-die style attack, the perk may make you wait a short period of time, in order to dupe your assailant into believing they got you (since you don’t exist, you wouldn’t ping as alive), before reappearing. This aspect of the perk will automatically fail should your attacker be aware you are capable of doing this and be willing to wait for you to return. This extra delay cannot last more than a few days.

Post-chain, this perk instead operates on a ten-year cooldown.

[600cp] Spirit Restoration

You have gained the ability to restore Spirits to a physical form. The target of this power must be willing in order for it to work. Restored Spirits are capped at the power level of an average Fighter. A Giga Bowser restored Spirit would be about the same as a regular Fighter Bowser, and a restored Arceus is certainly not almighty, instead more comparable to a Fighter Mewtwo. Restoring Spirits takes energy proportional to the power of the Spirit’s new form. Restored Spirits will gain the ability to change back and forth between their restored form, and their Spirit form as they wish, so don’t hesitate to use this ability whenever you like.

In future jumps, you may use this power on similar entities, such as ghosts. This restores them to a physical form, or grants them a new one if they never possessed one in the first place. The cap on the power of the new form does not apply to non-Spirits.

Any Spirit that was already a follower prior to restoration will remain so, and while this power will not grant any loyalty, if a Spirit was already loyal to you, they remain so. Once a Spirit has been restored, they will lose the ability to be “enhanced” (see On Enhanceable Spirits in the Notes section for details); a Spirit must be enhanced prior to restoration, or not at all.

[600cp, Free for Embodiment] World of Jumper

You have gained access to a personal dimension. Starting at the size of a small city, it will naturally expand over time. You may also ‘feed it’, further increasing its size, provided you have a means of consuming the land around you, or are willing to provide your own energy to it. As the dimension grows, it will naturally develop features and landmarks found in settings featured in the Super Smash Bros. series as well as jumps you have visited. The appearance of the dimension is twisted to suit your personal ideals. If you are an Embodiment, this will have a strong influence on the appearance of your dimension. You are able to draw power and energy from your dimension, the larger the dimension, the more power and energy it will grant you. While you are drawing power or energy from your dimension, it will not be able to grow and expand in size.

You may open and close portals to your dimension at your leisure. You may also travel to your dimension at any time, without opening a portal. Should you do this however, a portal to your dimension will appear where you once were (counting as the portal you took to your dimension), allowing others to follow you inside. You may leave your dimension at any time, causing you to appear at the same portal you used to enter your dimension.

Only you, your companions, and your followers may remain in the dimension at the end of a jump. All other sentient beings are automatically ejected. You may choose to have any inactive companions stay here if you wish.

Should you already possess another personal dimension, or a similar ability, you may import it into this option, granting it all of the advantages offered here.



-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. Items offered here are excluded from this option if they either are, or provide, followers, or if the item itself specifically states that it may not be imported into.

[Free] Spirit Gun

This large, oddly-shaped, golden gun is designed to forcefully remove Spirits from those they are controlling or empowering. It shoots energy, so you never have to worry about running out of ammo, and you'll always be able to find it nearby when you want it, no matter how improbable that might be.

[Free] Spirit Collection Book

Even if you are not an avid Spirit collector, simply by journeying around the World of Light and challenging Galeem you are likely to acquire hundreds of them. This odd tome allows you to store them all in one place.

Any willing Spirit may enter this book, appearing on one of its pages as a nice picture for you to look at. Should you have multiples of the same Spirit, you may decide whether they appear as separate pictures, or whether the picture has a nearby number to let you know just how many of it you have. You may pull a Spirit out whenever you need it. Companions possessing a Spirit form can also reside in the book, even whilst inactive.

The book will be able to expand indefinitely, without appearing any bigger externally or getting any heavier. You will always be able to find whichever page it is you are looking for right away. You may sort your Spirits in all sorts of ways (such as via series, via class, or via power), you may set 'favourites' to quickly find, and you may also set up pre-set teams, allowing you to quickly prepare for a fight.

The book cannot be destroyed, and will always be nearby when you need it. Under no circumstances may you enter this book yourself. At the end of each jump, any Spirits which are not also companions or followers will be automatically ejected from the book.

[50cp] Super Smash Bros. Ultimate Game Bundle

Now you can take Super Smash Bros. with you, wherever you go! This bundle contains:

- A 2018-era television.
- A Nintendo Switch, with Joy Cons, dock, and all needed cables.
- Either a Nintendo Switch Pro Controller or a GameCube-style controller.

- An additional three controllers, in any combination of paired Joy Cons, Nintendo Switch Pro Controller, or GameCube-style controller.
- Either a physical or digital copy of Super Smash Bros. Ultimate.
- Access to all downloadable content for Super Smash Bros. Ultimate.
- A lifetime membership to Nintendo Switch Online.

For the Switch and controller, you may choose whether it is a standard model, or a special Super Smash Bros. Ultimate version. 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. You will also be able to play online in any world with an internet connection, even ones where Nintendo does not exist. Who exactly are you playing with, anyway?

[50cp] Smash Invitations

A curious set of stationery. This box contains a supply of blank white envelopes, Super Smash Bros. branded letter paper, red sealing wax, and wax seal stamps that produce the Smash logo when used. The box never seems to run out of these things, no matter how many you use, and you'll always be able to find it nearby when you want it, no matter how improbable that might be.

When someone receives a letter prepared with these materials, they are overcome by a brief surge of excitement. If you wanted to send someone an invitation, using these materials may be a good idea.

[50cp] Spirit

Spirits are beings of energy, who lost their physical form when Galeem attacked. Spirits may be used to empower people, as well as control Puppet Fighters. With each purchase of this, choose 1 Spirit that appears in Super Smash Bros. Ultimate. You gain a copy of this Spirit, who is absolutely loyal to you, and will join in in your journey as a follower. Spirits made up of multiple characters (such as Articuno, Zapdos, & Moltres) count as a single purchase, though you may elect to acquire a Spirit of only one of the characters if you would like. In this case, such a Spirit would lose any "enhanceability" they possessed (see On Enhanceable Spirits in the Notes section for details). You may purchase the same Spirit multiple times if you wish.

This option is for ordinary Spirits, and purchasing 'Lapras' here will result in a Lapras that functions as all other Spirits. If you want the odd Lapras that appears in the World of Light, the option below is for you.

[50cp] Spirit Lapras

An odd Spirit of Lapras that defies the conventional wisdom of Spirits. This Lapras, whilst still a Spirit, is able to adopt a physical form at will. It is able to ferry large numbers of people across water, but is as yet untrained and ill-suited for battling. The Lapras is absolutely loyal to you, and will join you in your journey as a follower.

[50cp] Puppet Fighter Template Statue

Perhaps you want to get hold of a Fighter right away, or you want to ensure you can always make a specific Puppet Fighter? Do you have an ethical issue with holding a Fighter against their will? Are you just lazy? If you answered yes to any of these questions, this is the option for you! With each purchase of this item, choose a Fighter that appears in Super Smash Bros. Ultimate. Multiple characters in one, such as Pokémon Trainer or Banjo & Kazooie, can be treated as a single purchase if you wish. You now have a life-sized statue of that Fighter, by default appearing in your Warehouse, though you may have it appear elsewhere if you want. If you have the Puppet Master perk, you may use this statue as a substitute for the real deal when creating Puppet Fighters, with no difference in the created Puppet Fighter.

If you don't have the Puppet Master perk, then maybe that statue of Peach you have bought will serve as a good conversation piece?

[50cp] Puppet Fighter

With each purchase, you gain a single Puppet Fighter based on a Fighter appearing in Super Smash Bros. Ultimate, as if you had created them yourself (if you choose to give yourself a background in this world, and possess the Puppet Master perk, this may well have been the case). Multiple characters in one, such as Pokémon Trainer or Banjo & Kazooie, can be treated as a single purchase if you wish. You may purchase a Puppet Fighter of the same Fighter multiple times if you wish.

By default, the Puppet Fighter appears the same as the Fighter chosen, but with darker clothing and glowing red eyes. You may change this if you wish, as long as you comply with the following rules:

- The Puppet Fighters are distinct enough from the original that anyone familiar with the original knows it's a fake.
- The Puppet Fighters are close enough to the original that anyone familiar with the original would know what the copy is of.
- The distinction between the copies and originals is uniform across all of your Puppet Fighters. This includes both Puppet Fighters created with the Puppet Master perk, and ones you have purchased individually.

Puppet Fighters you purchase are absolutely loyal to you. They are capable of independent movement, but are by themselves very weak. Their true strength is drawn out when they are taken control of by a Spirit, bringing them only a step below the original. A single Spirit may control multiple Puppet Fighters, but the power of each is weakened for every additional Puppet Fighter beyond the first they control.

All Puppet Fighters you purchase are considered followers, and may continue on to future jumps with you.

[100cp] Brawler Gear

A collection of boxing gloves, MMA-style gloves, and spiked knuckles useful for brawling. Additionally, it comes with a supply of shots (as in Shot Put), which you always seem to be able to pull out of nowhere whenever you need them.

[100cp] Swordfighter Gear

A collection of katanas, laser swords, rods, clubs and other assorted melee weapons. Basically, anything a Mii Swordfighter might wield could be found here. However, all of these weapons are about as useful as a well-maintained, but otherwise mundane, sword. So that Master Sword looking thing there is definitely not the real deal. Additionally, you have a supply of shuriken and chakram, which you always seem to be able to pull out of nowhere when you need them.

[100cp] Gunner Gear

A collection of ranged weapons. Largely arm cannons, though you can see a gun or a blaster here and there. Basically, anything a Mii Gunner might wield could be found here. However, regardless of appearance, all of these weapons function in approximately the same way, and produce the same results. Additionally, you have a supply of missiles and bombs, which you always seem to be able to pull out of nowhere when you need them, as well as a personal deflector.

[100cp] amiibo Collection

You have a complete set of every Super Smash Bros. series amiibo. Additionally, with every new jump you visit, you acquire a new set of amiibo based on the most important (to you) people you encounter in the setting. For some odd reason, these new amiibo are somehow usable with every amiibo compatible game, providing some form of new content, though it's often only minor.

[100cp] Challenge Album

A strange photo album. You will be unable to add your own photos into the album, as it will reject them. Instead, whenever you accomplish something significant, a new photo will appear in the album, with some text underneath briefly explaining what was done to earn the photo. These photos are generally goofy in nature, feature people relevant to the accomplishment, and more often than not reflect a scene that never occurred in reality. They are well-framed, and appear to be professionally taken.

The album will be able to expand indefinitely, without appearing any bigger externally or getting any heavier. You will always be able to find whichever page it is you are looking for right away.

On the back inside cover is a helpful list which is continually updated, and provides suggestions for things to do that would earn more photos. The list is based on your own knowledge, so if you have a secret nemesis, you wouldn't be given the suggestion to defeat them.

Should the album go missing, or be damaged beyond repair, a new one will reappear in your Warehouse after 24 hours. It will retain all of the progress you have already made.

[100cp] Cosplay Collection

You have a wardrobe that is magically bigger on the inside. It contains a copy of every Fighter's outfit, as well as every Mii Fighter costume. None of these will provide anything more than an ordinary set of clothes could. When someone attempts to open the wardrobe, all costumes inside

(that come with this purchase) are resized to fit the opener perfectly. Should a costume go missing, or be destroyed beyond repair, a new copy of it will appear in the wardrobe in 24 hours.

[100cp] Hylian Set

A set of ranged weapons and support gear, for the aspiring adventurer.

First, you have a nicely made bow, along with a supply of arrows. If you prefer, this supply of arrows may instead be fire arrows.

Next, you have a supply of boomerangs, useful for controlling the distance you keep between yourself and your foes.

You have a Hookshot, a machine operated grappling hook, which can be used to pull nearby enemies to you, as well as grab onto ledges to prevent dangerous falls.

Finally, you have a supply of bombs, which can be remotely detonated. They come with a remote detonator. If you like, the detonator may be styled after a Sheikah Slate, but this will not grant the detonator any additional properties.

Your supply of arrows, boomerangs, and bombs never seems to run out, and you will always be able to find them when you need them. Should the bow, Hookshot, or detonator be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Vegetables!

You have an infinite supply of Super Mario Bros. 2-style turnips. In order to obtain one, simply attempt to pull it out of the ground. These turnips make for an excellent ingredient for cooking, and, if you're the violent sort, may be thrown at your enemies. The turnips appear to have different 'moods', which affects how powerful they are when thrown, but they are not truly alive, so feel free to do with them whatever you wish.

Rarely, when attempting to retrieve a vegetable from the ground, you may instead receive a Mr. Saturn. There is about a 1/166 chance of this occurring. A Mr. Saturn is an odd-looking creature, resembling a funny-looking head, with a particularly large nose, attached to stubby feet. It hails from the Mother series. Like the turnips, the Mr. Saturn is not actually alive, so feel free to chuck him at others. The Mr. Saturn can only be used to throw one-time, and he will disappear after he hits something, or if an attempt is made to use him in another way.

Very rarely, when attempting to retrieve a vegetable from the ground, you may instead receive a Bob-omb. There is about a 1/250 chance of this occurring. A Bob-omb is a moving mechanical bomb with eyes and feet, as well as a wind-up key attached to its back. Bob-ombs hail from the Mario franchise. The Bob-omb operates by the same rules as Mr. Saturn; you can only throw him once, and you can't use him for anything else. He is also not truly alive.

[200cp] Arcade Legend Set

A set of various items that seems strangely nostalgic.

First, you have a supply of 'Power Pellets'. These sphere-like objects enable an odd form of movement. When thrown, they leave behind smaller pips. After the pellet has travelled a short distance, it will freeze in place. Then, you will be pulled along the path made by the pips until you reach the pellet, with the pips and pellet disappearing as you reach them. The pips and pellets can also be safely consumed. The speed at which you travel allows you to use the pellets both defensively as a recovery option, as well as offensively as a charging attack.

Second, you have a supply of fire hydrants. The red hydrants will, when placed on the ground, mysteriously produce water without truly being hooked into anything. A few moments after placement, a hydrant will begin to spurt out water. If someone is standing on top of the hydrant, or is only a short distance above the hydrant, the hydrant will spurt water upwards. Otherwise, it will spurt both in front and behind itself simultaneously. The water is not particularly harmful, but comes with enough force to push even the largest of Fighters away from it a short distance, giving you a brief reprieve from battle, or helping to force an opponent into a bad position. After a few spurts, the placed hydrant will then disappear completely. Fire Hydrants that you lose control of before placement will also disappear after a few moments.

Third, you have a supply of pixelated objects referred to as 'Bonus Fruit', though technically not all objects in this collection resemble fruit. They aren't for eating either; each of these objects are best used as thrown projectiles, with each of the eight different varieties of objects possessing slightly different properties. When retrieving a Bonus Fruit, you may choose to retrieve a specific object, or randomly choose between any of the eight objects. A Bonus Fruit will disappear a few moments after it has been thrown or you have otherwise lost control of it.

Finally, you have a supply of another type of pixelated objects collectively referred to as the 'Namco Roulette'. These objects are in fact a representation of video game sprites found in various Namco games. When retrieved, a sprite will hover over your hand for a few moments before disappearing. As with the Bonus Fruit, you may choose to retrieve a specific sprite, or randomly retrieve one of the twenty-one different sprites. Unlike the Bonus Fruits, these sprites offer little practical function, simply serving as a fun novelty to distract yourself with.

For each of the above categories (Power Pellets, Fire Hydrants, Bonus Fruit, Namco Roulette), you may have a single copy of an item out at a time, and must wait until the previous instance has disappeared (or been consumed in the case of the Power Pellets) before you can retrieve a new one. Besides this restriction, you will never have any difficulty retrieving any of these items, no matter how improbable that might be.

[200cp] Box of Black Holes

You have a box of Black Holes. No, I am not talking about actual black holes, I'm talking about Black Holes, the item appearing in the Super Smash Bros. series. The small orbs, when thrown, expand dramatically in size, then pull nearby enemies and objects into their centre. You or your allies are never affected by this. Although the pull of these items is quite strong, they cause no actual damage to anyone, instead leaving your foes stuck floating in the centre of the sphere for a small period of time. After that, the used Black Hole vanishes.

These items are useful mainly for trapping an opponent in place, before hitting them with something that can really hurt, or for delaying them for a brief period of time. The box never seems to run out of Black Holes, no matter how many you use, and you'll always be able to find it nearby when you want it, no matter how improbable that might be. The Black Holes cannot be activated whilst still in the box.

[200cp] Box of Smart Bombs

You have a box of Smart Bombs. These primarily red, short cone-shaped bombs have a peculiar tendency to lie on their side in a specific way, correctly displaying the large 'B' on the white face of the bomb. When thrown a set distance or attacked, these bombs produce a slow, growing explosion, which lasts for around three seconds. You or your allies are never affected by this.

While these bombs offer a similar damage potential to Bob-ombs (provided the target is caught in the explosion for the full effect), they lack launching ability, making them less suited as finishers and more useful for controlling the battlefield. The box never seems to run out of Smart Bombs, no matter how many you use, and you'll always be able to find it nearby when you want it, no matter how improbable that might be. The Smart Bombs cannot be activated whilst still in the box, and the box can never be damaged by the effect of the Smart Bombs.

[200cp] Clown Car

An odd aerial vehicle. It has a propeller on the base, making it function similarly to a helicopter. It has a clown face on the front of it, which is capable of changing its expression to mimic various moods.

