

F-Zero
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The Story Thus Far

Since time immemorial, mankind has feared that which it did not understand. We peered into the darkness and had nightmares about what kind of monsters could lurk there. Such things are not truly a thing of the past, but the human race has discovered fire again and again, and beaten back that darkness. These days, in the year 2560, mankind has spread out among the stars, making friends and enemies as they go. I won't lie to you and tell you that the universe is at peace, but neither are we at war.

But, that's besides the point! You see, during the more peaceful eras, a gathering of rich men who wanted some excitement in their lives got together and devised a plan. A racing prix, unlike any other. Faster cars, sharper turns, fewer wheels! The F-Zero Grand Prix is that plan - a deadly race hosted by the richest of rich men, where the prize is more money that most men could spend in a lifetime. So. Hold onto your seats.

You are about to witness the fastest, most punishing race in the history of the Galaxy - F-Zero!

+1000 cp

Origins

Bounty Hunter
You are a bounty hunter, someone who hunts down criminals when the law can't and brings them to justice. You are also a racer, though if that's your main gig or just something you do on the side I couldn't tell you. You seem to race just as often as you bring criminals in, if not more often. You'll find that's a consistent trend.

Samurai
You are a samurai, one of the ancestral warriors of Japan who act with honor and dignity in the defense of their lord. You are also a bandit, because apparently Japan isn't as important as it used to be and you have no lord. In addition to both of those, you are also a racer for some unknown reason. Maybe the pay is better?

Assassin
You are an assassin, an ancient and sometimes noble but usually illegal profession where you kill people for money. With your car, because apparently the most effective way to kill people these days is to run them over. Or to cause them to crash and then to run them over on the next lap. Vehicle oriented murder is apparently an untapped market.

Doctor
You are a doctor, specifically one of medicine who seeks to treat the world of its ailments. Or you were at least, until you got bored and decided to become a racecar driver for some reason. Perhaps to get some action back into your life, perhaps to escape the pressure of having people's lives in your hand, or perhaps because of your fathers dying wish. Get in the race car, jumper.

Age and Gender
Your age may be chosen freely, and your gender is the same as the last jump, or may be swapped for 100 cp.

Discounts
100 cp perks and items become free when discounted. All others are discounted to half off.
You may also take one 400 cp general item and one 600 cp shared item at a discount.

Perks

Bounty Hunter

100 cp - The Man From Port Town…?

Captain Falcon might be well on his way to becoming one of the most famous bounty hunters in the galaxy as well as being the best driver, but despite being so famous nobody really seems to know who he is or where he's from. His helmet hides most of his features and he never seems to take it off. Quite the mysterious fellow. Much like him, you're capable of being surprisingly stealthy when you want to be, up to and including walking through a large crowd in full regalia and having barely anyone pay attention to you. It's probably some bullshit space martial arts technique, don't worry about it. On the flip side, you're also surprisingly good at noticing when people try to do something similar, making their own attempts at stealth stand out all the more. Great for tracking down criminals.

200 cp - Ten Minutes Until The Race

Operating on a time crunch is never fun, but Captain Falcon seems to make it work. Perhaps it's part of his training regime - whenever he goes to a planet to participate in a race, he makes sure to catch at least two criminals before the race begins. You wouldn't think he had time for that, but he, and now you - well, I already said it. You make it work. Once you've hunted someone down and defeated them in some manner, you can hand them over to the police and then proceed to skip a great deal of the paperwork and procedure. Everything still gets done, and the bounty still gets paid, but you're just not there for it. Why? Because you have a race to get to. This can also be used to get out of other, less pressing concerns, such as awkward conversations or finishing the description for this perk. Bye!

