Super Mario World Jump

Version 1.0.0



From the instruction booklet:

After saving the Mushroom Kingdom from Bowser and the rest of the Koopas in Super Mario 3, Mario and Luigi needed to recuperate from their adventures. Together they agreed that the best place to vacation was a magical place called Dinosaur Land.

But while Mario and Luigi reclined on the beach for a relaxing nap, Princess Toadstool disappeared, apparently seized by evil forces. After searching for hours for their missing friend, Mario and Luigi came upon an enormous egg in the forest.

Suddenly the egg hatched, and out popped a young dinosaur named YOSHI, who proceeded to tell Mario and Luigi a sad tale of how his dinosaur pals were sealed in similar eggs by a group of monstrous turtles.

"Monstrous turtles!," exclaimed Luigi. "Bowser and his bunch have returned!" Mario slowly nodded his head in agreement and, along with Luigi and Yoshi, set off across Dinosaur Land to find the Princess and to free Yoshi's friends. As they began their journey, Yoshi handed Mario a beautiful cape. "This may help you," Yoshi said. "Some say it has magical powers."

With a little luck (and help from a magic cape), our hearty crew can defeat the seven worlds of Bowser's Krazy Koopa Kritters. Many locations are well-hidden so explore everywhere and try everything. Not all locations have to be explored to rescue the dinosaurs and save Princess Toadstool, but there are many "starry" treasures to be found in far-reaching places. You'll need to search all areas to find what kinds of treasures are there... in Super Mario World.

Thus begins the story of Super Mario World. You will be arriving here soon after Toadstool's abduction. You will be spending 10 years here. More than enough time for Mario and Luigi to deal with Bowser – again – and for the vacation to really get started. What you will do here is up to you. But you'll need something to decide your place here so take these:

+1000 Choice Points

Good luck and good jumping.

Location:

Roll 1d8 on the table below or pay 50 CP to choose freely.

1. Yoshi's Island
2. Donut Plains
3. Vanilla Dome
4. Cookie Mountain
5. Forest of Illusion
6. Chocolate Island
7. The Valley of Bowser
8. Star Road (or Free Choice).



Age and Gender:

If you drop-in your age and gender remain unchanged from the end of the last jump, otherwise your age and gender are yours to decide freely.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Plumber (Drop-In) (Free): You aren't from this world, at least until a retcon in the sequel. Maybe you're from Brooklyn. Maybe you're not. Either way, you're not from around here. You can arrive as an established hero, like Mario and his brother Luigi, with memories and background connections, or you can be brand new to this world.

Native (Free): You're one of the native inhabitants of Dinosaur Land, or maybe the Mushroom Kingdom, not affiliated with Bowser. Maybe you're hiding from his conquering forces, or maybe you were sealed in a ? Block or egg until recently freed.

Minion of Bowser (Free): You're part of the Koopa Troop. You might not be a Koopa yourself, but you're part of Bowser's (evil) forces. You've likely been assigned to patrol a small stretch of ground, back and forth, while waiting for Mario. But maybe you've got a more exciting job?

Koopa Clan (100 CP): You're not some mere foot soldier in Bowser's army. You're family. Whether you're a koopaling, a koopa cousin, or somehow a member of another species adopted by Bowser, you're part of Bowser's family. This might be good for you. But it also means he has expectations of you. You may, if you choose, insert as one of the 7 Koopalings (though this won't give you any of their special abilities) and automatically start in the castle they would hold.

Species:

Plumbers get no discounts on Species. Natives get a discount on any species of dinosaur, such as a Yoshi; no koopas don't count. Minions of Bowser get a discount on any species other than Dolphin, Yoshi, or Koopaling. Koopa Clan may take Koopa Troopa, Paratroopa, Super Koopa, or Koopaling for Free, or take Charging Chuck, Dry Bones, Hammer Bros, Lakitu, or Mechakoopa at a discount. 50 or 100 CP races which are discounted are Free instead.

Human (Free): You're a human. Like Mario, Luigi, or… Princess Toadstool? Actually are any of these really normal humans? Well you gain no special powers form this, though if you want big headed, Mario-esque proportions you may take it as an alt-form through this.