This clown car in particular has been outfitted with all sorts of weapons and armaments, to make it a force to be reckoned with, including: boxing gloves, saw blades, drills, a cannon, a seemingly endless supply of exploding Mechakoopas, and more. It also has a self-destruct button and ejector seat, in case of emergencies. Finally, it can produce a set of wheels to turn it into a kart.

It comes with an instruction manual, and should either the car or the manual be lost or destroyed, a new one will appear in the Warehouse 24 hours later.

By default, this is the same model Bowser Jr. possesses. If you prefer, you may choose to get a mass-produced model like one of those possessed by a Koopaling. These models are a bit less expressive, but otherwise have the same features.

[200cp/300cp] Hammer/Golden Hammer

By purchasing this option, you ensure the availability of the Hammer in all of your future battles. Sometime during each battle, the Hammer will spawn on the battlefield. It will always spawn closer to you than to your opponent(s), though it may not always spawn at your feet. If you have no desire to use the Hammer at all for a particular fight, the Hammer will not spawn for that particular fight, preventing its use against you. Should the Hammer spawn, your opponent does have the opportunity to use it, if they can get to it first.

When picked up, the wielder of the Hammer is locked into a continual swinging motion for the next eight seconds. The damage and knockback caused by the hammer is tremendous, allowing the wielder to quickly and easily KO even fresh opponents. The Hammer cannot be released during this time. After the eight second period, the Hammer will disappear for the rest of the battle.

Using the Hammer is not without risk. Being locked into the continual swinging motion can hamper your agility and platforming ability. There is also a one in eight chance the Hammer is actually a Headless Hammer (discoverable only when the Hammer is picked up). This will cause the head to fall off the Hammer, the wielder to be stuck swinging a weak stick, and allows someone to pick up and throw the head at an opponent for massive damage.

For an additional 100cp (undiscounted) you instead get access to the Golden Hammer. This hammer has a few differences. It spawns on top of a small podium, delaying its arrival by a second. Although the duration of the continual swinging is the same, the actual speed of the swing is noticeably faster. Instead of the Headless Hammer, the Golden Hammer has a one in eight chance to be a Golden Squeaky Hammer, which deals no damage and instead produces a squeaking noise on a hit. As there is no head lying around to be thrown, this backfire is marginally safer for the wielder.

As this purchase is merely for access to Hammers or Golden Hammers, not the hammers themselves, you may not import any similar item into this option.

[200cp] Peachy Princess Set

A set of equipment, perfect for an aspiring royal.

Firstly, you have an ornately styled dress or, if you prefer, robe. Although it might initially seem unsuitable for combat, you'll find that it never tears or stains, and you'll never get caught on it. It provides no extra defence beyond that of normal clothing, however.

Next, you have a nice-looking crown. Once you put it on, it cannot come off of your head, unless you choose to take it off. Ideal for the royal who wishes to flaunt their status whilst they fight.

Is cooking your thing? Well, this set comes with a top of the line frying pan! How about sports? This set comes with a golf club and tennis racket, each custom-designed to match your favoured aesthetic. I sure hope you don't have any nefarious intentions for these three items.

Finally, you have a parasol, which, when fully opened, allows you to slowly float down instead of falling.

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

[200cp] Phantom Thief Set

A set of equipment, perfect for an aspiring thief.

Firstly, you have an airsoft pistol. Strangely, it seems to function much better than one might expect, performing comparably to a blaster or similar gun that could be found in the *Gunner Gear* item. It seems to never run out of ammo, allowing you to fire it repeatedly without having to reload.

Next, you have a knife. It is reliable, but otherwise unremarkable.

You have a grappling hook, which can be utilised to pull opponents within striking distance of you. It can also be used to grab on to ledges, which can prevent falls to certain doom.

Finally, you have a cool-looking outfit, suitable for either a gentleman or lady thief. It never tears or stains. It will be line with your general tastes, and should it possess any coat or cape component, you will never get caught on it. It provides no extra defence beyond that of normal clothing, however.

Alternatively, in place of your thief's outfit, you may instead receive a high school uniform, which possesses the same properties.

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

[200cp] Pikmin Squad

Note: Whilst Pikmin in their native setting are extremely small, these ones have been scaled up in size quite a bit, allowing them to be used properly by an ordinary human.

You have a horde of Pikmin available to you when you need them, who are willing to join your journey as followers. They will obey any order you give them, provided they are capable of it, even if it would lead to their death. In order to get all Pikmin except Winged Pikmin, simply attempt to pull one from the ground, and you will randomly receive one of the following:

- Red Pikmin: These guys have a high attack power relative to other Pikmin. They have burning properties in their attacks, and they are immune to the effects of fire.
- Yellow Pikmin: These guys have a high range of attack relative to other Pikmin, and travel in a slight arc when thrown. They have electric properties in their attacks, and they are immune to electricity.
- Blue Pikmin: These guys deal more damage when thrown and are slightly more durable relative to other Pikmin. They are the only type of Pikmin which can enter water without dying.
- Purple Pikmin: These guys are heavy relative to other Pikmin, and do not fly as far when thrown. They also tend to slam into opponents instead of latching on to them. They have high attack power.
- White Pikmin: These guys are light and quick relative to other Pikmin. They have the unique ability to poison those they have latched on to.

You may only have a total of three of the above out at once (combined, not for each type); attempting to gather another beyond that will fail. You can throw these Pikmin at your enemies, and they can also quickly form a chain to help you reach ledges. Should any of your Pikmin die, you may retrieve replacements from the ground.

In addition to the above, you have access to 2 Winged Pikmin, who will always be around nearby, no matter how improbable that might be, and who will be replaced if killed. These 2 Winged Pikmin, working together, will always be strong enough to carry you into the air for a brief amount of time, but will never do anything for you other than that. Your Winged Pikmin do not count towards the above Pikmin limit.

[200cp, Free with the ARMS Ability Perk] Set of ARMS

You have a set of equipment known as ARMS (not to be confused with the extendable limbs of the same name, for which the equipment is designed). Worn on your hands, they perform best when used in combination with extending limbs. They can be changed almost instantly, allowing you to mix up your approach mid-battle.

First, you have a Ramram. This ARM is modelled after a chakram. It is designed to be thrown at the end of the extension of your limb, where it can boomerang back to the holding piece on your hand. This allows the Ramram to cover a wide arc. Fully charged, the Ramram is briefly wrapped in flames, allowing it to burn those it comes into contact with. The lightweight nature of the Ramram allows it to be used quickly, but it is relatively weak compared to the other ARMS in the set.

Next up is the Megawatt. This yellow, ball-like ARM is very heavy, limiting both its speed and manoeuvrability. What it loses in these qualities is made up for in raw power, and it is capable of dealing large amounts of damage to the foes it connects with. Fully charged, it grows in size, takes on a black colouration, and is wrapped in electricity, causing it to electrocute those it hits.

The last of the ARMS in your set is the Dragon. In fact, you have two of these, allowing you to wear one on each arm if you wish. Aptly named, the ARM looks like the head of a dragon. When charged up, the 'mouth' of the Dragon is capable of firing a laser after the standard punch. You have a degree of control over the aiming of the laser, affording you novel vectors of attacks. With two Dragons equipped, these lasers can be used to effectively pressure your opponents. With the ARMS ability, the Dragon is able to act as an effective grappling hook by 'biting' onto ledges. The Dragon can also be temporarily powered up by successfully grappling an opponent with it. This power up causes the limb equipped with the Dragon to become green and scaly, as if it were the body of the dragon, and the Dragon to emit flames. Whilst powered up, the lasers shot from the Dragon will be even more powerful.

As a bonus, you also have a facemask in a design of your choosing. Beyond concealing your face, this mask offers no additional boons to the wearer.

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

[200cp/400cp] Spirit Exploration Centre

This facility, either connected to your Warehouse, or located near your starting location, is designed to allow your Spirits to go on an adventure and have some fun. The facility is self-sufficient, and all you have to worry about is bringing the Spirits in.

To start with the centre has 3 different time sinks, a 2-hour time sink, a 6-hour time sink, and a 10-hour time sink. Each time sink can hold up to 4 Spirits at a time.

Spirits left in these time sinks will experience a self-contained adventure, which will always be enjoyable, and which will also allow them to bond with the other Spirits. As a reward for finishing the adventure, you will be given a small amount of money proportional to the length of the time sink. Rarely, you may also be rewarded with minor items found in Super Smash Bros, such as candies which can be used to power up your Spirits.

In each future jump, the centre gains a new set of three time sinks, with new adventures related to the new setting. The minor items rewarded from these will be from that setting, and any money given out will be in that setting's currency.

In general, the amount of money received is roughly equivalent to a menial job working the same number of hours as the length of the time sink. Not a lot, but better than nothing.

Please don't forget to take the Spirits out when they have finished.

Post-jump, the facility is connected to your Warehouse, should it not already be so.

For an additional 200cp (undiscounted), you instead receive all three Spirit Activity Centres. See Spirit Summoning and Dismissal Centre and Spirit Training Centre items for information on the other two facilities.

[200cp/400cp] Spirit Summoning and Dismissal Centre

This facility, either connected to your Warehouse, or located near your starting location, is designed to allow you to summon new Spirits or dismiss old ones. The facility is self-sufficient, and all you have to worry about is bringing the Spirits in.

Dismissing a Spirit allows you to send it back to its original world, restoring it to its true form in the process. You will have no way of interacting with dismissed Spirits for the rest of your chain. In return for giving up an ally, you acquire a Spirit Core. These can be used to power up Spirits, and have a use in the other part of this facility. Should you dismiss a Spirit that is an extra copy (such as a Spirit you have individually purchased, one acquired via the Spirit Board item, or one created in the other part of this facility), you may decide whether they arrive in some vague "good place" or "heaven" (which you cannot reach during your chain), or simply cease to exist, whichever suits you. You and your companions may never be dismissed, under any circumstances.

By paying a nominal fee, you may combine 2 to 7 Spirit Cores, creating a brand-new Spirit. Any Spirit created in this manner is absolutely loyal to you, and will join you in your journey as a follower. All recipes demonstrated in Super Smash Bros. Ultimate work as intended, but there are additionally all sorts of unknown Spirits you may also create. Generally speaking, the more Spirit Cores, and the higher the rarity of Spirit Cores you used, the more powerful the result. A lot of recipes are also fairly intuitive, for example two Spirit Cores of characters that canonically fuse together are very likely to result in a Spirit of the fused character.

Post-jump, the facility is connected to your Warehouse, should it not already be so.

For an additional 200cp (undiscounted), you instead receive all three Spirit Activity Centres. See Spirit Exploration Centre and Spirit Training Centre items for information on the other two facilities.

[200cp/400cp] Spirit Training Centre

This facility, either connected to your Warehouse, or located near your starting location, is designed to allow you to train your Spirits. The facility is self-sufficient, and all you have to worry about is bringing the Spirits in.

The facility is comprised of a special gym, and 15 special dojos. Spirits left in the gym slowly grow in power, until they reach their full potential. You cannot have more than 4 Spirits in the gym at any one time.

By taking a Spirit into one of the dojos, you can alter their style. What this means is you are changing how they influence those they link up with or control. For example, the Land Style increases the power the Spirit can give out on the ground, and improves the movement speed of those it is linked to or controlling. As a consequence, the Spirit can give out less power in the air, and the jumping ability of the linked or controlled party is reduced. 14 of these dojos will change the Spirit to a different style. The 15th dojo will instead 'reset' the Spirit, removing any style they may have. A Spirit may only have a single style at a time. The dojos work near-instantly, so changing styles in preparation for an upcoming fight is a snap.

Should these still not be enough for you, the facility will also sell as many candies as you need, provided you have the money. They will accept any form of currency. The candies can be fed to your Spirits to power them up quickly.

Post-jump, the facility is connected to your Warehouse, should it not already be so.

For an additional 200cp (undiscounted), you instead receive all three Spirit Activity Centres. See the Spirit Exploration Centre and Spirit Summoning and Dismissal Centre items for information on the other two facilities.

[200cp] Stage Builder

A large door with a connected touchscreen computer has appeared in your Warehouse, or if you prefer, close to your starting location.

Right now, you cannot use this door, as it does not lead anywhere. However, by using the computer, you are able to design a custom space. This space is designed for battling in the style of Super Smash Bros. Its appearance must be something reasonably close to something you would be able to create within Super Smash Bros. Ultimate. If you somehow have a copy of Super Smash Bros. Ultimate, the computer has an import function to allow you to choose your custom-made stages within that game.

You may also choose which rules any battles within the space have, as long as they are rules featured within Super Smash Bros.

You will never be able to bring anything out of this space that you did not take in, and anything you bring in with you, be it items or people, will never be lost within that space. True death or chain-failure can never occur in this space.

The door may only ever lead to one space at a time, but the computer can hold as many designs as you want, so you won't have to remake your favourite custom stages every time you want to use them.

Post-jump, the door and computer are moved to your Warehouse, if they are not already there.

[400cp] Cruel King Set

A set of equipment, perfect for an aspiring tyrant.

You have a set of boxing gloves, custom-fitted for you. You have a special Blunderbuss, capable of firing iron balls, as well as sucking them back in afterwards to fire again. You will always have a supply of iron balls on hand when you need them.

Like all good rulers, you have a crown. This crown is special however, when thrown it will return to the thrower like it was a boomerang.

You have a Propellerpack. This backpack mounted propeller will allow you brief periods of flight.

Perhaps most importantly, you have gained a small fortress to rule from. This fortress is modelled after your own appearance in some way. Attached to it is a Blast-o-Matic cannon, capable of destroying a small island with a single blast. This cannon can take a long time to charge, so don't expect to get more than one shot at your enemy. When not in use, you are able to put the fortress in a special subspace, allowing you to easily store and retrieve it as needed. Any occupants are ejected from the fortress when you do this.

Should the gloves, Blunderbuss, crown, or Propellerpack be lost or destroyed, a replacement will appear in your Warehouse 24 hours later. Should the fortress be lost or destroyed, a replacement will appear in the special subspace 24 hours later.

[400cp] Home-Run Bat

You have found a black baseball bat. It has some yellow markings on it, drawing attention to its 'sweet spot'.

This bat, when properly swung, will send anyone hit by it flying. This effect bypasses normal durability entirely, though it will not cause physical damage to the victim if they wouldn't be hurt by an ordinary baseball bat. It is also no more durable than an ordinary baseball bat, and could be destroyed except when it is connecting with a proper swing. So, whilst breaking it over your knee is easy enough, it is not going to break when you are using it for its intended purpose.

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

[400cp] Ink Weaponry

You have a large, clear canister, full of Ink. If you are not an Inkling, you must choose which colour of Ink it is upon purchase of this item. If you are an Inkling, you do not choose a colour; instead, the Ink will always be *your* colour. When not in use, this canister will slowly fill up with Ink of the correct colour. If you are an Inkling, you may speed up the refilling by taking it with you when you submerge into Ink of your colour.

When anyone other than an Inkling of the same colour as the Ink is covered in it, they take more damage from all other attacks than they otherwise would.

You also have an assortment of weapons designed to utilise this Ink. You have a Splattershot, a gun designed to fire Ink. You have a Splat Roller, a large paint roller which you can use to quickly cover the ground in Ink, and which you can also use as a melee weapon. You have a seemingly endless

supply of Splat Bombs, which you always seem to be able to pull out of nowhere when you need them. You have an Inkbrush (a smaller, faster Roller), a Blaster (a short-range Ink gun that fires in a wide arc) and a Slosher (a bucket of Ink that can also be used as a weapon; these three weapons are best suited to close range finishing attacks. All of these weapons require some amount of your Ink to use, so be sure to keep an eye on how much you have left.

Last, but certainly not least, you have a Killer Wail. This weapon does not use your supply of Ink; instead it is self-charging. This sonic weapon is capable of dealing large amounts of damage, but requires recharging between uses, so get more than one use out of it in a single battle is unlikely.

Should any of these items (except the Splat Bombs, which will always be around when you need them) be lost or destroyed, a replacement will appear in your Warehouse 24 hours later.

[400cp, Discounted with the Mine, Craft, Create Perk] Minecraft Item Set

A set of items that seem like they have been pulled right out of a videogame.

You have a Crafting Table. This box-like object is a useful surface to craft tools on. It can be immediately summoned to your position with but a moment of concentration. If destroyed, a new one will appear in the same position a few moments later.

You have a set of flint and steel that never wears out. When used, it will create a burst of flame instead of a mere spark, but this flame will disappear quickly, and will not spread. You have a fishing rod, which is sturdy enough to be used to hook and reel in other fighters. You have a piston, which launches foes away from you and combos well with the fishing rod. You have a set of wings, called Elytra, which will allow you to glide for a small period of time, before automatically falling off. If you possess the Mine, Craft, Create perk, they may be automatically put back into your personal inventory, but may not be retrieved again until after you have landed. You have a durable wooden shield in order to help you block attacks. You have a comfortable bed in case you are in need of a rest. You have a set of instructions on how to craft various objects from Minecraft. Most can be crafted on the fly if you have the appropriate resources, though the tools will require the use of your Crafting Table to craft, upgrade and repair them. See the Notes section for the full list of craftable objects these instructions cover. These items can be stored in your personal inventory that comes as part of the Mine, Craft, Create perk. Should any of these items be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

You have an endless supply of Magma Blocks, which you can pull out whenever you need them. These cubes of hot magma only cause harm upon direct contact, and do not do so until properly placed, allowing you to safely position them without issue. Only one Magma Block can be out at a time; putting out a new one will cause the exiting one to vanish. If you possess the Mine, Craft, Create perk, you will be able to place your Magma Blocks in the same way as the your created block, with them remaining in place and resisting any force moving them until they are destroyed.