400 cp - Do A Spin

The F Zero is dangerous. Being a bounty hunter is dangerous. But such things are relative, because quite frankly, you're more dangerous than both of them put together. You're an expert martial artist, an even better shot and quickdraw, and can even drive dangerously when you need to. The spin attack isn't something that has currently reached it's true power, but you can at least perform a basic one that the world currently knows about. The side attack is probably more reliable for now, and a blast turn is essential to taking tight corners. More impressively, however, is that you can straight up jump out of your car to attack people in melee without worrying about silly things like g forces or physics. Mind you, this isn't always the best idea, but you can switch from car fu to kung fu without blinking twice if you need to.

600 cp - Ten Thousand Points

The rules of the F Zero Grand Prix are basically non-existent, but there's a bonus of sorts for those who play to the audience rather than to their position in the pack. As long as you do well, you're given encouragement to keep participating. Generally speaking this is the price money for winning, but the rich folk who sponsor the race also have connections that they use to make things easier for you - every three or four races you win, they'll cut you a discount on what you need to make a new machine. Just in case yours blows up, you understand. However, that isn't quite what I had in mind. From now on, for every three wins you make in a competition of this or that kind, you can undo a loss. Win three rounds of cards and lose the fourth? Time rewinds to give you a second shot. Win five races only to crash and burn on number six? You'll wake up on the starting line right before the announcer yells go, rather than in a hospital.

Samurai

100 cp - Stop Stealing My Kill!

Ah, the honorable samurai and his gang of bandits… wait, something about that doesn't seem right. Eh, it's probably fine. Anyways, you had a part time job as a mercenary for a while, which combined with a dash of talent for the way of the samurai and years of practice at being a bandit, means that you're actually pretty good at figuring out where criminals like to hide. You've probably hid there a time or two yourself after all. Between your sword skills, your ability to find them easily, and your gang of thieves, the only reason you won't be able to take the mark down is if someone else gets there first. Speaking of, you're even better at tracking, able to stay one step behind a fleeing target… or another merc you need to take revenge on.

200 cp - Gamble It All On Green

I get it. It's been a hard day. You had to outrun your former employer from a gig gone bad, the cops, and a few other jokers who saw the price on your head and decided to take some shots. It's perfectly reasonable that you would sit down with a cold one and demand that your new friends deal you in. Unfortunately, you're apparently shit at gambling, because you lost. Big time. The good news? Apparently being in debt lights a fire under your ass, because the more of them you have and the bigger they are, the more competent you become. Maybe it's the fear of what they'll do to you when they realize that you can't pay, but even if you've never raced in your life you could hop into a car and come in third with no problems. Maybe even second if the person you're in debt to is your wife.

400 cp - Racing Is A Human Right

You know, you'd think that being a fairly famous bandit who robs just about everyone who swings by his corner of space would mean that they'd turn you down when it comes time to sign up for the race, but, well. Apparently that's just another one of their safety failings. In any event, whenever you're either in the process of signing up for one competition or another or actually participating in said competition, all of your crimes are placed on hold. You could be a pickpocket, a bandit lord, a serial killer, or even an angry god, but when it comes time to race, none of that matters and all the law enforcement in the world can only boo you from the sidelines. There's even a grace period for making a speedy getaway afterwards.

600 cp - King of Red Canyon

Hey, do you think it's easy being an interplanetary criminal? That just anyone can wake up one day and decide that they're going to be a fearsome bandit that even the police themselves will fear? Well, they can, but that's not the point. Getting away with it is much harder. But it seems you make it work. You're cultured enough to not only fight with a blade skillfully or quote poetry to make yourself seem smarter, but teach others to do those things. Not quite the entire samurai education, but the good parts. Combine that with just as much skill at leading mooks and minions and helping them raise themselves up into competent bandits, and you've got the makings of a force to be reckoned with. You can't quite walk into any old bar, rustle up a crew, and lead them to gold and glory, because you do actually need something to work with and not just any old schmuck will do, but honestly? You can come close. Oh, and those you teach to help you break the law will stay fairly loyal to you unless you massively fuck things up multiple times in a row - as long as you've got a track record of fixing those fuckups, you're golden.