Magikoopa (Free): This won't give you their magic, but you do seem to resemble them. That is a tall, shell-less koopa. Without magic, or a wand, you don't really seem to possess any notable powers or special abilities, being as easily dispatched as any other foe.

Blurp/Cheep Cheep (50 CP): You are a fish roughly the size of a non-super Mario. You're not a particularly impressive swimmer even.

Goomba (50 CP): Or maybe it's Galoomba? You're definitely not a goomba that's familiar from the older games. For one thing you're much much tougher. A goomba stomp from Mario will merely flip you over, requiring being thrown – hard – into an object or a spin jump to kill you. You do, however, have short, stubby legs not built for jumping or running, and no hands.

Rex (50 CP): You are a tall dinosaur albeit with short limbs. You are, by default, strong enough to survive a stomp from Mario though it will compress your body shortening you until you can get yourself straightened out. You can use this to survive other high impact blunt force trauma coming from above, though be warned Mario's spin jump is still powerful enough to kill a Rex, and once compressed you can't perform the trick again.

Buzzy Beetle (100 CP): You are a quadrupedal creature with an extremely protective shell. This shell will protect you from the fireballs of fire flowers, and even Mario jumping on you will simply force you back into your shell and knock you out for a time. A spin jump can still destroy your shell however.

Koopa Troopa (100 CP): You are a bipedal turtle. You can survive a jump from Mario but such force will launch you out of your shell, at which point you can no longer support yourself vertically and are forced to crawl on all fours. A spin jump is capable of crushing your shell, and killing you at least with just this.

Ninji (100 CP): You are a small, star-shaped entity of a dark purple color that is good for blending in with shadows. While you can't quite leap at the level of Mario, or a Jumpman, you are a skilled and impressive jumper.

Paragoomba (100 CP): Or maybe it's paragaloomba? Either way you're the same as the goomba option above except you possess feathered wings. While these wings aren't powerful enough for true flight they do allow for bounding leaps; not nearly on the level of a Jumpman but still a lot better than nothing.

Spiny (100 CP): You are a quadrupedal turtle with spikes coming from your back. You are able to withstand the force of Mario's normal jump and even the destructive impact of his spin jump. You're completely vulnerable to fireflowers however.

Koopaling (200 CP): You are kin to Bowser and the 7 Koopalings. You might simply be another off-shoot of the same species, but you are a bipedal turtle with a spiked shell. These spikes point behind you so they won't save you from Mario stomping you, but you are able to pull yourself into your shell and launch yourself spinning a direction for a short time. You are also tougher than a normal koopa, capable of surviving more blows.

Monty Mole (200 CP): You are a bipedal mole somewhat smaller than Mario when he is not empowered by a mushroom. You possess the ability to hide in the earth and launch yourself from the ground in ambush, and are an excellent natural digger.

Parakoopa (200 CP): You are a koopa troopa except your shell possesses wings which allow you to make great bounding leaps or to even fly. Being knocked from your shell will destroy these wings, but since you're paying CP for this they'll regrow eventually.

Porcupuffer (200 CP): You are a giant puffer fish significantly larger than even super Mario. You are tough enough to survive even spin jumps with deadly spikes on your back, and are able to swim faster than even Mario. You are, however, a fish.

Super Koopa (200 CP): You are a koopa troopa who instead of having a shell has a cape. This reduces you to crawling on the ground, and makes you more vulnerable to harm, but allows you to fly at high speeds.

Dino-Rhino (300 CP): You are a ceratopsian dinosaur larger than super Mario, though small for a ceratopsian dinosaur. You are tougher than a human or basic foes, able to survive Mario's stomps, though not his spin jump. Unfortunately, or perhaps fortunately, when wounded you shrink down to a non-super Mario sized ceratopsian. In this form you are significantly faster, able to jump further, and can breathe out a jet of dangerous flames.

Dolphin (300 CP): You are an extremely fast swimmer, able to perform massive leaps from the water ones which would be impressive even for Mario's running jumps on land. You are also tough enough to survive Mario's spin jump. Despite not being a dinosaur, this species is discounted for Natives.