You have an endless supply of Lava Buckets, which you can pull out whenever you need them. These iron buckets are able to safely hold lava, which can be poured out as an attack. This lava will only cause harm upon direct contact, and will disappear quickly after leaving the bucket.

You have an endless supply of firework rockets, which you can pull out whenever you need them. Aside from being a fun distraction, these rockets can be effectively combined with your Elytra, providing you with some initial momentum to begin your glide.

You have an endless supply of wooden fences, which you can pull out whenever you need them. You are limited to only having four of these out at a time, with newer fences being placed causing the oldest fences to disappear. A useful application of these fences is to use them to box in opponents you have pulled in close with your fishing rod.

Lastly, you have a wooden sword, axe, pickaxe and shovel. These items will break fairly easily, and will not be replaced should that occur, so use them wisely.

[400cp] Personal Spacecraft

You have acquired a personal spacecraft, on par with either an Arwing or a Wolfen. Its design is up to you, and if you would like, it may actually be either an Arwing or a Wolfen.

The spacecraft has both a weapons system and a comms system. It is designed to seat a single pilot. You will never need to worry about it running out of fuel or ammo.

When not in use, you are able to put the spacecraft in a special subspace, allowing you to easily store and retrieve it as needed. Should the spacecraft be lost, or destroyed beyond repair, a replacement will appear in this subspace 24 hours later.

[400cp/500cp] Power Suit

A discount used on this item on applies to the first level of this item.

A custom power suit, in the design of Samus' iconic Varia Suit. It has been custom-fitted to suit your form perfectly.

The suit has its own power supply, which will slowly recharge when not in use. It provides the necessary life-support functions to allow the user to survive both in space and deep underwater.

The power suit houses a cannon, integrated into the right arm if you have a standard humanoid form. It is capable of firing energy shots by consuming some of the suits power supply. These shots may even be charged for increased damage. The power drain from these shots is minimal, so you are unlikely to have to worry about them draining too much power from your suit. You are also capable of firing a massive, long-range beam, but this consumes a massive amount of power, and it is unlikely that the suit will be capable of a second one of these within a single fight. Should you have some supply of bombs or missiles, this cannon is capable of firing them.

Your power suit is capable of performing a somersaulting energy attack, commonly known as a Screw Attack. It is also capable of a Morph Ball form, but this feature will be automatically locked out if you are incapable of contorting your body enough to accept this form without damage. You will never have to worry about killing yourself via accidental Morph Ball.

Should the power suit be lost or destroyed, a replacement will appear in your Warehouse 24 hours later.

For an additional 100cp (undiscounted), you have no longer acquired this suit. Instead, at some point in the past, you have bonded with it. The suit's design has taken on a more 'corrupted' look, and is now actually part of your body. It is an alt-form, which you can enter and exit at will. All features the

suit provides, including the power supply, are exclusive to this alt-form. As it is now truly a part of you, it can never be lost, and can only be destroyed if you are.

[400cp] Special Flag

A yellow flag, with a red letter 'S' that floats nearby. Both appear somewhat blocky, like they were low-res.

A person may use this flag by holding it deliberately above their head for a period of 3 seconds, whilst intending to use the item. The item then disappears, imbuing the user with an extra 'stock'. A stock is used as a 1-up to revive the stock holder in the event of their death. Being revived in this manner will prevent the usual chain-failure that occurs due to death from happening. A stock may also be burned by the stock holder to teleport them back to a fight they have been sent flying away from.

Every new jump, a new Special Flag will appear in your Warehouse. Post-chain, a new Special Flag will instead appear in your Warehouse every ten years.

[400cp] Vampire Hunting Set

A set of equipment, perfect for any aspiring vampire hunter.

You have a seemingly endless supply of axes, crosses (which can be 'boomeranged' back to you), and vials of holy water (which create temporary pillars of fire when thrown at the ground). You will always be able to produce these when needed.

Perhaps most importantly, you have a copy of the aptly-named 'Vampire Killer', a whip with an amazing reach. Should it be lost or destroyed, a replacement will appear 24 hours later in your Warehouse.

All of these weapons are especially effective when used against vampires, or similar creatures.

[600cp] Handful of Hands

A group of 6 Giant Hands have rallied to your cause. They may be all Master Hands, all Crazy Hands, or a mix of the two. Perhaps they managed to hide away, or shake themselves free of Galeem or Dharkon's control. Regardless, purchasing this will not diminish the forces of either Galeem or Dharkon, even if you have taken a background; these hands have essentially sprung up out of nowhere to follow you.

Unlike the armies controlled by Galeem and Dharkon, these hands genuinely wish to serve you, and are absolutely loyal to you. They will join you on your journey as followers. They will sacrifice themselves for your sake, should you ask it of them.

[600cp+] Legendary Weapon Set

A discount on this item only applies to the base item, not any further cp spent on it.

A legendary weapon of some kind. It has been designed for you specifically, and is one of a kind.

You may choose what type of weapon it is. It may be a melee weapon, such as a sword, axe, spear, or hammer. It may be a ranged weapon, such as a bow or a gun. You may even choose something more esoteric that is still considered a weapon, such as a staff or a wand (though doing so would not actually grant the weapon any magical power from this alone). If you choose a ranged weapon, it will come with an infinite supply of standard, mundane ammunition, which you will always find on hand when you need it.

No matter your weapon's size or weight, it will feel light in your hands, and you will never find it unwieldy to use. It has been magically empowered, in order to outperform any similar but otherwise mundane weapon in terms of damage output.

To make it a truly unique weapon, it may have an additional quality. These qualities may be useful to you, but never game-changing. It may be a passive enchantment, such as a sword with a 'bane' effect which allows it to deal more damage to a certain type of foe (the broader the category you choose for this, the less of an effect it would have), or a staff that allows you to channel your energy into it, allowing you to shape your energy into various attacks. It may be something which is not always active, such as a sword with a temporary mode it can enter into which can improve some of your raw abilities at the cost of others, or a bow which can be 'overdrawn' to instead shoot out a powerful beam of light. It could even be a mechanical enhancement to the weapon, such as a sword which can be extended out as a whip for attacks or to grab ledges, or a hammer that has had a rocket built into it, allowing for massively powerful swings.

For each additional 100cp you spend on this option, you may either gain a new legendary weapon for your set, or apply an additional quality to one of the weapons you already have. Though carrying many legendary weapons could slow you down, you will find switching between any legendary weapon in your set to be seamless.

Lastly, for an additional 100cp, you can add a legendary shield to your set. Your shield may also be of any style you would like. As with your weapon(s), it will always feel light for you, be easy to use, and has been magically empowered to outperform mundane shields.

As these items are designed specifically for you, they fail to utilise their full potential in the hands of others, simply acting as mundane weapons with any additional qualities disabled. If you wish, you can grant temporary 'permission' for another to use these items as you could. This requires you to remain nearby, and you are free to revoke this permission at any time.

Should any of the weapons, or the shield, be lost or destroyed, a replacement will appear in your Warehouse 24 hours later.

[600cp] Smash Castle

A giant castle has come into your possession. For now, it has appeared somewhere close to your starting location.

The castle prominently displays the Super Smash Bros. logo. It will expand as needed, allowing it to, at a minimum, properly house you, all of your companions, and all of your followers. You may allow non-active companions to stay here, if you wish.

Somewhere within the castle is a large room of doors. Each of these are connected to a touchscreen computer. These doors each lead to a space resembling a stage shown in Super Smash Bros. Ultimate, which can be used for Smash Bros.-style fights. The computers allow you to alter the rules of these fights, as long as those rules are something that exist in Super Smash Bros. Ultimate. True death and chain-failure can never occur in these spaces. There are also two additional doors; these allow you to play a Race to the Finish-style Bonus Game, as well as Home-Run Contest whenever you want.

You will never be able to bring anything out of these spaces that you did not take in, and anything you bring in with you, be it items or people, will never be lost within these spaces.

If you also have Stage Builder, you may place it in this room, overriding its normal placement rules.

Starting from your next jump, at the end of each jump, the room will gain a new door, featuring a Smash Bros.-style stage based on an iconic location from the setting you have just visited. It will also retroactively do this for jumps you had visited prior to this one.

As if all of this wasn't enough, the castle is regularly visited by various people you have encountered on your chain, each wishing to battle in the special spaces. You will never be able to get anything out of them, barring some pleasant conversation, and battling them in the assigned spaces. This goes both ways; these visitors will never attempt to harm anyone else in the castle, or each other, and they will never get anything from you other than a nice talk or the fun they get out of fighting you.

In future jumps, and when you finally return home (whether via Spark or not), this castle may either be connected to your Warehouse, or placed somewhere near your starting location, in each new world you visit.

[600cp] Spirit Board

An odd noticeboard has appeared in your Warehouse, or if you prefer, close to your starting location. On the noticeboard are ten large posters, each detailing a Spirit, its class, its associated Spirit battle, and a timer, which is slowly ticking down.

By touching one of the posters, you are sent to a special space where you participate in the listed Spirit battle. By winning the battle, and severing the connection between the Puppet Fighter and the Spirit with your Spirit Gun, you may collect the Spirit, and have it join you in your journey as a follower. For Spirits made up of multiple characters (such as Articuno, Zapdos, & Moltres) you may elect to acquire a Spirit of only one of the characters if you would like. In this case, such a Spirit would lose any "enhanceability" they possessed (see On Enhanceable Spirits in the Notes section for details). All Spirits earned in such a manner are absolutely loyal to you. All Spirits appearing on this board are copies, so there's no need to worry about displacing someone or robbing them of their body. You may bring in whatever items you feel are needed, as well as any Spirits you are using to

power yourself up. You may only take out what you bring in, as well as the Spirit if you earned it, and you can never lose anything in these spaces. If you are defeated, you return without the Spirit, but you will never suffer true death or chain failure by losing one of these battles, so feel free to challenge yourself.

You may also bring in up to three additional people to help you in these battles, but if you do so any of you being defeated will cause all of you to be ejected from the space.

Spirits are broken down into four classes: Novice, Advanced, Ace and Legend. The higher the class, the rarer it is for the Spirit to appear on the board, and the tougher the Spirit battle generally is.

All posters with Spirits in the Ace class or below are replaced every 5 minutes. Legend class Spirits instead stay up for 15 minutes. Spirits may appear multiple times, so collecting multiples is possible if you are patient or lucky enough.

Every few weeks or so, the Spirit Board will host an event. During the event, Spirits which meet a specific criterion appear more often than usual. 'Characters wearing glasses', or 'characters from the Fire Emblem series' are examples of the events the board could choose to hold. The events usually last over the weekend.

During this jump, only Spirits which appear on the Spirit Board in Super Smash Bros. will appear on this board. Post-jump, any Spirit which appeared in Super Smash Bros. Ultimate may appear here. Use your best judgement to determine which class Spirits without a class (Fighter Spirits and Master Spirits) slot into.

Additionally, post-jump, the Spirit Board will add a handful of new Spirits for each new jump you visit, based on important characters from that setting. It will also retroactively do this for jumps you had visited prior to this one. Spirit battles featuring these new Spirits can include any of the rules and gimmicks standard Spirit battles do, but they could also make you fight a Puppet Fighter of any individual you have fought before in your chain. These new Spirits will be a mix of classes, and the difficulty of the related battles will scale to these classes, rather than being determined by the usual strength of either the character(s) used in the Spirit battle or the character(s) the Spirit is representing.

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

-Companions-

[50cp per.] Standard Companion Import

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

[600cp] Everyone Is Here!

You may instead pay a flat fee of 600cp to import as many companions as you like. They get 600cp each, to spend on a species, perks, and items, and are entitled to the same freebies and discounts as you. They may not purchase the Giant Hand species for themselves, or purchase companions. Like you, they may Drop In, or have a background which matches their purchases. Any companions imported via this option may not also be imported via the Standard Companion Import.

[50cp per.] Canon Fighter

You may pay 50cp to allow a canon Fighter to follow you into future jumps as a companion. The canon Fighter 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 canon Fighter to journey with if you would like. Multiple characters in one Fighter (such as Pokémon Trainer, or Banjo & Kazooie) only require one purchase, and only take one companion slot, but all purchases they make in the future are divided amongst themselves, lowering their potency. You may instead choose to take only one character from such a Fighter, making them function as normal. You may purchase this option as many times as you would like.

[50 cp per.] Figure Player

Maybe you are in the mood for something custom-made? Purchasing this option allows you to create a new companion to follow you on your journey. First, pick a canon Fighter. The Figure Player has their appearance and powers. If you wish, you may choose a palette swap version of the Fighter that is shown in Super Smash Bros. Ultimate for them to appear as instead. The Figure Player's name, and personality are entirely up to you, but they have no history in this world, appearing nearby moments after you arrive here. By default, they are absolutely loyal to you, but you may forgo this if you wish. Figure Players are entitled to the Percentage System and Level Up perks, but these can also be given up if you would like. Multiple characters in one Fighter (such as Pokémon Trainer, or Banjo & Kazooie) only require one purchase, and only take one companion slot, but all purchases they make in the future are divided amongst themselves, lowering their potency. You may instead choose to take only one character from such a Fighter, making them function as normal. You may purchase this option as many times as you would like.

[50cp per.] Create Fighter

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

[50 cp per.] Restored Spirit

Could you not afford to fit Spirit Restoration into your purchases? Just want one or two? Maybe you want them to be companions right away instead of followers, with all the advantages that can bring?

Whatever the case you may choose any Spirit to join you in a restored state, as if you had captured then restored it yourself (if you choose to give yourself a background in this world, and have the Spirit Restoration perk, this may indeed have been the case). Restored Spirits are capped at the power level of an average Fighter. A Giga Bowser restored Spirit would be about the same as a regular Fighter Bowser, and a restored Arceus is certainly not almighty, instead more comparable to a Fighter Mewtwo. As is the case with the Spirit Restoration perk, Restored Spirits you have purchased are also capable of switching between their restored form and their prior Spirit form whenever they like. As is also the case, these Restored Spirits lose the ability to be enhanced, should they have possessed it (see On Enhanceable Spirits in the Notes section for details). You may purchase the same Spirit multiple times if you would like multiple copies of it. Any restored Spirit you purchase is absolutely loyal to you, but you may forgo this if you wish. Multiple characters in one Spirit (such as Articuno, Zapdos, & Moltres) only require one purchase, and only take one companion slot, but all purchases they make in the future are divided amongst themselves, lowering their potency. You may instead choose to take only one character from such a Spirit, making them function as normal. Restored Spirits purchased through this option are copies, and this option does not steal the spirits already under the control of Galeem or Dharkon. You may purchase this option as many times as you would like.

[100cp/Free for Animal] Animal Buddy

This small, mundane animal (such as a dog or a duck) is a perfect combat buddy. Even without speaking, they are capable of coordinating extremely well with you. In a pinch, you may even use them as a bludgeon to beat your opponents with, and they will never harbor any resentment for it. If you have Percentage System, you may protect them with it, causing any damage they would take to instead be applied to your percentage. You can toggle this effect on and off at will. They do not take up an active companion slot either, unless they imported as a companion in a future jump.

Should you purchase Duck Hunt as a canon companion, or purchase a Figure Player using Duck Hunt as a base, you may elect to instead receive only one of them, and have them gain the advantages of this companion option (You must purchase this option as well as either Canon Fighter or Figure Player in order to do this.).

Should you purchase Banjo & Kazooie as a canon companion, or purchase a Figure Player using Banjo & Kazooie as a base, you may elect to instead receive only Kazooie, and have them gain the advantages of this companion option (You must purchase this option as well as either Canon Fighter or Figure Player in order to do this.).

You may only purchase this companion once.

[100cp] Toad Bodyguard

You have acquired the services of a Toad bodyguard called, well, Toad. He may be a Toad of any colour you wish. Toad is absolutely loyal to you, and more than willing to sacrifice himself for your safety.

It is fortunate that this is the case, as it may well be in the future for him. You have gained a special bond with this Toad. It allows you to instantly teleport him between yourself and any attack you are about to receive. There is a cooldown of a few seconds between these teleports, so learning how to

time them properly is essential. Toad must remain alive for this teleport to work, so try not to push him too hard.

If that wasn't enough, your Toad will release spores when he takes damage. These spores will only hurt those you consider to be enemies, so you will never have to worry about friendly fire with them. While your Toad is generally quite weak, these spores are much more powerful, and can deal serious damage to a Fighter caught unawares by them.

Your Toad Bodyguard does not take up an active companion slot, unless he is imported as a companion in a future jump.

You may only purchase this companion once.

[100cp] Twin Climber

Cannot be purchased if you took the Embodiment species.

This person, who appears to be your twin, though of the opposite gender to you (and if you took a background instead of Dropping In, this is actually the case), is eager to come along with you on your journey. They have the Brawler, Swordfighter, Gunner, Elemental Attacks!, Fireball!, Recovery Special!, and Wind-Up Punch! perks if you have them (with the same specifics you have chosen for yourself), and are the same species as you. If you have Percentage System, you may protect them with it, causing any damage they would take to instead be applied to your percentage. You can toggle this effect on and off at will. They also seem to have a good understanding of you. They can be a bit simple in combat, generally standing near you and copying any attack you make that they are also capable of doing, and helping to propel you upwards when you need it. If you learn to turn this to your advantage, they may become a powerful asset for you. They do not take up an active companion slot, unless they are imported as a companion in a future jump.