Assassin

100 cp - Crash Into Goodbye

When you pull up to the starting line, you only have one goal for the race - to make sure that your target never crosses the finish line. Oh sure, it would be nice if you won the race yourself, but honestly the payout for killing your target and for winning are the same, so who cares if you pull in second? With that in mind, you have a very… destructive driving style. It's fairly easy for you to swerve and swing your car around in ways that make it very hazardous to be anywhere near you. More importantly, you can do this without slowing down - well, not from your driving at least. You might need to slow down to make sure that your target is beside you in order to ram into him with maximum force.

200 cp - It's Just Bad Racing

So, fun fact - the safety regulations on the F Zero Grand Prix are basically nonexistent. This is one of the main reasons why the prize is so high, to tempt people into racing despite the extreme risk. It's also why vehicular assassination is a valid strategy, because it's less illegal to run people off the road and into, say, an active volcano, than it is to just shoot them. And, you know, crashing into things at a few hundred km/h tends to ruin cars pretty well. More importantly however, is that even when you aren't in the F Zero itself, nobody seems to give a shit about your preferred driving style. So keep helping people reach "terminal" velocity, you won't see a wink of backlash for it.

400 cp - Avoid The Flashing Cars

Being a good racer is a great way to win races, but we're not interested in winning right now. Nah, we just want to make things as much of a pain in the ass for the other racers as possible. Through countless hours of practice… and also because I say you can, you now have a very useful technique. You can instantly, at will, damage any car you touch to the point that it will explode in one good hit from a vehicle of mostly equal weight class. This includes your car if you feel like doing some suicide driving, but I suggest you sneak around the pit area before the race starts instead. Probably more efficient.

600 cp - Turtle School Of Reckless Driving

Some years in the future, the F Zero races will be shut down for a handful of years after the consequences of their lack of safety regulations finally bites them in the ass - specifically, every driver in the race will end up out of action due one singular massive accident, leaving nobody to cross the finish line. In a race created to up the action as far as it will go, having the whole thing grind to a halt gave certain people an excuse to shut it down. But, we don't actually care if it shuts down. Mostly. What we do care about is that you're capable of acting as a walking omen of destruction, with enough knowledge of military tactics, assassination tricks, downright dirty methods, and the proper connections to people of dubious occupation that you can arrange for an accident of such scale… effectively whenever you want. With a bit of prep time, any situation you enter can be made to cascade into a truly epic clusterfuck that will likely kill more than a few people and just as many reputations.

Doctor

100 cp - For The Honor Of Beauty

Tell me, what is the most basic skill that any real doctor with a decent chunk of skill to their name should possess? The ability to dodge all the ladies who throw themselves at you, of course. What, does that seem off to you? Must be a you thing. Much like how being smooth and sophisticated and something of a flirt is also a thing that you can do with trivial ease. Whether you're charming your way into someone's good graces, charming your way out of a sticky situation, or dropping insults that they'll have to think about for a minute to really figure out, you rarely lose your cool. And yes, if you really need it, then you're not that bad of a looker anymore either.

200 cp - Theoretical Stratagems

Medicine? Well, yes, but also SCIENCE! You're now something of a physicist - just a hobby, nothing official - which allows you to have a level of insight into the art of racing that most others lack. Merely by casting a glance upon a vehicle you can get a rough estimation for how aerodynamic it is and how much it weighs. Not a perfect guess, but enough to simply look upon it and be able to declare it not a threat to your own racing strategies, simply because it will never be able to catch up to you. With that said, it's also good to keep in mind the racers that look like they could crush your vehicle in one strike, if you're unfortunate enough to fall far enough behind to be in their strike radius.

400 cp - I Execute Code, Thus I Cheat

Technical specifications, hardware limitations, fuel to mass ratio - for you, these things are more like polite suggestions! You see, after countless hours of refining your creations, you have acquired something very unusual - well, actually, no, this has no bearing on your skill whatsoever, it has more to do with someone else's lack of skill at programming. Whenever you enter into any kind of race, your maximum speed is automatically set to be the same as the fastest racer. What's that? Your vehicle can't support that kind of output, and it will blow your engines to generate that much thrust? Nonsense, you'll be just fine. Lets just say there was a glitch in the coding of reality. Oh, and if you wish, you can also extend this benefit to everyone else in the race - they're all just as fast as the fastest guy. Perhaps not wise, but it ought to make for a fun race.