Fishbone (300 CP): You are a skeletal fish. You swim quicker than a cheep cheep or blurp, and are immune to the fires of a fireflower. You are also a skeleton and no longer possess any biological functions or needs.

Hammer Bro (300 CP): You are a big turtle, larger even than super Mario. You're rather slow when it comes to moving, but you are capable of generating hammers and throwing them.

Spike Top (300 CP): You are a quadrupedal turtle with a spiked shell similar to a spiny. However you are not only able to survive Mario's spin jumps but are impervious to the fire of fireflowers, though not cape spin and some of Mario's more dangerous attacks. You are able to climb on sheer surfaces, however, climbing walls or sticking to ceilings as simply as walking on the ground.

Sumo Bro (300 CP): You are a big turtle, larger even than super Mario with a spike on your head. You're capable of surviving not only stomps but spin jumps but have no resistance to energy. You're rather slow when it comes to moving, but you are capable of stomping the ground, and should there be a space close beneath where you stomp fire will fall from the ceiling beneath you and spread across the ground when it hits it.

Wriggler (300 CP): You are a gigantic, yellow caterpillar-like monster. A flower grows on your head and when it is destroyed by an enemy you become possessed of great rage which increases your speed significantly. You are also tough enough to ignore Mario's jumps and even spin jumps and the fireballs of fire flowers. No hands, though.

Blargg (400 CP): You are a massive lava dwelling dinosaur capable of swimming through the molten stone. You are immune to fire, being capable of living in lava, and

even the cape spin and spin-jump. You do seem to not do too well in the cold, like the temperatures outside of lava.

Charging Chuck (400 CP): You are a big, burly koopa with built in (American) football gear replacing your shell. You are capable of running at much higher speeds than most koopas, jumping great heights – though not quite the level of Mario – and possess enough toughness to survive several fireflower fireballs or stomps/spin-jumps from Mario being similar to a boss in that regard, though without the ability to push him away while stunned from a blow. For an additional 100 CP (discounted if this was) you can generate either footballs or baseballs which you are capable of kicking/throwing as offensive weapons, being filled with destructive force.

Drybones (400 CP): You are a skeletal koopa troopa. You are immune to the fireballs of fireflowers, and being stomped – or even spin jumped – merely temporarily disconnects your body parts. A cape spin can scatter you however. You are capable of generating bones and throwing them, and being undead you have no biological functions or needs.

Lakitu (400 CP): You are a turtle, similar to a koopa, but more vulnerable to damage. However you possess a cloud which you can float in and fly within, able to move through the air with the greatest of ease, faster and with more maneuverability than any parakoopa could dream of. You are also able to generate spinies and throw them as spiked balls that unfurl into their spiked turtle selves on the ground. You can only generate so many at once and they will eventually fade.

Mechakoopa (400 CP): You are a wind up mechanical imitation of Bowser. You are immune to the fireballs of fireflowers and being stomped – or even spin jumped – merely temporarily disables your systems. A cape spin can destroy you however. Being mechanical you have no biological functions or needs.

Megamole (400 CP): You are a giant Monty Mole capable of surviving Mario's spin jump or fireballs completely unharmed. The cape spin and other more powerful means of assault are still dangerous to you.

Yoshi (600 CP): You are a yoshi, or a yoshisaurus. You are capable of running indefinitely, performing jumps to rival a Jumpman, and while you lack their spin-jump your feet are nigh invulnerable and your basic stomp is nearly as destructive and powerful as even that mighty technique. Beyond that you possess the ability to shoot your tongue out like a frog and eat many dangers and threats – including entities larger than you are. Finally you are tougher than Mario or a human, able to survive wounds that would kill them.

For an additional 100 CP (not discounted for Natives) you can be a blue, red, or yellow yoshi. This will give you the power associated with yoshis of that color (flight, fire breath, and ground pounds respectively). During this jump you'll need to have something appropriate in your mouth, such as a koopa shell, but post jump you'll possess that power without need of a shell, though in the case of fire breath it will have a recharge period between breaths.