Should you purchase Ice Climbers as a canon companion, or purchase a Figure Player using Ice Climbers as a base, you may elect instead to receive only one of them, and have them gain the advantages of this companion option, aside from species (You must purchase this option as well as either Canon Fighter or Figure Player in order to do this.).

You may only purchase this companion once.

[200cp] A Different Self

By some strange process, an alternate personality has been installed within your mind, distinct enough that they could be considered their own person.

You may freely decide their name and personality upon purchasing this option. By default, they are absolutely loyal to you, but you may forgo this if you wish. By default, they will respect your personal space and privacy, but you may also forgo this if you wish. If you took a background for yourself, you may choose whether they were around for some or all of that background, else they simply came into existence moments after you arrived in this world.

You are also free to decide their appearance, but they are limited to species options or alt-forms that you possess.

Whilst they reside inside you, you may communicate with them freely, allowing them to provide you with guidance, or simply be someone for you to talk to.

You have the ability to switch with the different self whenever you like. This moves you to the back of the mind, and puts them into control of your body, changing your body's appearance to match theirs. You always have final say in the switching, and will always be able to reassert yourself, even if they tried to resist this for some reason.

Not only does this switching allow you to easily change tactics on the fly, but your different self may also possess some unique abilities, described below. Otherwise, they possess all of your powers and abilities, though you are free to restrict the use of, or weaken the effects of these powers when used by them. You can change these restrictions at any time.

Optionally, you may choose for your different self to be weighted in favour of either power or speed. Choosing power would mean that they are generally stronger than you are, but are also noticeably slower. Choosing speed would mean that they are generally faster than you, but are also noticeably weaker. This decision must be made upon purchase of this companion, and cannot be changed later.

If you purchased the Elemental Attacks! perk, you may decide for your different self to possess a different element to you, giving them a unique attack but preventing them from using your version of the perk. Similarly, if you gained an element-based effect to another perk purchased in this document (such as from the Fireball! or Recovery Special! perks), you may decide for them to have alternate element versions of these perks. These element substitutions must be uniform; if you substitute your fire attacks for ice attacks in one place, you must apply this to all relevant perks in this document, swapping fire for ice each time.

If you took the Blade species modifier, then your Blade weapon will also change in appearance when you switch. It will not change in weapon type; swords remain swords for example. If your Blade weapon had an elemental effect attached to it that originated from this document, then that element may also be substituted. The uniformity rule applies to this as well, which means if that element was changed elsewhere for your different self, it must also be changed here, and in the same way.

Should they somehow gain a body of their own, their powers and abilities will be noticeably weaker than when they inhabited your body, less than half as powerful as before. If this occurs, they will become able to separate from you and re-join you at will, provided you consent to it. They do not take up an active companion slot, unless they are imported as a companion in a future jump.

You may import an existing being who already lives inside you into this option, granting it all of the advantages this option provides, except for not counting as an active companion (if they already did not count as an active companion, they retain that advantage).

You may only purchase this companion once.

[200cp] Pokémon Team

You have a team of 3 Pokémon at your disposal. They are yet to fully bond with you, but they have been trained to be used in battle, and are absolutely loyal to you.

You may choose any 3 Pokémon, so long as your team meets the following conditions:

- All of the Pokémon are either Starter Pokémon, or an evolved form of a Starter Pokémon. They need not be from the same region.
- You have 1 Grass-type Pokémon, 1 Fire-type Pokémon, and 1 Water-type Pokémon.
- You have 1 Basic (not evolved at all) Pokémon, 1 Stage 1 (evolved one time) Pokémon, and 1 Stage 2 (fully evolved) Pokémon.

Each Pokémon comes in a standard Poké Ball. You may choose to have a Shiny or otherwise differently-coloured version of any of the Pokémon you have selected for your team. Their gender is likewise up to you. The Pokémon team has a shared version of Percentage System, meaning any damage they take whilst the percentage system is on will be split evenly across all three of them.

The Pokémon in this team cannot be evolved during this jump. Post-jump, this restriction is removed. They do not take up an active companion slot, unless they are imported as a companion in a future jump. Additionally, should you decide to import them as a companion in a future jump, you may import them into the same companion slot, dividing the power of any perks they purchase between them, lowering the potency of the perks somewhat.

Should you purchase Pokémon Trainer as a canon companion, or purchase a Figure Player using Pokémon Trainer as a base, you may elect instead to receive only Squirtle, Ivysaur, and Charizard, and have them gain the advantages of this companion option. (You must purchase this option as well as either Canon Fighter or Figure Player in order to do this.).

You may only purchase this companion once.

[200cp] Progenitor God

An apparently once-powerful being has taken up residence in your body. They may have any appearance you wish, though it is simply a mental image since they lack a body of their own. Their name and personality are entirely up to you as well. By default, they are absolutely loyal to you, but you may forgo this if you wish. By default, they will respect your personal space and privacy, but you may also forgo this if you wish. If you took a background for yourself, you may design an appropriate background for them, else they simply came into existence moments after you arrived in this world.

Whilst they reside inside you, you may communicate with them freely, allowing them to provide you with guidance, or simply be someone for you to talk to. Perhaps more importantly, they are capable of empowering an attack of yours, vastly increasing both the damage it deals and its ability to launch opponents into the air. Doing so takes a lot out of the Progenitor God, so it is unlikely that they will be able to do this for you more than once in a fight. Whilst they are empowering you in this way, if applicable, your hair colour is changed to the same colour as theirs, and your eyes glow yellow.

Should you grant them a body of their own, they will find their apparent former power to be gone for good, leaving them only with the power of an ordinary human, and the abilities they have whilst inside you. If you do this, they will become able to separate from you and re-join you at will, provided you consent to it. They do not take up an active companion slot, unless they are imported as a companion in a future jump.

You may import an existing being who already lives inside you into this option, granting it all of the advantages this option provides, except for not counting as an active companion (if they already did not count as an active companion, they retain that advantage).

You may only purchase this companion once.

[1000cp] Galeem, the Lord of Light

This massive, powerful being, wants to recreate the universe in his own image. And now, recognizing the unique opportunity you present to him, he also wants to accompany you on your journey. Right now, he could easily cover a planet in his light, and with enough time and energy (or perhaps willing sacrifices), he could potentially be a universe destroyer. Fortunately for you, he is somewhat willing to listen to you now, and will not consume all in future jumps if you tell him not to. If you let him do his work, he will spare you and those allied with you.

You may not purchase this option if you have purchased Dharkon, as the two are mortal enemies. You may not purchase this option if you have taken the 'Enemy of the Light' drawback or the 'Enemy of Both Light and Dark' drawback. You may only purchase this companion once.

[1000cp] Dharkon, Embodiment of Chaos and Darkness

The dark counterpart of Galeem. He has similar powers and goals to Galeem. He has decided he wishes to accompany you in your journey, which will allow him to spread his vile corruption across the multiverse. As with Galeem, you are able to keep him at bay, and should you let him loose, he shall spare you and your allies.

You may not purchase this option if you have purchased Galeem, as the two are mortal enemies. You may not purchase this option if you have taken the 'Enemy of the Darkness' drawback or the 'Enemy of Both Light and Dark' drawback. You may only purchase this companion once.

-Drawbacks-

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

[0cp] Jumper History

This toggle allows you to selectively incorporate your actions and history in prior jumps into this jump. These jumps must be settings which have canonically appeared in the Smash Bros. series. This incorporation is done on a jump by jump basis, and you either take all of your actions in a jump, or none of them. Super Smash Bros. Ultimate takes place outside of the standard timeline of those settings, so no matter what your actions were, you cannot stop a Fighter from appearing here in some form.

[0cp] Early Start

By taking this toggle you arrive in this world prior to Galeem's initial attack. Your location choice is overridden; you arrive on a cliff overlooking a vast body of water. Over the next hour, the Fighters will assemble on this cliff, and soon after Galeem will arrive with an army of Master Hands. Be warned, if things progress as they did in canon, Galeem will unleash an attack that nearly wipes the entire universe, leaving only a single world behind, and creating the many Spirits that exist in canon.

Fortunately, even if you defeat Galeem before he unleashes this attack, the Spirits you have purchased here, or are part of a scenario you have taken will still be around somehow.

[0cp] Full Stay

Were Galeem and Dharkon defeated far too quickly for your tastes? By taking this toggle, should Galeem and Dharkon be completely destroyed before your ten years is up, you may elect to stay for the remaining part of the ten years you still have left. Be warned: you are stepping into uncharted territory. Who knows what could happen?

[0cp] World of Fanfiction

Got a specific version of the Super Smash Bros. Ultimate setting you'd like to visit? Using this toggle, you may instead visit a different interpretation of this setting, whether it be a web comic, or some other fan work. However, this toggle will not allow you to sidestep any drawbacks you have taken, and it will not make any purchases here more powerful than they would otherwise be.

[0cp/+200cp] Grotesque Steve

By taking this drawback, Steve (yes, THE Steve from Minecraft) will take on a radically different appearance. Instead of his usual blocky look, he will instead have a more "realistic" look. The result is grotesque, and almost seems designed to cause a sense of disgust for the onlooker. This will also apply to all Steve Puppet Fighters.

For an additional extra 200cp (a total of +200cp), you will be menaced by one of these grotesque Steves. He will act insufferably smug, greet you with an obnoxious GOOD MOOOOOOOORNING! (regardless of the time of day), and regularly play awful Minecraft parodies of popular songs. Upon meeting Banjo & Kazooie (whether the real deal or a Puppet Fighter), he will go berserk, and will attempt to swallow them whole, which he is somehow capable of doing. Although he is not initially hostile to you, provoking him or interfering with his attack on Banjo & Kazooie will cause him to attempt to swallow you as well.

Should you kill this Steve or otherwise render him incapable of following you around, a new grotesque Steve will appear in his place the following day.

[+100cp] Always Armed

Requires both ARMS Ability, and Set of ARMS.

For the duration of your stay here, your arms are permanently stuck in their spring-like form, and must always be equipped with your Set of ARMS. This will make using them for anything other than fighting quite a challenge. Are you up to it?

[+100cp] Bungled Ballot

Cannot be taken with Classically Minded.

It seems your introduction into this world was not taken well by its inhabitants. Any time you encounter a new person, they start off with a slight negative disposition towards you, and are overtaken with a sense of disappointment as they imagine who could have arrived in your stead. Should you bring this up with them directly, expect them to become irrationally angry with you, and start ranting about odd things such as a 'Fighters Pass' and an individual named 'Sakurai'. These negative feelings towards you can be overcome with time and effort, but you will find the effect of any charisma or social perks you have has been greatly dulled. Should you bring any companions or followers into this jump, they too suffer these disadvantages.

[+100cp] Classically Minded

Cannot be taken with Bungled Ballot.

"Damn Sakurai!" "This DLC is trash!" "Things were better back in Melee!"

These phrases will often pop into your head whenever you encounter someone new for the first time, even if you have no idea what they mean. You will also suffer from an overall sense of disappointment and occasional irrational anger. These things can all be worked through with time and effort, but you will find any perks you possess that could help with this have their effects greatly dulled when you attempt to use them to help you do so.

[+100cp] Command Menu Hell

Interesting. You have now access to a command menu. Unfortunately, all of your supernatural attacks and techniques, basically anything more complex than mundane fighting, are locked behind this menu. Each time you open the menu, 4 random skills will be displayed, at which point you can either choose one of those skills to use, or close the menu. The more powerful or useful a technique or power is, the rarer it will be for it to appear on your command menu.

Fighting will certainly be a lot harder now than it was, but at least it will be entertaining to watch.

[+100cp] Flower

You are affected by the Flower status condition, and will remain so for the duration of this jump. A life draining flower sits on top of your head (if you have no head, it will appear elsewhere on your body), slowly doing damage to you over time. Fortunately, the flower will only drain you whilst you are already in combat. Hopefully, you have some means of healing to counteract this, or can finish your fights fast.

[+100cp] Good Boys and Girls

That's what you are, right? It seems that this world is now enforcing a CERO A (All Ages) rating. You will find any kind of lewd activity or fanservice censored, and any of your attacks or techniques that would breach this rating have been toned down, though are fortunately no less effective.

[+200cp] 2D Fighter

How strange. You appear to be suffering from some odd mental condition.

When in combat, you are perfectly able to move up, down, forward or back. However, moving left or right is very difficult for you, and you almost never think to do so. It's almost as if you believe you are in some sort of fighting game?

This can be worked through with time, and fights are not unwinnable while you suffer from this, but doing either of these will be quite hard for you.

[+200cp] Enemy of the Light

Cannot be taken with Enemy of the Darkness, or Enemy of Both Light and Dark.

Galeem hates you, almost as much as he hates Dharkon. He will begin by directing his Puppet Fighter forces towards you. Should that not suffice, he will take to the field himself, challenging you personally. Only by fully destroying Galeem will this threat end, and will you be allowed to leave this jump, but doing so might leave a power gap for another to step into...

[+200cp] Enemy of the Darkness

Cannot be taken with Enemy of the Light, or Enemy of Both Light and Dark.

Dharkon hates you, almost as much as he hates Galeem. He will sit in the shadows of his own realm, plotting your demise. He will begin by attacking you indirectly, trying to corrupt your allies and turn them against you. Should his schemes and machinations fall flat, he will finally take to the field and challenge you more directly. Only by fully destroying Dharkon will this threat subside, and will you be allowed to leave this jump, but doing so might leave a power gap for another to step into...

[+200cp] Glitched!

It seems there is a problem with your copy of this jump. Whilst in combat, odd things will infrequently occur. Fighters could 'clip' and fall through a platform, a single assist trophy could spawn multiple assists, and so on. These 'glitches' never seem to work in your favour, either. Mercifully, a glitch will never occur that would make you automatically lose a fight, though they can make fights much harder than they would otherwise have been.

[+200cp] The Mario Effect

Whenever you battle a new opponent, that is not a Puppet Fighter, for the first time, this drawback takes effect. For the first minute or so of these battles, your performance will be extremely underwhelming. You will find it difficult to deal damage to your opponent, and defeating them is out of the question. Further, they will have a much easier time harming you. At a minimum, they will be able to harm you as easily as they would any other Fighter. After this time period expires, you will be able to fight as normal, assuming you haven't already lost. Any companions you are bringing along are also affected by this drawback. It is almost as if you are being used to build up the credibility of these newcomers.

[+200cp/+300cp] Puppet Jumpers

It seems at some point you were captured by either Galeem or Dharkon. Now, both Galeem and Dharkon each have their own supply of Puppet Fighters modelled after you, having a weakened version of everything you have purchased here. Hopefully this new force isn't too much for Kirby and his alliance to handle.

For an additional extra 100cp (a total of +300cp), these Puppet Fighters have a weakened version of *everything* you have, regardless of which jump you got it from.

Regardless of which version of this drawback you choose, you will find it impossible to gain anything from these Puppet Fighters. You cannot steal items from them, you cannot eat them to gain their powers, you cannot turn them into companions or followers, nothing. No matter what, they will only ever be obstacles to your goals.

[+300cp] Enemy of Both Light and Dark

Cannot be taken with Enemy of the Light or Enemy of the Darkness.

Both Galeem and Dharkon hate you, even more than they do each other. They will gladly coordinate to ensure your downfall, utilising everything they have at their disposal. Expect attacks both direct and indirect. Only by destroying both of them will you be free of their torment, and allowed to leave this jump.

[+300cp] Difficulty: Hard

You are reduced to your Body Mod, and whatever perks and items you have purchased for yourself in this jump. Your Warehouse is barred to you. Any items you have purchased that belong in the Warehouse instead appear nearby your arrival point, and are moved back into the Warehouse at the end of the jump. You retain access to your companions and followers, but they are limited to powers and items that have either been purchased from this document, or otherwise found in this jump.

Additionally, anytime you fight an opponent (or a companion or follower fights an opponent on your behalf), they are noticeable stronger than they ought to be. This power boost only persists throughout the specific battle, and you cannot utilise this to empower allies by merely claiming that they are enemies.

-Scenarios-

You may take as many scenarios as you wish, provided you meet the requirements to qualify for them. Failing a scenario does not fail your chain, but you can still fail your chain if you choose to take a scenario. You are not obligated to accept scenario rewards you have earned; at your discretion you may choose to reject some or all of them.

Should you already possess any similar items to the ones obtained as a scenario reward, you may import these items, giving them any advantages the reward they are imported into offer. Items offered here are excluded from this option if they either are, or provide, followers or companions, if the reward is upgrading an existing item (in this case you must import when purchasing that item), or if the item itself specifically states that it may not be imported into. If a scenario reward already details import rules, those rules take priority.

Companions may be eligible to undertake scenarios themselves. This is clearly stated for each scenario where this is possible. They must meet the same requirements in order to qualify. In these cases, multiple instances of the same scenario can be taken (each participant can only take on one instance of the scenario). For scenarios with a portal starting point, the same portal is used for all instances; participants will only be able to reach their own instance of the scenario via that portal. If a scenario already details companion participation rules, those rules take priority.

Jumper of the Stars

Requirements: Must not be a Giant Hand or an Embodiment. Must choose Kirby's Beginning as your starting location. Must not take the Early Start drawback.