600 cp - Crash Course In Medicine

You, my good sir, are more than a mere doctor. You are the kind of person who, upon spending a few years serving the common man, decided you had become bored and went back to school for another degree and another speciality. You did this several times. The end result of this is that you are absurdly competent in many fields, making you highly sought after. If you wish, in future jumps, you may add two medical degrees and one scientific degree to your backstory, something that will make almost any medical institution willing to hire you at the drop of a hat. More importantly, however, is that level of absurd skill that you possess. You could operate on the victims of a fourteen car pileup using nothing but a bar of hand soap and the wreckage of the cars themselves to work with and walk away without a single fatality.

Items

Bounty Hunter

100 cp - This Old Thing

Captain Falcon is a very prideful man, though he doesn't often come across as such. Through the years he's worked his body into a weapon, both in terms of combat and for his driving skills. That's why, despite being perfectly willing to just shoot a guy, he very rarely does so as time passes. With that in mind, though you may find yourself with no use for it eventually, you possess a weapon of your own. It possesses both stun settings, for taking targets alive and mostly undamaged, and more normal bullets to simply hurt people. It also has an odd tendency to draw the eye, and would make for an excellent distraction.

200 cp - Set An Alarm

Most of the racers have a team or a crew of some kind helping them out. Gotoh has his gang, Pico has some of his former squaddies, and our dear captain has… a robotic assistant. His primary purpose seems to be managing Captain Falcon's schedule, ensuring that he has targets lined up on each planet he visits and that he has time to actually go out and catch them. Basically, it's a very competent secretary. It can also function as a mechanic, making sure your machine is in tip top shape before each race if you're not inclined to do that yourself.

Samurai

100 cp - Rising Sun Bandana

A Samurai needs a crest of some kind, be it that of their family or the lord they serve. You've no such thing, so instead you'll simply have to make do with the rising sun itself, the flag of Japan. It's naught more than a simple bandana, but it serves to inform everyone who looks upon you that you hold some measure of Japanese ancestry, even if they barely know what the heck a 'Japan' is. Additionally, if you put it on upside down - don't ask me which side is up, you'll just instinctively know - then everyone who sees it will immediately begin to get pissed off at you for wearing such a terrible sigil so blatantly.

200 cp - Red Canyon Gang

Hey hey, guess what? Backup dancers. By now you should be fairly skilled at leading gangs of miscreants onwards to gold and glory, so let's give you some guys to mess around with. This scraggly group of misfits is a few dozen strong, and make for fine minions, when they aren't acting out the part of the unwashed bandit and boozing and whoring their way into debt. Still, they have their own honor that they keep to, so they won't kill anyone for something so simple as coin. And in the meantime, well. It's good to have someone at your back, no?

Assassin

100 cp - Beautiful Bloodspray

The F Zero is a race without rules, intentionally made as bloody and dangerous as humanly possible to maximize the excitement of the viewers. With that in mind, there's a certain kind of person who would normally never be allowed to race on account of how they're both a danger to themselves and to others, but… in the F Zero, that kind of personality is just good business. Perhaps as thanks for the number of seats you've filled in the past, or as a bribe to retire even more racers, the commission behind the F Zero Grand Prix has arranged for you to receive recordings of your races. Specifically, recordings that are full of shots and clips that focus on how destructive you are, and how badly the other racers were injured afterwards. Isn't that nice of them?

200 cp - Pit Crew

It takes a very special kind of mind to decide to merge a tank and a race car together, and an even better engineer to succeed. One of those minds is an old military buddy of yours, and after your squad was retired, well, he retooled the thing for you to make it into an actual race car. Actually, several of your old buddies showed up to help. They're still here, even. You have a small handful of people you once served with as your pit crew, willing and able to help you get your vehicle back in action after a wreck… or just help you shoot up some guys. They were soldiers too, you know. And, if you've a mind for it, they'll do their best to convert other military vehicles or military grade equipment into race cars. If you ever get bored of yours.