Boo Buddy (800 CP): You are a boo. You are a ghost that is completely invulnerable to most anything Mario can do, cannot be swallowed by Yoshi, and can pass through walls and solid objects. Unlike most boos you are not automatically cripplingly shy. It takes something special to bring you down. You are also undead and as such have no biological functions or needs.

Big Boo (1000 CP): You are a giant boo larger than even super Mario. You possess the ability to turn invisible while you cover your face and remain still. You are otherwise identical to a Boo Buddy above.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Actually a Plumber (50 CP): It's unclear if Mario actually knows anything about plumbing. He seems to simply be more expert at traveling through giant pipes and fighting giant turtles. You, however, are definitely a master plumber, whether that's fixing pipes, cleaning clogs, laying new pipes, or other elements of a plumber's profession.

Ludwig von Jumper (50 CP): You are a talented composer. This won't make you the best there ever was, but you have a natural talent at musical composition as well as enough skill and training necessary to make a living in the profession.

Pretty as a Peach (50 CP): You're quite good looking. Your skin is flawless and without blemish, your hair naturally lustrous and healthy, and your proportions symmetrical without being to the point of the uncanny valley. You may not be the fairest in all the land, but you're pretty enough to fit the classic image of a princess.

Singer (50 CP): You are a talented singer. This won't make you the best there ever was, but you have a natural talent at singing as well as enough skill and training necessary to make a living in the profession.

Plumber Perks

Power Up Pocket (100 CP): You possess a personal pocket dimension which floats high up directly over your head. You can transfer an item into this pocket dimension when it is empty, or cause the item inside of it to drop down towards your head. This fall will not hurt the object, or anything it lands on.

Secret Path Finder (200 CP): There are a lot of secret paths in Mario, and Super Mario World loved its Secret Exits. It'd be a shame if you couldn't find them. Thankfully you're good at finding secret pathways. Whether it's a warp pipe, a secret door, a false wall, a platform that's just above the edge of sight, or something else you excel at finding passageways, paths, means of ingress and egress, and the like which are hidden or unintended. If there's a way from A to B, you're the kind of person to find it.

Jumpman (400 CP): You possess the same inhuman physique as Mario. You are able to perform extremely high, and far, jumps, landing with powerful stomps that are capable of knocking koopas from their shells or stomping less defended enemies completely. But that's really the least of Mario's superhuman capabilities. Like Mario you can breathe underwater without difficulty, and possess extraordinary stamina when it comes to movement, able to sprint, swim, leap, climb, and fly via a cape without pause for seemingly indefinite periods.

When you run your jumps possess even greater height than would be expected with your extreme jumping ability already, but this is still the least of your leaping powers. You are able to change direction in the air in mid leap, turning around and reversing your momentum to move in the completely opposite direction. You are also able to perform a spin jump, by leaping in the air spinning in a circle. This spin jump isn't quite as high as normal, but possesses even greater destructive power when you land, able to break koopa's shells, and destroy many enemies that would otherwise be immune to even your stomp, and should you possess enough weight or power you can even break hard blocks beneath you. This spin jump has another aspect in that it protects your feet, rendering you extremely resilient to things that would wound or injure them. Metal spikes, piranha plants, fire balls, lava bubbles, blades… all of these and more can be landed on safely, bouncing you up into the air still in your spin jump. This can even allow you to land on certain energy attacks and magic spells, though it can be hard to tell which ones beforehand so test this with care.

Finally you possess the ability to punt objects straight up without harming the object, unless it hits something. The object will fall again harmlessly to itself and whatever it'd

land on, but if it hits something it will hit it hard. This punt can launch things dozens of feet into the air, even normally heavy objects, though you do have to be able to comfortably carry an object to punt it thus.

Outrageously Awesome Tubular Funky Guy (600 CP): You possess the qualities Mario holds in the hands of the best players and speed runners. Your timing and spatial awareness are impeccable. You could observe a course of patrolling enemies, timed traps, and deadly pits and you could run through it, knowing precisely where you needed to be and when to avoid it all. Of course this 'pixel perfect' spatial awareness, and precise timing likely helps with other things. And you naturally have the reflexes – peak human at least – to make use of this awareness and timing.