It seems you have arrived in a slightly darker timeline. In this timeline, Kirby was not able to escape Galeem's initial attack, and has been captured along with the rest of the Fighters. It is unclear where he has been hidden, but rumour has it that a secret awaits those who can claim all three places in an odd food race. Kirby's journey must now be taken up by you.

In order to complete this scenario, you must free every single canon Fighter that has been captured by Galeem & Dharkon, and then be an active participant in the final defeat of both Galeem & Dharkon.

As a reward for completing this scenario, you have earned the trust and respect of every single canon Fighter. In future jumps where these characters appear, these characters will trust and respect you right off the bat, even if they may not know why this is. This trust can be broken, but you will still get to apply it again to a different incarnation of the same character in a future jump.

In addition, it seems you have gained the same boost in popularity experienced by many of the franchises present in Super Smash Bros. In future worlds, any product that features you, or is endorsed by you is far more likely to sell well. Should you become a celebrity in these worlds, expect a slightly more positive portrayal than you may otherwise receive.

Ultimate Conqueror

Requirements: Must be an Embodiment.

Galeem & Dharkon have the right idea, after all. Although, I'm sure things would be even better if you were to conquer everything instead.

In order to complete this scenario, you must conquer what remains of the Super Smash Bros. world, adding it all to your 'World of Jumper'. Then, you must be an active participant in the final defeat of Galeem & Dharkon, so that your rule may remain unchallenged. Fighters may be captured, killed, or ignored at your discretion.

As a reward for completing this scenario, in addition to the growth your World of Jumper has experienced, you gain a further boon. For every canon Fighter that remains captured by you at the end of the jump, you receive a counterpart Puppet Fighter Template Statue (as the item) for that Fighter. As these are statues, you will never have to worry about them being freed and turned against you by upstarts.

A Helping Hand

Requirements: Must be a Giant Hand.

Your brethren are under the thumb of Galeem & Dharkon. This will not stand!

In order to complete this scenario, you must free as many Master Hands and Crazy Hands as you can, then be an active participant in the final defeat of Galeem & Dharkon. Fortunately, you have a trick up your sleeve that Kirby and his allies did not. Simply defeating one will break it free of Galeem or Dharkon's control. Fingers crossed; you can save them all!

As a reward for completing this scenario, any Master Hands and Crazy Hands you have slapped some sense into may join you in your journey as followers. Having demonstrated your handiness to them, they are absolutely loyal to you, and will willingly sacrifice themselves for you if you require it of them. No hand-wringing at all!

Spirit Hunter

Requirements: Must have the Spirit Board item.

Companions are eligible for this scenario.

Does collecting Spirits sound fun to you? I hope so, because in order to complete this scenario, you must collect at least 1,000 unique Spirits that canonically appeared in Super Smash Bros. Ultimate. Though they are not technically required, you may find the shops spread around the World of Light, the Spirit Summoning and Dismissal Centre (if you purchased it), and fully exploring the World of Light will make this task easier. Expect to be using the Spirit Board quite a lot.

As a reward for completing this scenario, in addition to keeping the Spirits you have collected, your Spirit Board has been upgraded. Now, by offering up some currency, you may apply effects to the board, such as reshuffling the Spirits on the board, rematching a Spirit that just left the board, or weakening the Spirit battles on the board in various ways. All of these options are single-use, so you will have to keep spending money to keep using them.

A Rare Collectathon

Requirements: Must have the Pro Platformer perk, and Animal Buddy companion.

One hundred Jiggy Spirits have been hidden throughout the World of Light. In order to complete this scenario, you must collect all one hundred of them. These Spirits are not attached to a Puppet Fighter; you simply need to reach them in order to collect them. The first few Jiggy Spirits will be easy to find, simply waiting out in the open for you. As you progress, they become increasingly well-hidden, and often they will require your platforming prowess to reach. Guarding the final Jiggy Spirit is a Gruntilda Spirit attached to a King Dedede and several Dr. Mario Puppet Fighters.

As a reward for completing this scenario, you have gained the assistance of the Mighty Jinjonator, an odd bipedal creature with a powerful beak. Once per fight, you may summon a statue from the ground. Should the statue hit an opponent, the Mighty Jinjonator will awaken. It will attack with high-speed strikes alongside other Jinjos. Attempting a second summon within the same fight will cause the summon to fail and the statue to not appear. You will only ever be able to use the Mighty Jinjonator for these attacks, and it will disappear as soon it has finished its attack, or if you attempt to gain some other use out of it.

Fire Emblem: Three Spirits

Requirements: Must have the Progenitor God companion.

Soon after your arrival in this world, you are accosted by three Byleth Puppet Fighters, controlled by an Edelgard, Dimitri (Fire Emblem), and Claude Spirit respectively. These Puppet Fighters are unique; instead of a uniform appearance, they look exactly like Byleth's alternative colours. The Puppet Fighter controlled by Edelgard appears to be Byleth's 4th colour (i.e. the Edelgard colour). The Puppet Fighter controlled by Dimitri appears to be Byleth's 3rd colour (i.e. the Dimitri colour). Lastly, the Puppet Fighter controlled by Claude appears to be Byleth's 5th colour (i.e. the Claude colour).

As it happens, these Spirits are not under the control of either Galeem or Dharkon, and instead have sought you out to receive your training and tutelage. You may only take on one of them as your student; the other two will then depart to learn elsewhere. You have until the end of the jump to train your student, though you may end their training early if you believe they are ready.

Each student has a tendency to rely on their 'signature' weapon; Edelgard uses Aymr, Dimitri uses Areadbhar, and Claude uses Failnaught. Whether you encourage them to use their preferred weapon, or teach them a balanced approach of all four weapons they have at their disposal is up to you. At a minimum, you must enhance your student into their 'Five Years Later' form (see On Enhanceable Spirits in the Notes section for details).

When your teaching is over, your student will battle the two others in a three-way fight. The other two have somehow enhanced themselves in the meantime. In order to complete this scenario, your student must win this battle alone.

As a reward for completing this scenario, your student will join you in your journey as a follower, having bonded with you over the course of their tutelage. In addition, you also gain an additional Spirit based on who you chose to teach. Choosing Edelgard earns you a Dorothea Spirit. Choosing Dimitri earns you an Ingrid Spirit. Finally, choosing Claude earns you a Hilda Spirit. These additional Spirits are also followers.

Banana Century Smash

Requirements: Must be either a Kong or a Kremling.

Companions are eligible for this scenario.

A portal has appeared close to your starting location. Accessing the portal will take you to Battlefield. The scenario will not begin until you enter the portal, and time will stand still on the outside whilst you are taking on the scenario, so don't feel rushed to take it on right away. Time spent in the scenario will only count towards total time spent in the jump if Jumper is present. You may only enter the portal by yourself; you must attempt the challenge alone.

Your goal is to defeat an oncoming horde of a hundred enemies by knocking them off the stage. To begin with you will face two to three foes at a time, gradually increasing to four to five at a time. Defeated foes will be replaced as you knock them off the stage. The bulk of these opponents will be weak Mii Fighters. Whilst they are easy to defeat individually, they will attempt to wear you down with their superior numbers until they can knock you off the stage. The 25th foe to spawn will be Bowser, much more challenging than these Mii Fighters. This pattern will repeat at the 50th, 75th, and 100th spawns as well, with Diddy Kong, then King K. Rool, then finally Donkey Kong appearing.

If at any point you fall from the stage, or are otherwise incapacitated, you fail, and are kicked out of the portal. Fortunately, you may re-attempt this challenge as many times as you wish. Should you successfully complete the challenge, your prize will be a massive pile of bananas.

This huge pile of bananas can either be placed in your Warehouse, or at another property you own. The pile will never diminish, no matter how many bananas you take from it. The bananas in the pile will never rot, always staying perfectly ripe until consumption.

New Mayor of Smashville

Requirements: Must have the Pocket perk.

Companions are eligible for this scenario.

In the centre of the World of Light, just west of the bridge crossing the two halves of the World of Light lies Smashville, an Animal Crossing style town (should you take Early Start, the town is instead located somewhere relatively close to your starting location). The scenario will not begin until you arrive at this town and talk to Tom Nook, who can be found at Timmy and Tommy's shop (they must be freed from Galeem's control first, if you did not take Early Start).

When the scenario begins, you will be greeted by Tom Nook, who has a business proposition for you. Since the current mayor and Isabelle are both away (either caught by Galeem, or out Smashing), he is looking for an interim mayor to help keep Smashville going strong. Fortunately, Tom Nook has already pulled in favours to ensure the general day-to-day management of the town is taken care of, with minimal involvement on your part. Unfortunately, recently Puppet Fighters have started showing up and trashing the town, and Tom Nook is ill-equipped to deal with them. You will need to spend a year looking after Smashville, driving away daily incursions of Puppet Fighters, and assisting in fixing any destruction they are able to cause to the town. If you did not take Early Start, you must also free the Mii Swordfighter to the north of the town, as its presence is attracting more Puppet Fighters. If at any point within the year the town is destroyed beyond Tom Nook's ability to repair it, you will fail the scenario.

At the end of the year, provided you perform a satisfactory job, Tom Nook will reward you by providing you free lifetime access to some of his construction services.

During battle, you may call upon Tom Nook, as well as his apprentices Timmy and Tommy, to quickly construct either a Dream Home or Dream Town Hall in mere moments. As with all Animal Crossing buildings, they are much smaller on the outside than you would expect. Should an enemy get caught up in the construction, they will find themselves trapped in the building. It seems such rushed construction leaves these buildings structurally unsound, and a few moments after completion they explode, sending any trapped enemies flying. Tom Nook is a busy man, so it will be a rarity where you can successfully call on him more than once in a fight.

Only one instance of this scenario may be taken, however anyone is free to assist with it. Anyone assisting, who also possesses the Pocket perk, will be similarly rewarded on successful completion of the scenario. They will gain the ability to call upon their own copy of Tom Nook, Timmy, and Tommy. As these are copies, they operate of separate timers.

Ramen Time!

Requirements: n/a

Companions are eligible for this scenario.

A portal has appeared close to your starting location. Accessing the portal will take you to Spring Stadium. The scenario will not begin until you enter the portal, and time will stand still on the outside whilst you are taking on the scenario, so don't feel rushed to take it on right away. Time spent in the scenario will only count towards total time spent in the jump if Jumper is present. You may only enter the portal by yourself; you must attempt the challenge alone.

A special event is being held in Spring Stadium: a ramen eating contest! The participants, aside from yourself, are Captain Falcon, Kirby, and Min Min. This eating contest is quite unusual; it seems interference with the competition is entirely legal, and being knocked off the stage will remove that participant from the contest.

If at any point you fall from the stage, or are not leading when time expires, you fail, and are kicked out of the portal. Fortunately, you may re-attempt this challenge as many times as you wish. Upon a victory, you will find spending so much effort on such a trivial activity has taught you a new skill. You can now 'dramatize' your actions, even going as far as to let you apply a highly dramatic 'art style' (complete with glowing eyes) to yourself whilst doing so. This is purely an aesthetic difference, and goes away when you stop acting so dramatic.

Classic Mode

Requirements: Must not be a Giant Hand or an Embodiment.

Companions are eligible for this scenario.

A portal has appeared close to your starting location. Accessing the portal will take you to a special challenge. The scenario will not begin until you enter the portal, and time will stand still on the outside whilst you are taking on the scenario, so don't feel rushed to take it on right away. Time

spent in the scenario will only count towards total time spent in the jump if Jumper is present. You may only enter the portal by yourself; you must attempt the challenge alone.

To start with, you must win six battles. You will have your health restored after each battle, but will have little time to regroup. The details of these battles will vary heavily based on your nature. For example, a swordfighter might face the other sword fighting characters appearing in Smash. Battles might be one-on-one, team battles, or even force you to take on a horde of weaker enemies at once.

After this, you must complete a 'race to the finish'-style event, where you must make it to the end of a linear obstacle course before an approaching black hole can swallow you up.

Lastly, you must defeat both a Master Hand and a Crazy Hand working as a team on the Final Destination stage.

If at any point you are defeated, or are otherwise incapacitated, you fail, and are kicked out of the portal. Fortunately, you may re-attempt this challenge as many times as you wish.

As a reward for completing this scenario, you will receive a large painted mural, either applied to a wall in your Warehouse, or a wall on any other property you own. It will feature you, the canon fighters appearing in Super Smash Bros. Ultimate, as well as any companions you acquired or imported into this jump. It will not degrade over time, and if damaged or destroyed, it will reappear either in the same place, or, if there would no longer be room for it, another appropriate location in either your Warehouse or a property you own.

Spirit Battler

Requirements: Must have the Spirit Collection Book item.

Companions are eligible for this scenario.

Enjoy fighting Spirits? In order to complete this scenario, you must successfully defeat 500 unique Spirits. Such a feat is achievable by travelling the World of Light, but having access to an item such as the Spirit Board will make this task much easier.

As a reward for completing this challenge, your Spirit Collection Book will be upgraded. At the back of the book will be a list of all Spirits you have previously defeated. From this appendix, you will be able to access Spirit Battles featuring these Spirits, allowing you to have a rematch with them whenever you want. You will be sent into a special space in order to do so. You may bring in whatever items you feel are needed, as well as any Spirits you are using to power yourself up. You may only take out what you bring in, and you can never lose anything in these spaces. You will never suffer true death or chain failure by losing one of these battles, so feel free to challenge yourself. Unlike the Spirit Board item, you will not be rewarded with a Spirit for victory, but you will have an easier time accessing specific Spirit Battles.

You may also bring in up to three additional people to help you in these battles, but if you do so any of you being defeated will cause all of you to be ejected from the space.

The House That Jumper Built

Requirements: Must have the Mine, Craft, Create perk, as well as the Minecraft Item Set item.

Companions are eligible for this scenario.

Somewhere close to your starting area is a large, flat, plot of land, very clearly demarcated with a solid white line. On the ground in the space is a steel door, as well as a set of blueprints detailing an elaborate trap room, a House of Boom. If multiple instances of the scenario have been taken, a wooden sign will be initially placed on each plot to indicate which space corresponds to which participant.

In order to complete this scenario, you must build this House of Boom. In order to do this, you will first need to use your block creating power to create a large number of stone blocks. Only blocks created by you will count as correctly building the House of Boom. In consideration, blocks you create in the demarcated area will not degrade after a small amount of time (this only applies for the plot corresponding to the participant), though they can still be destroyed if you make a mistake in their placement. Once the structure is finished, you must fill it with a large amount of Minecraft-style TNT. Only TNT you have crafted yourself will count for this. Finally, you must affix the steel door to complete the House of Boom.

When the House of Boom is completed, hostile monsters from Minecraft, such as Zombies and Creeper, will begin to spawn inside the building. This is your cue to retreat to a safe distance, as the House of Boom will soon explode. This will mark the completion of the scenario.

As a reward for completing this scenario, you receive a giant piston. By successfully launching someone with the piston, they will be teleported into a House of Boom in a special space, moments before it explodes. After the explosion, they will automatically be launched out from where the piston hit them, away from you. Though powerful, the giant piston takes some time to recharge, and will rarely be able to be used more than once in a fight. The giant piston can be stored in the personal inventory that comes with the Mine, Craft, Create perk. Should the giant piston be lost or destroyed, a replacement will appear in this inventory after 24 hours. You will also receive an endless supply of steak, which you will be able to pull out at any time, no matter how improbable that may be.

Luigi's Castle

Requirements: Must have the Vampire Hunting Set item.

Companions are eligible for this scenario.

A portal has appeared close to your starting location. Accessing the portal will take you to Dracula's Castle. The scenario will not begin until you enter the portal, and time will stand still on the outside whilst you are taking on the scenario, so don't feel rushed to take it on right away. Time spent in the scenario will only count towards total time spent in the jump if Jumper is present.

Upon arrival, you will be greeted by the ghost of Luigi. In this alternate Dracula's Castle, Luigi entered alone, and was separated from his body by Death. As a 'last request' of sorts, Luigi would like you to defeat the monster that live in this castle, so that others do not share his fate, and if possible, recover his body.

The monsters inside the castle are made up of various enemies from the Castlevania series, as well as Puppet Fighters controlled by villainous and malicious Spirits. Although neither of the Belmonts are around to lend a hand, many cannons and cannonballs are scattered around the castle, which may be of use to you.

Once you have defeated these enemies, you must ascend to the top of the Castle, and battle Dracula himself. Only by defeating him, will you be able to locate Luigi's body.

As a reward for completing the scenario, you will be presented with Death's Scythe. In addition to being a sturdy weapon, it possesses a special ability. When you hit someone with it, who is already suffering from a high amount of damage, you can cause them to either instantly be KO'd or killed. Should your Death's Scythe be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

Only one instance of this scenario may be taken, however anyone is free to assist with it. Anyone assisting, who also possesses the Vampire Hunting Set item, will be similarly rewarded on successful completion of the scenario. They will gain their own copy of the Death's Scythe.

Smash Those Summons!

Requirements: Must have the Comeback! perk.

Companions are eligible for this scenario.

A portal has appeared close to your starting location. Accessing the portal will take you to Midgar. The scenario will not begin until you enter the portal, and time will stand still on the outside whilst you are taking on the scenario, so don't feel rushed to take it on right away. Time spent in the scenario will only count towards total time spent in the jump if Jumper is present. You may only enter the portal by yourself; you must attempt the challenge alone.