Doctor

100 cp - Emergency Kit

A good doctor shouldn't go anywhere without at least a basic medical kit, and if you're planning to be a doctor then I should hope you'll be included in that. That's why I've taken the liberty of placing a small kit inside your machine - nothing much, just helpful things that can handle minor injuries. It certainly isn't sufficient to handle a fourteen car pileup and the many many injuries that would result from that. Unless you were an absurdly competent doctor, at least. Oh, and, uh, by 'I placed it inside your machine', I mean that I made one kit for every vehicle you own. So you shouldn't ever be in danger of running out or worse, going without.

200 cp - Sabbatical

Doc Stewart is one of the best doctors around, but after the death of his father he temporarily gave up his career as a doctor in order to become an F Zero driver. Something about proving the mathematical superiority of his fathers car, the Golden Fox? Not really sure. In any event, I give to you… a medical career. It is technically on hold due to the fact that you're a racer, but if you ever get bored of that then you'll be able to go right back to it without so much as a blip. You're a good enough doctor that they'll happily take you back, after all. …Right?

General

Free - Machine

A racer needs a race car, now don't they? So, have one. Like all F Zero machines, yours utilizes super-magnets to travel without wheels, hovering one foot above the track as your space-grade engines push you forwards at hundreds of kilometers per hour, at speeds that are ever increasing as technology marches on. Your machine is number 99 - or number J if you prefer, or perhaps -1 - and is almost entirely up to your specifications as to how it's designed. As long as the basics are there then you're free to do whatever you want. There are some limits, I'm afraid a 'perfect' machine doesn't quite exist, so as a general rule you can assume that between acceleration, top speed, and gip, your machine excels at one of them, sucks at one of them, and is just fairly moderate at the third. As a side note, top speed is the best thing to be the best at, at least in my opinion. The machine will not respawn if destroyed, but the F Zero Commision will literally pay you in spare copies of your machine every few races you win. Try not to run out.

Shared

400 cp - Jumper Flyer

Each course in the F Zero Grand Prix is suspended hundreds of feet into the air through the power of antigrav. And, each course is on a different planet. So you might have an interest in a proper spaceship in order to help you move between worlds, rather than just rely on the F Zero Commission for transport. Or paying for it. With that in mind, you are now the proud owner of a small spaceship. It's not terribly big, it really only has space for two people and a couple of spare machines in its storage hold - and even that's pushing it if you want to stay there for more than a few days - but the ship makes good time across the galaxy. Doubly so if you're on your way to a race. Additionally, the cockpit for this spaceship is actually your machine - your race car slots into it somehow, and the controls you'd use for racing also steer the ship.

400 cp - Practice Course

In later years the use of vr tech to practice your driving will become… relatively common, but for right now if you want to show your moves outside of a proper race, you need to get your machine and get onto the track to go for a spin. With that in mind, we've rigged up a simple course for you. It's floating somewhere on a planet of your choosing, or perhaps just out in space. Additionally, it may have as many or as few obstacles as you want - jumps, rough terrain, a lack of walls, landmines, so on and so forth. Said landmines will be replaced automatically if you drive into them, though quite frankly I kind of suggest not doing that.

600 cp - Warehouse II

To be honest, I'm not sure that you actually need this, but if you've an inclination to buy one of them then who am I to stop you? You may outright purchase one of the worlds that are currently utilized by the F Zero Grand Prix to host their races. The planets currently on offer are Mute City, Big Blue, Sand Ocean, Death Wind, Silence, Port Town, Red Canyon, White Land, and Fire Field. Each planet has their own charm - Big Blue is almost entirely covered in water, and by the end of the jump will be well on its way to becoming the ultimate beachside vacation. Silence, meanwhile, is so named because absolutely nothing on its surface makes noise. No life, no animals, not even the wind blows. Fire Field used to be the single largest exporter of raw materials until the mining company triggered a hypervolcano and covered most of the planet's surface with lava. By comparison, Port Town is an entire planet that is, in fact, a port town - hence the name, and its status as a center of intergalactic trade.