This also gives you extremely precise control of your movements and speed when running, leaping, or otherwise rushing about. This control and awareness of your body helps you to deal with hazardous or difficult weather or environmental conditions that would impede your movement. It'd be a lie to say that running on ice, fighting a current, or struggling in quicksand wouldn't have any effect on you, but compensating for such things is as simple for you as breathing.

Native Perks

Friendly Face (100 CP): There's something about you that's easy to like. Maybe it's your smile. Whatever it is, you seem to be more charismatic. It's not impossible for people to not like you, or even hate you, but whether it's the way you express yourself, your demeanor, or something else you do seem to have a leg up in getting people to like you. Maybe you'll become a new breakout character.

Low Priority Target (200 CP): Yoshi is the most powerful tool in Mario's arsenal, and yet once Mario is dismounted from him, Mario's enemies will just ignore Yoshi completely. Now you have something like that. As long as you play the side character people seem happy to focus on the main character over you. Oh if there's no one more important around they might decide to deal with you, or seal you in an egg, but as long as there's someone who is – seemingly – more important than you around, people have a tendency to only strike at you if you're in the way for getting at the 'real' target.

Help! Help! (400 CP): Why seal the yoshis into eggs instead of just killing them? Who can tell the mind of King Koopa? But your enemies seem to be rather hesitant to kill you. Oh you can probably push them hard enough if you try, but they seem to naturally prefer to take you alive than dead. Of course, if you do find yourself captured by foes, you will find that your friends, allies, and even just the enemies of your enemy, have a way of learning about your capture, and seem to be more effective when it comes to coming to your aid.

Minion of Bowser Perks

Leaps Out At Ya (100 CP): Piranha plants in warp pipes, monty moles under the ground, goombas hidden in blocks, and even just charging chucks from off the side of the screen, if there's one thing that Bowser's forces seem to be generally skilled at, it's ambushes. You excel at finding places to hide where you can remain out of sight until your enemy is in the range and springing out in an attack.

Thrown Weaponry (200 CP): If there's a second thing they're good at it's throwing stuff. You possess an excellent throwing arm, able to launch thrown objects with force and speed. You also possess wonderful aim with thrown weapons. This won't stop someone from dodging necessarily, but you're good at hitting the point you're aiming at.

Eternal Patrol (400 CP): Back and forth. Back and forth. Back and forth. It goes on forever doesn't it? And that's for the koopa troopas, the thwomps have it even worse. Thankfully, whether the other members of the troop get bored or not, you don't. You are completely immune to boredom, and the weight of monotony, your brain able to handle being forced to do the same thing – or nothing at all – over and over and over and over and over again unto eternity. You might prefer to do something else, but you won't find it weighing on you or degrading your sanity or even your alertness. You are able to stay fully alert and on guard despite gulfs of time, and it doesn't even seem to put you under mental strain to remain on guard in this way.

Koopa Clan Perks

Boss Menace (100 CP): A boss has to have presence. While most of the Koopalings aren't particularly *menacing* or *scary*, even so when they show up there's a feeling of how it's time to get serious. You carry something of this with you, as when you show up the air seems to freeze and the world seems to take notice. Somehow your entrances feel dramatic even when you don't do anything to make them so.

Firebreath (200 CP): You possess the ability to launch balls of fire from your mouth. You can either have this function as great balls of flame which fly in defiance of gravity, or in the form of balls of energy which fall to the ground and roll across it. Either way this is a powerful, destructive energy capable of killing a person in a single hit, and capable of going a long distance before dissipating if they do not hit something first.

Alternatively instead of firebreath you may have the ability to walk up vertical surfaces and even along ceilings and other overhangs. You possess the ability to drop down from ceilings and flip over in the process before landing on your feet and shaking the ground around you like a miniature earthquake that can stun and disorient those standing upon the ground.

For an additional 50 CP you can select a second form of firebreath if you already took one form, or for 100 CP take the wall drop option in addition to firebreath.