Cloud Strife needs your assistance! Working together with Cloud, you must defeat various Summons from the Final Fantasy series. Each is about as powerful as the other 'bosses' you might find in the World of Light, such as Giga Bowser, or a Master Hand. You will face them in the following order: Ifrit, Ramuh, Odin, Leviathan, and finally Bahamut.

As a reward for completing the scenario, Cloud will teach your choice of either Omnislash or Omnislash Ver. 5. Performing Omnislash will require you to wield a sufficiently large sword, similar to Cloud's Buster Sword, and performing Omnislash Ver. 5 will require you to wield a large sword capable of breaking up into a number of smaller swords, similar to Cloud's Fusion Sword. In the case of either technique, it is very powerful but also extremely exhausting. It is unlikely you will be able to perform your chosen technique more than once in a fight.

Sephiroth Challenge

Requirements: Must have the EX Mode perk.

Companions are eligible for this scenario.

A portal has appeared close to your starting location. Accessing the portal will take you to Northern Cave. The scenario will not begin until you enter the portal, and time will stand still on the outside

whilst you are taking on the scenario, so don't feel rushed to take it on right away. Time spent in the scenario will only count towards total time spent in the jump if Jumper is present. You may only enter the portal by yourself; you must attempt the challenge alone.

At Northern Cave, you will encounter a special Sephiroth. He cannot be reasoned with, and must be defeated by you in order for you to complete the scenario. This 'Superboss' Sephiroth is far more powerful than the one you might encounter in the World of Light. He may even pose a serious threat to the likes of Galeem and Dharkon. He will employ his natural aptitude for combat against you, quickly adapting to the fighting styles and strategies you use against him. Fortunately, defeat here will not result in chain-failure. If at any point you are defeated, or are otherwise incapacitated, you fail, and are kicked out of the portal. Fortunately, you may re-attempt this challenge as many times as you wish.

As a reward for completing the scenario, you will learn a power that is a step beyond your normal EX Mode. When using this power, you will first transform into a state referred to as 'Safer Mode', wherein your lower body is replaced with six large feathered wings, and your right arm is replaced by a dark red wing. You will then unleash a powerful attack, which can hit up to three nearby enemies. This attack, known as 'Supernova', not only deals significant damage, but also can randomly bestow one of the following 'status effects': sleep, flower (deals damage over time), confusion, dizziness, and slowing them down. After the attack lands, you will immediately revert to your normal state. This power is extremely exhausting, and it is unlikely you will be able to use it more than once in a fight.

Looking Good, Jumper!

Requirements: Must have the Persona! perk.

A portal has appeared close to your starting location. Accessing the portal will take you to Mementos. The scenario will not begin until you enter the portal, and time will stand still on the outside whilst you are taking on the scenario, so don't feel rushed to take it on right away. Time spent in the scenario will count towards total time spent in the jump. You may only enter the portal by yourself; you must attempt the challenge alone.

You will encounter Joker when you begin the scenario. It appears that Morgana has been captured, and taken deep into the depths of Mementos. Joker needs your help! In order to complete this scenario, you will need to fight your way to the depths of Mementos alongside him, battling against various Puppet Fighters.

Finally, you will encounter the culprit: you! Or rather, a Puppet Fighter version of you that has everything you purchased in this document. With Joker's help, you must overcome yourself.

Upon completion of the scenario, you will notice that there are not one, but in fact two Morganas trapped down here, and one will decide to come along with you. This cat-like creature unfortunately lacks any Persona-based powers other versions of him might possess. He can however, change into the form of a van, and drive you around. Your Morgana will not take up a companion slot, unless imported as a companion in a future jump.

Alternatively, you may import an existing pet into this reward. This grants it all of the advantages this scenario reward provides, except for not taking up a companion slot (if they already did not take up a companion slot, they retain this advantage). This decision is made upon attempting the scenario. If

you choose to import a pet into this reward, they will go missing when you first enter the portal, and will be found trapped alongside Joker's Morgana, in place of the duplicate. Should you choose this option and fail the scenario, your pet will be returned to you unharmed, but lacking the advantages provided by the scenario reward.

Additionally, just for attempting this scenario, you will receive a Sophia Spirit, which will join you as a follower. Thanks for playing!

Echoes of an Elusive Slime

Requirements: Must have the Magic System perk.

Your objective is simple: in order to complete this scenario, you must find and defeat rare Liquid Metal Slime Spirits. Spirits rematched using the scenario reward from Spirit Battler will not count, and neither will Spirits challenged via the Spirit Board.

You will not be able to find these Liquid Metal Slime Spirits just by wandering around, either. You will only encounter them when engaging in battle with Puppet Fighters controlled by enemy Spirits out in the world. Then, rarely, will a Metal Kirby Puppet Fighter controlled by a Liquid Metal Slime Spirit will appear, a few moments after the battle has begun. The Metal Kirby is much faster than you might expect, and after a small amount of time, it will attempt to escape from the battle. You must quickly defeat it, or else go through the trouble of getting it to appear all over again.

Your reward for completing this scenario will be given out at the end of the jump, and will vary depending on how well you did. The rewards will stack; that is, you are entitled to all rewards you have met the conditions for, not just the best reward you have earned.

Just for attempting this scenario, you will receive a Tockles Spirit, which will join you as a follower. Thanks for playing!

For defeating a single Liquid Metal Slime Spirit, you will receive your very own Slime buddy! This small, blue, pile of goo will be absolutely loyal to you. Unfortunately, they are quite weak, and will serve little purpose in battle beyond cheering you on. Your Slime buddy is a companion, but does not take up a companion slot, unless imported as a companion in a future jump.

For defeating ten Liquid Metal Slime Spirits, you will receive two additional Slime buddies, with the same properties as the first. Your Slime buddies will all get along well with each other. Should you decide to import your Slime buddies (all three of them) as a companion in a future jump, you may import them into the same companion slot, dividing the power of any perks they purchase between them, lowering the potency of the perks somewhat.

Finally, for defeating a whopping one hundred Liquid Metal Slime Spirits, you will receive a Liquid Metal Slime buddy. This one is much faster and tougher than the other Slime buddies, but is still no match for the average Fighter. Like the other Slimes, the Liquid Metal Slime buddy is a companion, but does not take up a companion slot, unless imported as a companion in a future jump. Unlike them, it cannot share a companion slot if you choose to import it.

Alternatively, you may choose to import an existing pet or pets into the Slime buddy or Liquid Metal Slime buddy rewards, of course limited to a single pet importing into each buddy. This will grant them the Slime or Liquid Metal Slime form. It will not grant them the benefit of not taking up a companion slot, but if they already did not take up a companion slot, they retain that advantage. If

you choose to import a pet into any of the regular Slime buddies, you will not be able to import the regular Slime buddies as a group companion sharing a single companion slot.

One Day, Pyra Just Disappeared

Requirements: n/a

Soon after your arrival in this world, you will come across a young man, known as Rex. He is looking for a missing woman called Pyra. He will give you a brief description of her. Of note is the fact that this woman can change her appearance dramatically; in this alternate state she refers to herself as Mythra. Rex asks for your help in locating Pyra, before departing.

Should you take it upon yourself to go searching for Pyra, you may stumble upon a portal somewhere in the world. Accessing the portal will take you to Final Destination.

Here, you will encounter Pyra/Mythra. Attempting to question them, or bringing up Rex will cause them to become suspicious and attack you, and they will not leave this place unless you first defeat them. Fortunately, Pyra/Mythra will allow you to retreat if you are not confident in your ability. However, any time you leave and re-enter the portal, Pyra/Mythra will have recovered from any damage caused to her.

After defeating Pyra/Mythra, Rex will return, with an identical (or similar-looking) woman in tow. It seems that Rex has already found his Pyra, with the one you fought being from a different universe. Rex thanks for your help, and Pyra apologises to you for the misunderstanding.

After completing this scenario, the Pyra/Mythra will decide to join you on your journey as a companion. Your Pyra/Mythra may have their “normal” appearance, or the look of any one of the alternate colours that Pyra/Mythra possesses in Super Smash Bros. Ultimate. Their personality is the same as their canon counterpart, except that they are absolutely loyal to you.

Additionally, you may choose one of the following two options:

A short time later, an alternate Rex shows up, joining Pyra/Mythra. He has the same look and personality as his canon counterpart, though he is similarly loyal to you. Generally, this Rex is content to stay in the background and cheer Pyra and Mythra on, however on occasion he will team up with them to deliver a powerful attack to the enemy. This Rex will share a companion slot with Pyra/Mythra. When importing them in future jumps, you may decide to give all purchases to Pyra/Mythra, or divide the power of any perks they purchase evenly between Pyra/Mythra and Rex, lowering the potency of the perks somewhat. This decision is made each jump.

Instead of receiving Rex, you are imbued with the aptitude of a Driver. This allows you to perform a powerful attack by working together with either Pyra or Mythra. However, such attacks are exhausting for both you and Pyra/Mythra, making it unlikely that you will be able to perform them more than once in a battle.

Smashfest

Requirements: Must have the Ink Weaponry item.

Companions are eligible for this scenario.

A portal has appeared close to your starting location. Accessing the portal will take you to Moray Towers. The scenario will not begin until you enter the portal for the first time, so don't feel rushed to take it on right away. Only one instance of this scenario may be taken, however anyone is free to assist with it.

Inside, the Squid Sisters (Callie and Marie) are hosting some kind of competition between two teams of Inklings, with signups currently underway. It seems that the competition is designed to resolve some kind of argument over which giant hand is better: Master Hand or Crazy Hand.

You are free to sign up to your team of choice, the Orange Team (Master Hand), or the Blue Team (Crazy Hand). Additionally, anyone that has an Ink Weaponry set (whether this is because they purchased the item, or are a canon or Figure Player Inklings companion option) are also free to sign up as well. They can even choose to sign on to the opposite team to you, if they like.

Once everyone wishing to sign up has done so, you and your companions will be instructed to leave. The next time the portal is accessed, the scenario will begin in earnest. Moray Towers will be locked into night, and for the next 24 hours team battles will be continuously held here. Time inside the portal will begin running the same as outside once this occurs.

The team that scores the most KOs at the end of the 24-hour period will be declare the winner. You and your companions may participate as much or as little as you like, however the team you have signed up for yourself will always be disadvantaged, ensuring that they will lose without any intervention on your part. Fortunately, being defeated in these battles will not result in death or chain-failure, so feel free to go out there and have some fun!

When signing up, you will receive a T-Shirt in your team's colour, featuring your preferred hand. Regardless of the outcome of the competition, you will be able to keep this, as will anyone else who signed up. Should your team win, and you didn't cheat by having your allies join the other team and allow themselves to be easily KO'd, the Squid Sisters will take a liking to you. They will present you with a special trophy that will allow you to summon them for a special performance whenever you like. When using the trophy, attempts to have them do anything but their performance will cause them to vanish early, and repeated usage over a small period of time may cause the trophy to stop working for a day or two so the sisters can take a break.

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

The King of Smash

Requirements: Must have the Brawler perk.

A portal has appeared close to your starting location. Accessing the portal will take you to King of Fighters Stadium. The scenario will not begin until you enter the portal, and time will stand still on the outside whilst you are taking on the scenario, so don't feel rushed to take it on right away. Time spent in the scenario will count towards total time spent in the jump. You may only enter the portal by yourself; you must attempt the challenge alone.

When you arrive at King of Fighters Stadium, you will notice that a martial arts tournament is to be held shortly, and you will have the opportunity to sign up. If you look at the signup sheet, you can see the other participants.

From the Fatal Fury series: Terry Bogard, Andy Bogard, Joe Higashi, Tung Fu Rue, Billy Kane, Geese Howard, Rock Howard, Kim Kaphwan, Ryuji Yamazaki, and Blue Mary.

From Psycho Soldier: Athena Asamiya.

From The King of Fighters series: Kyo Kusanagi, Iori Yagami, Goro Daimon, Chang Koehan, and Choi Bounge.

From Ikari Warriors: Ralf Jones and Clark Still.

From the Art of Fighting series: Ryo Sakazaki, King, and Yuri Sakazaki.

Unfortunately, it seems that Mai Shiranui was unable to attend.

This will be a single elimination tournament, with (mostly) randomly determined brackets. Each of the other participants has the strength of an average Fighter, but being defeated in the tournament will not result in death or chain failure, so feel free to have fun!

If you manage to make it to the final round, you will always face off against Terry Bogard (who will never be placed in a position in the brackets to face you before the final round). This Terry is really 'in the zone'; he will be able to throw out some of his best moves right off the bat.

For those who participate in the tournament, SNK will generously provide a NEO•GEO gaming system in pristine condition, as well as a complete library of NEO•GEO games. Should you manage to win the whole thing, not only will you receive a shiny trophy to celebrate your accomplishment, but you will also have the opportunity to recruit as many of the other participants as you like, either as followers or companions. If you choose to recruit the Terry from this tournament, he will lose the buff he possessed during your match.

Should the NEO•GEO, any of the accompanying games, or the trophy, be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

Devil's Cruel Smash

Requirements: Must have the Devil Gene species modifier.

Companions are eligible for this scenario.

A portal has appeared close to your starting location. Accessing the portal will take you to a Battlefield at Final Destination. The scenario will not begin until you enter the portal, and time will stand still on the outside whilst you are taking on the scenario, so don't feel rushed to take it on right away. Time spent in the scenario will only count towards total time spent in the jump if Jumper is present. You may only enter the portal by yourself; you must attempt the challenge alone.

Your goal is to defeat a gauntlet of enemies by throwing them off the edge of the stage. To begin with you will be facing off against a team of Ganondorf, Captain Falcon, and Pit. Once you have defeated one, additional enemies will begin to arrive between short intervals, though fortunately you will never have to face more than five at a time. The order of new arrivals is Min Min, then Marth, then Kirby, and finally Kazuya. These enemies are well-coordinated, and if that wasn't

enough, you seem to be extra-vulnerable to knockback effects during the battle. If you aren't careful, you could easily be sent flying.

If at any point you fall from the stage, or are otherwise incapacitated, you fail, and are kicked out of the portal. Fortunately, you may re-attempt this challenge as many times as you wish.

If you like, you may remain after this group of enemies is defeated. Should you do so, additional enemies randomly selected from canon Fighters will begin to spawn in to fight you. As before these enemies arrive at timed intervals, and are limited to five at a time. At this point, being defeated will not cause you to fail the scenario, just eject you from the area, so feel free to enjoy battling under these tough conditions.

As a reward for completing the scenario, you will gain access to a "personal announcer" that makes announcements in relation to combat you are involved in. This is merely a disembodied voice rather than a real person. You can choose whether those around you hear the announcements, or just yourself. You can adjust the volume, but not raise it to a level where it would harm an ordinary human. You can also toggle it on or off as you please.

This announcer will announce combatant names, the start and end of each fight, the start of any "sudden death" round, and the winner of each fight (whether that is an individual or a team). They will also announce the approach of a new challenger (though this may be an alarm or siren instead if you prefer. These announcements are based on your own perception, so don't expect to get tipped off on possible sneak attacks with this.

The voice of the announcer is decided by you upon completion of this scenario, defaulting to the Tekken announcer voice if you make no choice. Once made, this decision is final.

The Very Best

Requirements: Must have the Pokémon Team companion option.

A portal has appeared close to your starting location. Accessing the portal will take you to Pokémon Stadium. The scenario will not begin until you enter the portal, and time will stand still on the outside whilst you are taking on the scenario, so don't feel rushed to take it on right away. Time spent in the scenario will only count towards total time spent in the jump if Jumper is present. You may only enter the portal by yourself; you must attempt the challenge alone.

Some kind of tournament is about to commence at Pokémon Stadium. It is a bracketed, single-elimination tournament. However, the actual battling is limited to teams of three Pokémon; you will be limited to cheering on your team, giving instructions, or switching Pokémon. Only one Pokémon can be out at a given time, however you are allowed to switch between them freely. When one Pokémon from a team is defeated, the entire team loses.

As you might expect, your opponents will be Pokémon Trainers, each with their own teams of Pokémon. In the first few rounds, these teams will be comprised of the standard Squirtle, Ivysaur, and Charizard line up. However, as you progress through the tournament, not only will the trainers become more talented, but their teams will also become more diverse, and can include any Pokémon that appears as a Fighter.

Fortunately, being defeated here will never result in death or chain-failure, and you will be able to attempt the tournament as many times as you like until you succeed. Each time you start the challenge however, you must restart from the beginning of the tournament.

Should your team be victorious, their camaraderie will improve, and they will learn a new, combined move. This attack, known as Triple Finish, incorporates Water, Grass, and Fire (from the respectively-typed Pokémon). Not only is it powerful, but it is somehow able to bypass elemental resistances and immunities, ensuring that it will always be “Super Effective”. However, this move is exhausting to your team, and it will be unlikely that they will be able to perform it more than once in a battle.

Clash of Flames

Requirements: n/a

Companions are eligible for this scenario.

A portal has appeared close to your starting location. Accessing the portal will take you to Boxing Ring. The scenario will not begin until you enter the portal, and time will stand still on the outside whilst you are taking on the scenario, so don't feel rushed to take it on right away. Time spent in the scenario will only count towards total time spent in the jump if Jumper is present. You may only enter the portal by yourself; you must attempt the challenge alone.

In order to complete the scenario, you must successfully clear a gauntlet of one-on-one battles. The order is pre-set; you begin by facing Little Mac, then Ken, Incineroar, Villager, Bowser Jr., and finally King K. Rool. Fortunately, being defeated here will never result in death or chain-failure, and you will be able to attempt the challenge as many times as you like until you succeed. Each time you start the challenge however, you must restart from the beginning.