600 cp - F Zero Grand Prix

Ah, the big leagues! Though, not in the way that you might think. With this, you're filthy stinking rich. So rich that your whims could leave a significant impact on the economy of multiple planets. So rich that you could make murder temporarily legal, for your viewing pleasure. That's right, you're one of the sponsors who made the F Zero This will, amongst other things, ensure that there is an equally cutting edge and dangerous race in future jumps, because you are rich and bored and presumably bribed anyone who tried to say no to you. Try not to get too many people killed for your entertainment, alright?

Companions

100 cp / 300 cp - Companion Import
If you want to bring some of your companions into the jump with you, you can. You may import two of them for 100 cp, or eight of them for 300 cp. Regardless of how many you import, each companion gains 600 cp to play with and all the same choices you get, with the exclusion of them taking companions of their own or any drawbacks.

100 cp - Companion Export
If you're more interested in making new friends, I can also arrange that. With each purchase of this I'll arrange for you to have a meeting that leaves a good first impression with a canon character of your choice - which, admittedly, is really only four people at the moment. Five if you include the announcer. Still, if one of them strikes your fancy, then by all means.

100 cp - Gearwrench Gadgets
Something important to keep in mind is that very few of the F Zero drivers are the ones who actually designed their machines. Doctor Stewart's father was one of the few who was both a designer and a racer. Additionally, the F Zero Commision will pay racers in new cars to keep them racing depending on their rankings. Ever wondered how they got those cars? Well, let me introduce you to one of their chief mechanics, Gadget. She's an alien that's oddly reminiscent of a mouse, but don't let that fool you into thinking that she doesn't know her stuff. She's the one who is primarily responsible for the creation of the copied cars in most cases. You probably met her at some point while she was trying to hunt down the schematics for yours in order to do her job more efficiently and hit it off. While she's quite forbidden from fine tuning yours to be more efficient, she's happy to offer advice from the sidelines or collect the inevitable wreckage in order to see if anything can be scavenged.

Drawbacks

+100 cp - Red Blooded Rage
The human race might have made contact with extraterrestrial life and joined up with galactic society, but nobody ever said that we did it well. There are all sorts of hold outs, paranoid conspiracy freaks, supremacists, or just politicians who didn't get the deal they wanted when humanity joined up with the other races. And of course, there are always the other races who look down on humanity. Regardless of if you're human or an alien, you're extremely racist against the other and the thought of them being better than you in any way pisses you off to no end. If you ever lose a race to a human - assuming you're an alien, of course - then you can be sure that you'll very much want to force them to crash in the next race. Possibly to the detriment of you actually winning.

+100 cp - Ranked Out!
The rules of the F Zero are, quite frankly, whatever the rich fuckers who made this thing want them to be on any given day. That said, they've fairly consistently had a special rule that they've been using. Each race, four racers are declared as being 'special' in some manner. Perhaps the most famous, perhaps the ones with the longest odds, something along those lines. More importantly, if these racers ever drop below 20th place, they fail the race instantly. No prize money, no advancing to the next course, no nothing. For you, however, they've decided to be even more of a pain in the ass - if you ever drop below fifth place after the first lap, you rank out. Fair? No. It doesn't even apply to the other racers.

+100 cp - It Must Be A Race
You have a very odd set of priorities. Naturally, you're obsessed with racing, but more importantly that obsession leaks into everything else. You're the kind of guy who could straight up forget that you had a bank account with some fat stacks in it because you only consider the prize money from the F Zero to be 'real' currency. Instead of challenging people to duels, you challenge them to races. Scientific advancement? Naturally, it exists to build a better race car. Anything other than that is just a waste of time and energy, don't you think? This will abate somewhat if you're fresh out of the winners circle, if only because the races are only held every so often.