Boss Toughness (400 CP): You're no common foe. You're a boss. And a boss can't die to a single stomp. You possess significantly improved toughness. Moreover you will find that as you drop down beneath a threshold of 1/3rd of your maximum health enemies are pushed back, breaking any attempt to chain blows upon you, and you are given a brief moment of invulnerability while you recover from blows. This will ensure you are never killed in less than 3 attacks.

Finally you also become faster, able to move and attack more quickly, with the charge times for your attacks shortening as you lose health. When you're injured enough to be at below 2/3rds of your ability to survive blows you'll be noticeably faster, improving again when below 1/3rd.

Koopa Magic (600 CP): Bowser's use of magic isn't as prominent as in Super Mario Bros or Super Mario Bros 3 where he was turning so many people into things. Even so, he still does something to seal 7 yoshis into eggs, and may well be behind the magic that disguises some of his minions as blocks, so he still has it. You are able to turn those who are significantly weaker than you and cannot fight you into objects, creatures, or even

seal them into eggs. The greater the difference in your power the more you can do to them; Bowser might be able to turn toad retainers into brick blocks, but a yoshi he only managed to seal back into its egg. This magic will break if you are defeated and driven away.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin.

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Gold Coins (50 CP): 99 large coins of pure gold, or really given their size more plates or platters than coins. Any that you lose, or sell, will be replaced at the start of the next jump.

Mushroom (50 CP): This is a large, red mushroom, like those which makes Mario grow in size. You get one and will get a new one daily if it has been used and its effect ended.

Fire Flower (100 CP): This is a fire flower, like those which make Mario grow in size and become Fire Mario capable of throwing fireballs. You get one and will get a new one daily if it has been used and its effect ended.

Cape Feather (150 CP): This is a cape feather, like those which make Mario grow in size and gain a cape becoming Cape Mario capable of flight, and devastating ground pounding dives. You get one and will get a new one daily if it has been used and its effect ended.

P-Baloon (200 CP): This is a P-Baloon which inflates the user like a balloon and allows them to float through the air. Its effects have a limited duration, and being hit will immediately end them causing the user to plummet. You get one and will get a new one daily if it has been used.

Switch Palace (200/300/400 CP; cannot be purchased by Companions): This warehouse add-on is a room containing a large button. Pressing this button spreads colored blocks throughout the world to aid you in movement in places creating platforms you can use to jump and maneuver. Before you hit the switch you will be able to see where these blocks will form as outlines only visible to yourself. Once you have hit the switch these outlines will become solid blocks visible and interactable by anyone whenever you are close to the area, reverting to outlines when you are far away. Unlike Mario you can deactivate this switch from the same room.

For 200 CP these blocks are merely platforms. For 300 CP you can hit them to make a super mushroom emerge. For 400 CP you can choose either to have blocks that contain fire flowers or cape feathers.

If you purchase this item multiple times you may purchase it at different levels (or choose different power ups at the 400 CP level). The highest cost version must be paid full price, and others of equal or lesser cost will be discounted afterwards. Each purchase will add another switch to the room that can be used individually. Blocks will be different colors to indicate which switch activates them.

Fortress (300 CP): This is a fortress or castle of the style used by Bowser and his Koopa Troop in their occupation of Dinosaur Land. It won't match Bowser's own castle, but it can be similar to one of the Koopalings' or the other fortresses found across Super Mario World. It comes with various minions from Bowser's forces to guard it. They won't leave it, and do not need food, or water, but count as followers.

Green Mushroom (400 CP; cannot be purchased by Companions): This is a green 1-Up Mushroom. Eating it will grant the consumer an extra life, causing them to appear in a safe location – nearby if possible – upon their death in their normal form and condition. You'll get one such Green Mushroom per jump, but you can give it to another so use it carefully. As lives are reset when you continue the game from a save, extra lives from these mushrooms will not persist between jumps and unused Green Mushrooms will be lost at the start of a new jump.

Plumber Items

Good Shoes (100 CP): These are a pair of comfortable shoes with good traction fit for hard wear, hiking, or running. They do not seem to suffer wear and tear and even if you do something like jump on iron spikes or into lava will repair themselves almost instantly.