Your reward for completing the scenario is a title; a nickname of sorts that will follow you into each new world you visit, quickly becoming associated with you. This title is up to you to decide, but cannot be changed later, so choose wisely. If you wish, you can prevent the knowledge of your title spreading in a given world, but you will not be able to undo any spread that has already occurred in this manner.

The Last Key

Requirements: Must have the Magic System perk, as well as the Legendary Weapon Set item (with specific options taken).

Companions are eligible for this scenario.

In order to participate in this scenario, you must have chosen a melee weapon with the special quality of being able to channel your energy through it as your primary legendary weapon. You may purchase additional qualities for this weapon if you like, it will not render the weapon invalid. Whether or not you purchased additional legendary weapons, or the legendary shield does not factor into this; these additional items will not receive the upgrade from completing the scenario.

When you are ready to begin, simply focus for a moment and wish it. You will find yourself on top of a large stained-glass platform. This space largely resembles the Dive to the Heart section that can

sometimes appear at Hollow Bastion. In fact, this space does not exist; you are actually travelling deep into yourself.

Here, you will find the strength of your heart tested in some way. The specifics of this test will vary person to person, tailored to them as an individual. Combat may play a role; in which case you will find that you have access to the equipment you normally bring into battle. Whatever you face, know that it will not be easy.

The scenario will not begin until you wish it, and time will stand still on the outside whilst you are exploring yourself, so don't feel rushed to take it on right away. Time spent in the scenario will only count towards total time spent in the jump if Jumper is present. You may only attempt this challenge by yourself, though if you are sharing your body with others, you may find that they are present in the test in some kind of neutral or adversarial role.

Fortunately, failure here will never result in death or chain-failure, and you will be able to attempt the challenge as many times as you like until you succeed. Each time you start the challenge however, you must restart from the beginning.

Upon successful completion of this scenario, your legendary weapon will become a true Keyblade. It will gain a new form that you may freely design, as long as it remains vaguely "key-like" (this may either be a key for a lever tumbler lock or pin tumbler lock) and it is roughly the same size as Sora's Kingdom Key. You will be able to switch between the weapon's prior form and this form as you like. If your weapon was already of an appropriate design, you may skip this step.

You will be able to summon your Keyblade to your hand at any time, and can similarly dispel it as you like. Your Keyblade can magically operate any lock you come across, unlocking or locking it as needed.

Finally, you have gained access to a special technique using your Keyblade. By firing a beam from it, you can create a large keyhole-shaped portal, which sucks nearby enemies in. Once inside, the portal becomes a door, which you can lock with your Keyblade. The space inside the door will then explode. After the explosion, they will automatically be launched out from where the portal was created, away from you. Whilst it may seem like a roundabout way to attack enemies, the damage caused is quite high. Using this technique is extremely exhausting. It is unlikely you will be able to perform it more than once in a battle.

Your Keyblade is compatible with form changing keychains, though it is unlikely you will come across them during this jump. While it may be possible for you to master your Keyblade further, unlocking additional abilities, this cannot occur until post-jump. Your Keyblade will never betray you in favour of another wielder.

Additionally, just for attempting this scenario, you will receive a copy of the music track *Dearly Beloved -Swing Version-*, on your preferred form of physical media. If lost or destroyed, a replacement will appear in your Warehouse after 24 hours. Thanks for playing!

Jumper Hits the Big Time!

Requirements: n/a

A portal has appeared close to your starting location. Accessing the portal will take you to an abandoned space station. The scenario will not begin until you enter the portal, and time will stand still on the outside whilst you are taking on the scenario, so don't feel rushed to take it on right away. Time spent in the scenario will count towards total time spent in the jump. You may only enter the portal by yourself; you must attempt the challenge alone.

Somewhere within the space station are a trio of Figure Players: Samus (or Zero Suit Samus if you prefer), Mario, and Mega Man. Unknown to them, they are being stalked by Figure Players of Ridley and Dark Samus. Should you do nothing, these two villains will ambush and defeat the three. If you can reach the three in time, and help them defeat the villains, then any of the three that are left standing at the end of the battle will be grateful for your help, and become new companions, as described in the *Figure Player* option.

There is another approach, however. If you can beat Ridley and Dark Samus to the punch, and ambush and defeat the trio all by yourself, you will impress the pair of villains, who will be willing to join you as companions, again as described in the *Figure Player* option.

If you fail to achieve either outcome, then the scenario is failed, and you receive nothing.

Too Many Anime Swordfighters!

Requirements: Must have the Swordfighter perk.

Companions are eligible for this scenario.

A portal has appeared close to your starting location. Accessing the portal will take you to Arena Ferox. The scenario will not begin until you enter the portal, and time will stand still on the outside whilst you are taking on the scenario, so don't feel rushed to take it on right away. Time spent in the scenario will count towards total time spent in the jump. You may only enter the portal by yourself; you must attempt the challenge alone.

Here, you will find a Figure Player Chrom. He is keen to join the fight, but first wants to show that he is a worthwhile addition to your 'roster' of allies.

Waves of sword wielding Puppet Fighters will soon descend on the pair of you, and you will have to fight alongside him and protect him until he can show off how cool he can be in a fight. Should either of you be defeated, you will be ejected from the portal. Fortunately, being defeated here will not result in chain failure, and you may re-attempt this challenge as many times as you wish.

As a reward for completing this scenario, you will find that no one seems to find powers, techniques, or fighting styles employed by you to be repetitive or boring simply because many others also do the same thing. This does not change how people would view others using these same things.

Additionally, if Jumper completes this scenario, Chrom can be taken as a companion, as described in the *Figure Player* option.

New Bloom

Requirements: n/a

Companions are eligible for this scenario.

A portal has appeared close to your starting location. Accessing the portal will take you to Mushroom Kingdom U. The scenario will not begin until you enter the portal, and time will stand still on the outside whilst you are taking on the scenario, so don't feel rushed to take it on right away. Time spent in the scenario will count towards total time spent in the jump. You may only enter the portal by yourself; you must attempt the challenge alone.

Here, you must fight a gauntlet of Puppet Fighters, one for each of the new Fighters debuting in Super Smash Bros. Ultimate. These are: Inkling, Daisy, Ridley, Simon, Richter, Chrom, Dark Samus, King K. Rool, Isabelle, Ken, Incineroar, Joker, Hero, Banjo & Kazooie, Terry, Byleth, Min Min, Steve, Sephiroth, Pyra/Mythra, Kazuya, Sora, and finally Piranha Plant. Should you be defeated, you will be ejected from the portal. Fortunately, being defeated here will not result in chain failure, and you may re-attempt this challenge as many times as you wish.

As a reward for completing this scenario, you will find carnivorous plants are much less likely to attack you unless provoked. Additionally, if Jumper completes this scenario, you can receive a special trio of Figure Player Piranha Plants. They love to sing, and actually have quite decent voices. You can choose whether they are treated as separate companions, or share a single companion slot, with perks purchased for them being divided between them, lowering their potency somewhat. They otherwise operate as described in the *Figure Player* option.

-Ending-

You have reached the end of your stay here.

Firstly, all of your drawbacks are hereby revoked. Any background memories you have acquired no longer have any influence over your behaviour.

Next, you may be entitled to some additional rewards. If you participated in the defeat of any of the following, you may claim the listed reward.

- Giga Bowser: Giga Bowser Spirit
- Galleom: Galleom Spirit
- Rathalos: Rathalos Spirit
- Marx: Marx Spirit
- Ganon: Ganon Spirit
- Dracula: Dracula Spirit & Dracula (2nd Form) Spirit
- At least one Master Hand: Master Hand Spirit
- At least one Crazy Hand: Crazy Hand Spirit
- Both Galeem & Dharkon: Galeem Spirit & Dharkon Spirit

These Spirits are all copies, and are treated that way for purposes of dismissal. They are all absolutely loyal to you, and join you on your journey as followers.

Should both Galeem and Dharkon be defeated, and the restoration of all Spirits occur, all original (as in, not purchased separately, created, or won from the Spirit Board) Spirits that joined you must decide whether they allow themselves to be restored and sent back to their true home (you will not be able to encounter them again until the end of your chain) or whether they forgo that restoration and instead join you as a follower. Each Spirit must decide for themselves, and you will have the opportunity to persuade them in either direction. Any Spirits considered a 'copy' do not get restored, and will automatically continue on with you.

Finally, choose from one of the three options below:

Keep Playing: You choose to remain in this world. Your chain ends here.

Keep Jumping: You choose to continue your chain. Proceed to the next jump.

Go Home: You choose to return back to your original world. Your chain ends here.

-Notes-

A big thank you to everyone who offered suggestions and criticism.

Special thanks to BLADE and a couple of anons (you know who you are) for convincing me to make this jump.

Super Smash Bros. Ultimate was designed for casual fun above a good story. As such, a lot of the lore falls apart if you think too hard on it. Below, I will cover various inconsistencies, and how I attempt to explain them. Ultimately, how you deal with these is up to you, and as long as you aren't actively trying to game the system, everything should be fine.

Which series are represented in Super Smash Bros. Ultimate?

You can find an official list of series represented by Fighters here:

https://www.smashbros.com/en_US/fighter/series.html

This list may serve as a useful resource for someone taking the Jumper History toggle. The only thing I would note is that Dragon Quest is represented more broadly than just Dragon Quest XI, with heroes from III, IV, and VIII also appearing.

Of course, if you include Assist Trophy items and Spirits, then many more series are represented. The list of spirits I have linked to in the 'How many Spirits are there?' note helpfully includes the series each Spirit originates from.

What do I mean by copy Spirits?

Super Smash Bros. Ultimate only mentions a single universe, so for many Spirits only a single copy could canonically exist. Indeed, within World of Light itself (barring the shops you can unlock) only one of each Spirit exists.

However, within the broader game of Super Smash Bros. Ultimate, collecting multiple Spirits is something that happens. For those wishing to collect all of the Spirits, it is actually necessary as some Spirits obtained by summoning require the same cores (Black Kyurem & White Kyurem both require a Kyurem core, for example).

Since I wanted to tap into this idea of 'collecting them all', I decided to handle this by dividing Spirits into two categories: those original Spirits which can canonically be found within World of Light, and those you have purchased, created, or earned separately from these. Since these 'non-canon' (I use the term loosely, because they can indeed appear in-game) Spirits don't actually have a place in their original world to be sent back to, as it is already taken up by someone else, I decided to refer to them as 'copies'.

I know the terminology might be a bit weird, but please bear with it.

How many Spirits are there?

If you mean within the World of Light, that's a bit unclear. There are a bit under 600 that the player can collect, but in the ending cutscene many more were shown.

If you mean within Super Smash Bros. Ultimate, there are well over a thousand unique Spirits to collect. More are added with each DLC Fighter, and on top of that others are added infrequently (primarily via Spirit Board events).

You can find a full list of Spirits here:

[https://www.ssbwiki.com/List_of_spirits_\(complete_list\)](https://www.ssbwiki.com/List_of_spirits_(complete_list))

On Enhanceable Spirits:

I couldn't find an appropriate place to bring this up earlier, so I'll do it here. Some Spirits, when they reach their full potential (reach level 99), can be enhanced into a more powerful Spirit at the cost of their growth (going back to level 1). All Spirits that can be enhanced within the Super Smash Bros. Ultimate game may be enhanced in this way, at your discretion.

You can find a full list of enhanceable Spirits here:

https://www.ssbwiki.com/Enhanceable_Spirit

Should you acquire non-canon Spirits, you may fanwank that a portion of these are enhanceable, if you wish. Legend class Spirits will never be enhanceable, though Spirits may become Legend class after they are enhanced.

Spirit forms granted by the Spirit Form perk will never be enhanceable. Spirits from this perk scale off of the existing power of the individual, so there is no need to enhance them anyway.

Restored Spirits (whether acquired directly through this document, or via the Spirit Restoration perk) lose enhanceability if not enhanced prior to restoration. This is to prevent issues cropping up, such as an individual becoming two after the restoration (for example Boom Boom becoming Boom Boom & Pom Pom).

Single character versions of multiple character Spirits (such as those acquired by the Spirit or Spirit Board items) lose any enhanceability they may normally have had. This is to prevent issues cropping up, such as an individual transforming into what should be a fusion (for example only Koume from the Koume & Kotake Spirit becoming Twinrova).

On Fighter, Hand & Embodiment Power Levels:

The strength of Fighters in many cases differs from what they are capable of in their source media. For example, Bayonetta and Palutena appear to be notably weaker in their Smash incarnations, whereas Olimar and Wii Fit Trainer appear to be significantly stronger. This essentially acts as a sort of 'rubber-banding', that brings the Fighters into a close range of power. Within this range, there may well exist varying tiers of power, however whether these do, and who belongs in which tier are decisions I shall leave for you to determine for yourselves.

For Giant Hands, I am operating under the assumption that while an individual Fighter could defeat one, it would normally take two or three for the Fighters to consistently win against one. For Embodiments, I am operating under the assumption that they could easily beat any individual Fighter or Giant Hand, but are threatened when faced with many Fighters at once.

On Freeing Fighters:

It is not exactly clear what is happening when you battle to free a Fighter. My interpretation is that you are fighting that Fighter, controlled by Galeem/Dharkon. It could also be the case that you fight a Puppet Fighter, though you never receive a Spirit as a reward. You may decide for yourself what is the case, as long as you are not getting anything extra out of it.

On Ghost Spirits:

Spirits of ghosts, such as King Boo & Gengar, exist. I don't really understand why this would be the case (beyond wanting to include them as collectibles). I suppose their 'ghost bodies' were taken from them, however that works.

On Item & Vehicle-based Spirits:

I've decided that these Spirits must be at least somewhat sentient, as they are explicitly shown controlling Puppet Fighters. If you decide that this is not possible, and/or choose to have them not appear at all in your chain, then you can do so. The only thing I advise against, is attempting to use the existence of these types of Spirits as a way to easily farm items, especially extremely rare and/or powerful ones. Should you restore such a Spirit, the cap on its potential power still applies.

On Kirby Puppet Fighters:

Since Kirby was the only one to escape Galeem's attack, there should not be any Kirby Puppet Fighters. Yet, there are. The obvious explanation for this is that the developer wanted to use Kirby in Spirit Battles.

There is a fan theory that the Kirby Puppet Fighters are actually Meta Knight Puppet Fighters. The problems with this are firstly that Meta Knight being a member of Kirby's species is currently also a fan theory and not yet confirmed, and secondly why Galeem would take Meta Knights gear off of him, for seemingly no reason. For those about to counter with Samus/Zero Suit Samus, they are different people within World of Light, as I explain in another note.

I have decided it is best to just ignore this and say Kirby Puppet Fighters are around even if there is not a good reason for this. If you wish, you may remove Kirby Puppet Fighters from the forces of Galeem & Dharkon, or replace them with Meta Knight Puppet Fighters.

On Lapras:

Okay, so at some point in-game, Kirby and his allies must cross a body of water to get to the island on the south-east part of the World of Light. They need a Lapras Spirit to do this. Technically, any Lapras will do (such as one you have bought in the shop, or obtained from the Spirit Board), but the game will helpfully point you to a nearby Lapras Spirit in the World of Light if you do not have one. When you use the Lapras, it physically appears on the map, outright defying the lore explanation that Spirits have lost their bodies. The way I have chosen to handle this is to designate that one

specific Lapras as an aberration, and allow you to buy a copy of it separate from regular Spirit purchases.

On the number of Hands under the control of Galeem & Dharkon:

We can estimate that Galeem brings out around 700 Master Hands in the first battle against the Fighters due to Marth's statement: *"We'll each need to take down about ten."*

Galeem sacrifices at least the vast majority of this force to attack the Fighters. A few Master Hands are not directly shown being sacrificed for energy but the scene cuts away, but whether that means they are sacrificed or not isn't definitive. Regardless, the Fighters encounter a Master Hand before they battle Galeem directly for the first time. Later, Galeem and Dharkon battle by throwing hands (Master & Crazy) at each other. There are too many to count them individually. However, as they are seriously fighting each other here, I believe it is reasonable to assume that the number of Hands is far lower on each side, so sacrificing them for a big attack can't be done. Otherwise, they would have attacked each other in such a way, or would do so later when pressed by the Fighters. I'm guessing that they have maybe 200 each?

It is interesting to note that should this be true, Galeem must have had a much larger force than Dharkon at one point in time. This is supported by Dharkon actively hiding from Galeem, only appearing when he becomes vulnerable. The fact that Crazy Hand is generally treated as a rarer "Secret Boss" across the Super Smash Bros. series is also supporting evidence as to why there may be a lot less of them than Master Hand, at least prior to the events of World of Light.

On Samus, Zero Suit Samus, Zelda & Sheik:

For those who have only dabbled in Super Smash Bros., you may be surprised to know that both Samus/Zero Suit Samus & Zelda/Sheik have been separated into individual Fighters. This change occurred in Super Smash Bros. for Wii U & Nintendo 3DS. More importantly, for the purposes of this jump, they are treated as entirely separate people within World of Light. Not only are there Puppet Fighters for each of them, but each of them must be individually freed from Galeem or Dharkon's control.