+200 cp - Fire City Scramble
So it turns out that the F Zero Commission has decided that a death race just isn't as exciting as it used to be. And since they have money to burn, they're going to use that to make things even more extreme. Specifically, they're going to destroy the course as you drive on it. Meteor showers, timed detonators, collapsing pathways, the longer you race the more the course will collapse out from under you. Only a madman would want to rebuild the course for every race held on it, but someone is willing and able to do just that. That's why they'll be holding the race directly on top of an exploding volcano, or in the path of a hurricane. Perhaps the entire course will shift and bend as the anchor points are tossed about by an earthquake? This won't leave courses entirely unplayable by default, but you'll have to thread the needle fairly finely if you don't want to outright fall off.

If you think you can avoid this by just not racing, the natural disasters will follow you and do their damage wherever you are. Don't try to get out of this.

+200 cp - Tilt Forward To Fly!
Having joined one of the most dangerous races ever created, one would naturally assume that you have the skills to back up your confidence. Perhaps you participated in a less dangerous race beforehand, and are a veteran of those races. That isn't true for you. You aren't a racer. You're just some guy with a dream and a car. You might not even have a driver's license! You don't have any skills, you don't have any plans, the only thing you know how to do is hit the gas and try not to crash your car into every single wall and obstacle. And pray, I guess.

+200 cp - Backmarked
Sometimes, to make the races more exciting, racers who ranked out or crashed are given shitty mass produced machines to drive for the sole purpose of being living obstacles in the race. These cars are usually known as bumpers. And unfortunately, the drivers inside them in the races you'll be participating in appear to largely be drawn from people you caused to crash or have otherwise humiliated in some manner. As such, they're kind of out to get you. Now, being shitty mass produced cars, they're rather slow and aren't the most durable. But there are a lot of them, and they've re-entered the race solely to screw with you. Try not to make more enemies than you need to, because every single one of them and then some are going to show back up in a bumper.

+300 cp - Broadcast Satellajumper
Well that's… Uh, let's call it interesting. They do say that imitation is the most sincere form of flattery after all. You have a copycat. They aren't another jumper or anything, but they seem to have something resembling your own powers, abilities, and even items - only slightly better. If your car can drive at 500 kmh, theirs can drive at 520. That sort of thing. Now, there are tradeoffs, their machine might accelerate slightly worse, but in general that drop in acceleration is smaller than the increase in speed. This trend extends to everything you have and can do - they even have their own warehouse that's bigger than yours. As for what they're planning to do? Well, they seem to want to humiliate you in some manner. You can be sure that if you ever enter a race, they'll be there to make sure you come in second. Or in any manner of competition. Or all of them. Basically they're better than you and are going to rub it in your face 110% of the time. Why 110? Because you can only do it 100% of the time and they're better than you.

+300 cp - Great! Xtreme! Wahoo!
Under normal circumstances, the F Zero races would be shut down in seven years after a truly horrific accident wiped out every single racer in the Grand Prix. Then they would have a codified set of rules and regulations slowly ironed out over the next three years, reopening as F Zero X at the end of the jump, just in time for you to leave. And some shit would go down, the space devil would show up, and Captain Falcon would race against god. Unfortunately, all of that is going to happen NOW instead. The BS Group - the Black Shadow Group, occasionally known as Dark Million - are going to kick things into high gear immediately and try to take over the universe with the power of F Zero. Time travellers will show up, someone will make an evil clone of you, space magic may or may not be discovered and then used to make boosting more efficient - and somehow being a pain in your ass will be a critical part of every villain's plan. Probably because they think you'll try to stop them. Or just because you ranked higher than them on the last racer popularity poll. Who knows how guys like them think? Oh, and a significant number of the worst apocalypses from Mario and Starfox will also be occurring. I wish you the best of luck with those.

The End

Stay Here
Move On
Go Home