Demolition Plunger (200 CP): This isn't a plumbing plunger, but the sort one attaches with a wire to explosives. Or in this case a building. If you have defeated the 'lord' of the building or its steward, whoever is tasked with keeping it and overseeing its functions, and attach this plunger to it then push the plunger down, the building will be demolished and collapse into rubble. This will not threaten anyone outside of the building, despite the explosive noise and collapse of the structure. Those left inside might be a bit in danger.

Magic Cape (400 CP): This is a yellow cape, similar to that worn by Cape Mario. Unlike that cape it won't grant you any 'extra hit' but it also won't be lost if you are hit. Like that cape it can allow you to 'fly' by performing a running jump wearing it and then timing your movements through the air with great precision. It doesn't gain altitude too easily or quickly, but it can carry you across vast distances without losing altitude. You can also perform a cape spin, striking foes with this cape; something more destructively powerful than a goomba stomp or a fire flower's fire ball. If that's not powerful enough, should you be flying you can dive into the ground with great force shaking the ground as if with a miniature earthquake and kicking up clouds of dust in an attack of extreme power; at least by the standards of this world.

Yoshi Mount (600 CP): This is your very own Yoshi Mount. It will always as fast as you, and when you are on it both you and it cannot be harmed, though if it either of you are struck by something that normally would harm you this will be loss and it will immediately get out from under you and begin to run wildly until it hits an obstacle and turn around at that point to run wildly in the opposite direction. This invulnerability is reapplied by mounting it again; should you prevent the dismounting in the first place the invulnerability will still be lost.

Other than that it is a yoshi, with the ability to eat enemies, perform powerful stomps, and jump around almost like Mario. You may choose the color between blue, yellow, and red, and it will gain the appropriate abilities associated with that color of yoshi. That is to say when it holds a koopa shell of any color in its mouth it will be able to fly (if blue), stomp the ground to create a tremor and destructive shockwave (if yellow), or spit it out as a trio of fireballs (if red). During the jump this will require it to hold a koopa shell, or certain

other objects in its mouth like in the game; post-jump it will be able to use this power at any time, though in the case of fire breath there is a short recharge time between uses.

Should the yoshi die, say because it ran into a bottomless pit, it will be restored to you within 24 hours. The yoshi only shows animalistic intelligence and counts as a pet, not a companion unless you import it as one.

Native Items

Egg (100 CP): This is a yoshi egg. It's rather large, but the real thing is that you can, by holding it and focusing on it for a time, shrink yourself down and transfer yourself into the egg. You will then remain in suspended animation inside of the egg until it is disturbed at which point you will hatch from it and resume your original size.

If the egg is broken (such as from you hatching from it) or loss, you will receive a new egg within a week.

Berries (200 CP): These berries don't show up in your warehouse or on your person. Instead you'll find them growing in areas you go to. These large berries are nutritious and filling, serving as excellent meals. In addition, if you eat 10 of these berries while they are extremely fresh in relatively close succession an egg will be generated which will hatch into a super mushroom. This mushroom will not work for you, but can be given to an ally. If you're a blue yoshi it will have a cape feather instead. If you're a red yoshi it will have a fire flower instead. If you're a yellow yoshi it will have a starman instead. In all such cases you cannot use this power up yourself, but can provide it to another.

If purchased by a jumper and not a companion, on very rare occasions you will find pink berries. If you eat two of these straight from the bush in a relatively close span of time an egg will be produced which will create a cloud which moves about and drops golden coins that will fade in moments if not collected. If you collect all of them it will then drop a green 1-up Mushroom. As with the power ups you cannot use it yourself, but can provide it to another.

Mystery Blocks (400 CP): This is a collection of blocks with ?s on them. By holding an item against it and willing it you can transfer the item into the block. By holding the block and willing it you can send it out somewhere into the world; you cannot control the precise location but you can choose the general vicinity. Once sent you cannot send the block away again, however.