On Spirit Power Levels:

It is important to remember that the power of a Spirit does not translate to the power they once had prior to becoming one. For example, Pauline (an ordinary human with a good singing voice) is a Legend Class Spirit, whilst Spirits such as Zygarde (50% Forme) and some members of the Phantom Thieves of Hearts (including Haru Okumura, Makoto Nijima, & Futaba Sakura) are all Novice Class Spirits. In another example, Ho-Oh & Lugia, who are generally depicted as approximately equal across media, vary in Spirit class (Ho-Oh is a Legend, Lugia is an Ace). This is all fairly arbitrary of course, so if you want some kind of lore explanation that kind of works, the best I've been able to come up with is a vague idea of "cosmic importance" making someone's soul more powerful than someone else's. Restoring a Spirit reverts them to their canon power (capped at a Smash Fighter), and their power as a Spirit does not factor into this. It is quite possible for someone to be more valuable to you as a Spirit than in a restored state, or vice versa.

For Spirits without a class, such as Fighter Spirits and Master Spirits, you are free to fanwank how powerful they are, but they must fit into one of the exiting classes (Novice, Advanced, Ace, or Legend).

On Spirit Rewards for Defeating Bosses:

There is no lore reason why you would get a Spirit for defeating one of the bosses. The reality is the developers just wanted to give you something nice for making progress in the game. I've seen the argument that the bosses are actually Puppet Fighters, but I don't agree. For one, they are not visually distinct from the original, unlike all other Puppet Fighters shown. Also, it would not explain why Dracula gives you two Spirits for beating him, and why Galeem and Dharkon give you their Spirits after beating them. Galeem and Dharkon cannot possibly be Puppet Fighters. In order to compensate for this interpretation, I've allowed you to earn those boss Spirits at the end of the jump. Should you decide my interpretation is wrong, that's okay, but you may not take those reward Spirits if you have already collected them in-jump from the bosses.

On Minecraft Item Set's craftable items:

The following item recipes are given to you via the Minecraft Item Set:

- Anvil: Requires a unit of Iron. Best used to drop on your enemies.
- Minecart: Requires a unit of Iron. Can be used for quick transport, or to dash into enemies, but requires rails to do so.
- Rails: Requires dirt, wood, stone or iron. Must be placed in order to use Minecart effectively.
- Powered Rails: Requires gold and redstone. Accelerates a Minecart passing through it to further increase its effectiveness.
- TNT: Requires lower grade materials such as sand, dirt, or stone. This block of explosives deals serious damage, and can be used both offensively, but takes a long time to explode. It can be set off faster with physical force, fire, or use of a pressure plate.
- Pressure Plate: Requires lower grade materials such as sand, dirt, or stone. This plate will set off nearby TNT if stepped on.
- Redstone circuit: Requires redstone. This can be used to connect TNT to a faraway pressure plate, enabling the TNT to be used more effectively.
- Tools (Sword, Axe, Pickaxe, Shovel): These tools are crafted as sets, and require different materials depending on the type of material you wish the tool to be. You have recipes for wooden, stone, iron, gold, and diamond tool sets. These tools must be crafted at a Crafting Table. Generally, the better the material, the better the tool, though gold tools work slightly differently. Gold tools are only as strong as wooden tools, and break quickly, but can be swung noticeably faster than the other tools. Your tools can either be used as weapons, or to help you acquire more resources. The tools are not designed for long-term use and will often break, requiring you to craft additional ones. If you possess the Mine, Craft, Create perk, you may store one of each tool (ignoring the material it is made from) within the personal inventory that comes with the perk.

On Sephiroth's Power:

For the purposes of this jump, Sephiroth is considered to be within the same range of power as the other Fighters. It is true that Sephiroth one-shotted Galeem in his reveal trailer. However, there are two mitigating factors. The first is that the 'canonicity' of the trailer is dubious. The trailer does not appear in-game in any way, and within the game Sephiroth is no more powerful than other Fighters. The second is that the feat of defeating Galeem may not be as impressive as it first appears. All Fighters are capable of defeating Galeem, should they be positioned to. After all, they do end up doing so in-game. Sephiroth defeats Galeem with a surprise attack, which may well just be him being well-positioned.

In the Sephiroth Challenge scenario, the special Sephiroth featured is one that is very much 'hype realised', and is either on Galeem/Dharkon's level, or very close to it. In this way I am also able to display a 'hyped trailer' version of Sephiroth, as well as cover the Sephiroth Challenge special event, which occurred in the five days prior to Sephiroth's 'official' in-game release.

On Pyra, Mythra, Pneuma, and Rex:

Assuming things have not been changed via the continuity toggle, the canon Pyra/Mythra (that is, the one recruitable via the Canon Fighter companion option), has already bonded to, and shared her Core with Rex. You cannot recruit solely Pyra or Mythra via this option, as long as doing so causes one of the personalities to be displaced. If for some reason one of the personalities no longer exists, or is granted a body of their own, you will become able to do so.

For Figure Players purchased using Pyra/Mythra as a base, you may choose for the Pyra/Mythra to have bonded with and/or shared their Core with the accompanying Rex, provided you chose to receive the Rex as part of the Figure Player purchase. Otherwise, the Pyra/Mythra will not have bonded with or shared their Core with anyone. If you choose for the Rex to not have received part of Pyra/Mythra's Core, he will survive just fine without it. Even if the Pyra/Mythra is unbonded, you cannot bond with them yourself unless you have acquired the appropriate Driver aptitude from somewhere (such as via one of the scenario rewards). You may choose for the Pyra/Mythra to only have a single personality; if you do so you can choose for the Figure Player to only have the Pyra or the Mythra form and powers, or to be able to change between the Pyra and Mythra forms at will without any personality change.

For Spirits, all Pyra, Pyra (Fighter), Mythra, Mythra (Fighter), and Pneuma Spirits you acquire (whether it be via purchasing the Spirit item, the Restored Spirit companion, earned from the Spirit Board, or found out in the world) will be unbonded and will not have shared their Cores. All Rex and Rex (Master Driver) Spirits will not be dependent on a Core to survive. This avoids the headache of matching up Spirits together, what to do if you purchase or acquire more Rex Spirits than Pyra/Mythra/Pneuma Spirits, and so on. Even though the Pyra/Mythra/Pneuma is unbonded, you cannot bond with them yourself unless you have acquired the appropriate Driver aptitude from somewhere (such as via one of the scenario rewards).

For each Pyra, Pyra (Fighter), Mythra, and Mythra (Fighter) Spirit you acquire (whether it be via purchasing the Spirit item, the Restored Spirit companion, earned from the Spirit Board, or found out in the world), you can choose for that Spirit to only have the named character's personality without a counterpart. If a Spirit you have made this decision for is restored (whether via the Spirit Restoration perk, or simply by purchasing them as a Restored Spirit), they will lack the ability to use

the form and powers corresponding to their counterpart. This decision must be made when you first acquire the Spirit. If you do not make this decision, or make no decision at all, then the Spirit will possess both personalities, and will be able to switch between forms and powers should they be restored.

For each Pneuma Spirit you acquire (whether it be via purchasing the Spirit item, the Restored Spirit companion, earned from the Spirit Board, or found out in the world), you can choose for the Pneuma form to be a permanent one, with the Pyra/Mythra personalities permanently combined into a single whole. This decision must be made when you first acquire the Spirit. If you do not make this decision, or make no decision at all, then a restored Pneuma Spirit will be able to switch between Pyra, Mythra, and Pneuma states as normal. Note that Pneuma is not exempt from the power cap on the Restored Spirit companion option and Spirit Restoration perk, even if her Pneuma form is temporary.

The One Day, Pyra Just Disappeared scenario is written with the intention that the reward Pyra/Mythra has not bonded to/shared her Core with Rex, and has no knowledge of him prior to your encounter with her (her attacking you is due to a belief you are trying to capture her at the behest of an unknown party). However, the scenario has been written vaguely enough that you can decide for her to have met a Rex and bonded and shared her Core with him already. If you choose for this to be the case, you cannot accept the Driver aptitude option as part of your reward. You cannot choose to receive only Pyra or only Mythra as a reward from this scenario.

-Changelog-

0.1

Created the jump.

0.2

(i) Renamed Angel to **Celestial**, to account for both species choices within it, and changed Black Hole + Mega Laser, to give you some extra freedom in designing your own personal move. (ii) Renamed Kirby's species to **Dreamlander** to account for both species choices within it, and moved its position to be alphabetical. (iii) Changed the Z Move option in the **Pokémon species**, so that any Pokémon may choose it. (iv) Increased cost of **Embodiment** species to 1200cp, and likewise increased companion cost of **Galeem & Dharkon** to 1200cp. (v) You can now purchase **Brawler** multiple times. (vi) **Pro Platformer** has been strengthened, giving you some control over your falls. (vii) **Recovery Special!** has been lowered to 100cp/200cp, and moved into the 100cp section (viii) Reworded **Spirit Link**, in an attempt to be clearer (ix) 1st option of **Comeback!** has been altered to allow use without the Percentage System. (x) **Persona!** has been improved a bit. You can use the weak spell when the Persona is not out, and the Persona now provides a buff to your other attacks when fully manifested. (xi) **Psychic Powers** has been reworked, to make it more freeform and customizable. (xii) Hand Army has been replaced with the far weaker **Handful of Hands** item. (xiii) **Legendary Weapon Set** has been revamped. (xiv) **Spirit Board** has been updated to include new Spirits in future jumps from those settings. (xv) Added a new 600cp item, **Staff of the Divine**. (xvi) Added 2 new drawbacks, **Good Boys and Girls**, as well as **Glitched!** (xvii) Reworded **On Fighter, Hand & Embodiment Power Levels**, in an attempt to be clearer.

0.3

(i) Added a new 100cp item, **Hylia Set**. (ii) Edited **Vegetables** item to briefly explain what a Mr. Saturn and a Bob-omb is. (iii) Lowered **Galeem & Dharkon** companion cost back down to 1000cp.

1.0

(i) Removed cap for non-Spirits restored via **Spirit Restoration**. (ii) **Smash Castle** will retroactively add stages from jumps you have already visited, post-jump.

2.0 – Byleth Joins Smash House! Edition

(i) Reworded **Gunner Gear** slightly to more accurately represent what it contains. (ii) Added a Hookshot to the **Hylia Set**. (iii) **Legendary Weapon Set** has been retooled, allowing for you to choose weapons other than swords, and get multiple weapons. **Staff of the Divine** has been removed, having been folded into this item. (iv) Added a new companion option, **Progenitor God**. (v) Added two new drawbacks, **Bungled Ballot & Classically Minded**. (vi) Added **Scenarios** section, as well as six new scenarios: **Jumper of the Stars**, **Ultimate Conqueror**, **A Helping Hand**, **Spirit Hunter**, **A Rare Collectathon**, and **Fire Emblem: Three Spirits**.

2.1 – Byleth Recruits... Byleth! Edition

(i) Added a recall ability to **Minion Master**. (ii) Added the **Early Start** drawback/toggle, allowing you to begin before Galeem's first attack. You cannot take the Jumper of the Stars scenario with this toggle.

3.0 – Min Min Arms Herself! Edition

(i) Added two new perks: **ARMS Ability & Pocket**. (ii) Added three new items: **Box of Smart Bombs**, **Hammer/Golden Hammer**, & **Set of ARMS**. (iii) Altered **Box of Black Holes** slightly to prevent Black Holes activating whilst still inside the box. (iv) Altered **Spirit Board** to allow up to 3 allies instead of just one, to more accurately reflect the Spirit Board shown in-game. (v) Added **Everyone Is Here!**

mass companion import option, and renamed the existing import option to be more distinct from this option, as well as rewrote it slightly to account for both import options. (vi) Added a new Drawback: **Always Armed**. (vii) Added three new Scenarios: **Banana Mob Smash**, **New Mayor of Smashville**, & **Ramen Time!** (viii) Minor formatting changes to changelog section.

3.1 – S.M.A.S.H. Edition

(i) Added Inkbrush, Blaster, and Sloser to **Ink Weaponry**. (ii) You may now take as many **scenarios** as you like, provided you can qualify for them.

4.0 – Steve Rocks the Block! Edition

(i) Added a new species modifier: **Minecraftian**. (ii) Added two new perks: **Gender Swap & Mine, Craft, Create**. (iii) Reworked **Palette Swap**, to allow for greater freedom and flexibility in its use. (iv) Tweaked **Spirit Link** slightly, allowing you to cede some control safely if you wish to. (v) Added a new item: **Minecraft Item Set**. (vi) Added a new drawback: **Grotesque Steve**. (vii) Added three new scenarios: **Classic Mode**, **Spirit Battler**, and **The House That Jumper Built**. (viii) Added a new note: **On Minecraft Item Set's craftable items**. (ix) Minor formatting changes.

5.0 – Sephiroth Descends to Battle! Edition

(i) Added two new perks: **"Hitbox" Enhancement**, and **Winged Form**. (ii) Slight update of **Brawler**, to clarify multiple purchases. (iii) Updated **Swordfighter**; it now allows the mastery of specific, unconventional swords used by Fighters, and can be purchased multiple times. (iv) Added a new drawback: **The Mario Effect**. (v) Added three new scenarios: **Luigi's Castle**, **Smash Those Summons!**, and **Sephiroth Challenge**. (vi) Added a new note: **On Sephiroth's Power**.

5.1 – The Gift of Despair Edition

(i) Added a **cover page**, and removed the existing title image. (ii) Minor clarification to **"Hitbox" Enhancement**. (iii) Winged Form has been updated to allow greater freedom in its aesthetics, and has thus been renamed **EX Mode**, and moved to be placed alphabetically.

5.2 – One-Winged Angel Edition

(i) Removed outdated references to Winged Form in the **Sephiroth Challenge** scenario.

6.0 – Pyra Blazes Into Battle! Edition

(i) Added a new species modifier: **Blade**. (ii) Added a new perk: **Down Special Defence!** (iii) Updated **Spirit Form**, adding an additional tier that can grant the base part of the perk to others. Explained interaction with Spirit enhanceability. (iv) Updated **Spirit Restoration**, it now allows a restored Spirit to access their Spirit form whenever they like. Explained interaction with Spirit enhanceability. (v) Added two new items: **Smash Invitations** and **Phantom Thief Set**. (vi) Updated the **Spirit Collection Book** item. Companions possessing a Spirit form can now reside inside the book whilst inactive. Noted that non-companion and follower Spirits get automatically ejected at the end of each jump. (vii) Updated **Spirit** item, to explain interaction with Spirit enhanceability for single character versions of multiple character Spirits. (viii) Updated the **Spirit Exploration Centre**, **Spirit Summoning and Dismissal Centre**, and **Spirit Training Centre** items. They now have an additional tier that allows you to purchase all three facilities as a bundle. (ix) Updated **Spirit Board** item. You can now acquire single character Spirits from Spirits made up of multiple characters. Explained interaction with Spirit enhanceability in this case. (x) Added two new companion options: **Create Fighter**, and **A Different Self**. (xi) Updated **Restored Spirit** companion option, it now allows the companion to access their Spirit form whenever they like. Explained interaction with Spirit enhanceability. (xii) Clarified that you can optionally reject scenario rewards. (xiii) Added three new scenarios: **Looking Good**, **Jumper!**, **Echoes of an Elusive Slime**, and **One Day, Pyra Just Disappeared**. (xiv) Added a new note:

Which series are represented in Super Smash Bros. Ultimate? (xv) Updated the **On Enhanceable Spirits** note, further explaining interactions with Restored Spirits, the Spirit Form perk, and single character versions of multiple character Spirits. (xvi) Minor typo fixes.

7.0 – Kazuya GETS READY FOR THE NEXT BATTLE Edition

(i) Added a new species modifier: **Devil Gene**. (ii) Added a new perk: **Taunt Attack**. (iii) Updated the **Comeback!** perk. It now has an additional option covering Kazuya's Rage. (iv) Updated the **Persona!** perk. It now provides a boost to your agility and acrobatic ability. (v) Updated the **Giga Jumper** perk, to clarify that the perk does not cause any infinite loop effects. (vi) Added a new item: **Arcade Legend Set**. (vii) You may now import appropriate items into items received as scenario rewards. (viii) Added three new scenarios: **Smashfest**, **The King of Smash**, and **Devil's Cruel Smash**. (ix) Renamed the Banana Mob Smash scenario to **Banana Century Smash** for consistency. (x) Added a new note: **On Pyra, Mythra, Pneuma, and Rex**. (xi) Minor typo fixes.

8.0 – Sora Is Finally Here! Edition

(i) Added a new species modifier: **Timeless**. (ii) Added a new perk: **Homing Attack!** (iii) **Legendary Weapon Set** has been slightly adjusted; you can now grant permission for others to temporarily use these items as you can. (iv) Companions can now take most scenarios; most scenarios have been slightly rewritten to accommodate this change. (v) Added three new scenarios: **The Very Best**, **Clash of Flames**, and **The Last Key**. (vi) Minor typo fixes.

8.1

(i) A television and an additional three controllers of your choice have been added to the **Super Smash Bros. Ultimate Game Bundle**. (ii) The **Spirit Board** is now replaced if lost or destroyed, and a clarification has been added regarding the difficulty of additional Spirit battles. (iii) Added the **World of Fanfiction** drawback/toggle. (iv) Minor typo fixes.

8.2 – Five Years of WoL_Annon Edition

(i) Added a new perk: **Level Up**. (ii) The **Spirit Form** perk now specifies that controlling multiple bodies is possible. (iii) **Figure Player** companions are entitled to the Level Up perk. (iv) Added three new scenarios: **Jumper Hits the Big Time!**, **Too Many Anime Swordfighters!**, and **New Bloom**.