You will receive new deliveries of these blocks in your warehouse regularly. If you purchased the **Mushroom**, **Fire Flower**, **Cape Feather**, **P Balloon**, and/or **Green Mushroom** item(s) this will double the number of such items you receive with these extra ones already placed within the Mystery Blocks ready for you to send them out.

If you purchased the **Egg** item, if you enter the **Egg** next to one of these blocks that has not been sent to a location when you enter the **Egg** you can place the egg in the block and send it to a location.

Star Road (600 CP): This is a pocket universe shaped like a large, 5 pointed star. There are 5 entrances to this universe. One of which will be in your warehouse or an area under your control. The other four will be scattered across the local world in places which would be useful to you to have a gateway to.

The world itself is a bit difficult to travel, much of it having elements of a platformer, though one that is relatively easy. Paths connect the 5 gateways making it much shorter to travel through this star road than between the 5 points in normal reality.

At the start of each jump you will find new gateways into the setting of the new jump. 1 connected to an area you control or your warehouse, and 4 locations that would be useful to you.

Post-Chain you will find a 6th gateway in the center of the star which will allow you to travel to each of your prior star roads and their gateways.

Minion of Bowser Items

Pipe (100 CP): This is a giant metal pipe with an opening at the top. This opening slides shut except to allow you to go up or down out of it. At the bottom of the pipe there is a small room designed for your comfort.

Cavern (200 CP): This is a large maze-like cavern. It has blocks, warp pipes, and all the general trappings of a Super Mario World cavern level; possibly lava or water even. It does not, however, contain any power ups, gold coins, dragon coins, or creatures; you'll have to add these yourself.

This cavern will insert into future settings at an appropriate location.

Winged Platform (400 CP): This is a platform of blocks with wings on either side, similar to those that the Amazing Flying Hammer Brothers sit on. It can be set to fly back and forth, or when you are on it you can direct it yourself, allowing it to fly and carry you through the air, though it is a little slow.

Ghost House (600 CP): This is a ghost house. It is full of boo buddies, eeries, and other ghostly foes that recognize you as the lord and master of the manor. As a ghost house you can expect it to have some strange and space warping connections, and elements which confuse and confound those unfamiliar with it – doors that open to different places depending upon which door you entered from, or that only appear for a few moments after a certain switch is struck, and so forth. It serves both as a stage that keeps foes out and a spooky, magical house for you – and those you convince the ghostly inhabitants are guests – to dwell in.

The inhabitants of this house won't leave it and count as followers not companions.

Koopa Clan Items

Boss Room (100 CP): This is a chamber designed for a boss battle. It is a large, stone room that is designed to give you some advantage in battle, such as walls that slowly constrict the range of movement of your enemies, a shell that tilts side to side allowing you to roll your attacks downhill towards enemies, or a collection of pipes which you can travel through but others cannot. This won't be some overwhelming or massive advantage but it will have some trait that aids you in battle.

Koopa Troopas (200 CP): This is a collection of 2 dozen koopa troopas roughly evenly mixed between green, red, blue, and yellow. They are loyal only to you and will follow you as followers.

Magikoopa Wand (400 CP): This is a magical wand which allows the wielder to teleport short distances, and fire blasts of magic. This teleportation is somewhat slow, fading in and out, but it still allows you to move rather freely about. The blasts of magic can hurt or kill individuals they hit, and can transform spinning blocks into koopa troopas. Since you're paying CP for this it'll work on some other objects – nothing of great value, importance, or power, but normal, common objects such as chairs or tables – transforming them into koopa troopas that will obey you. Only so many koopas can thus be created at a time and they will eventually revert to being inanimate objects.

Koopa Clown Car (600 CP): This is a flying vehicle designed like a clown's face. The top of this vehicle is open, and thus not as protected as the lower end which is effectively immune to Mario's attacks. The clown car can turn upside down to drop giant metal balls which roll over enemies. It can also release fire to the ground beneath it. It can also bounce around dangerously crushing enemies beneath it, or killing them with its spinning blades. It can also produce Mechakoopas to toss out and use as your soldiers – though the number that can be active at a time are strictly limited. However all of these do require time to recharge.

Still this is a battle vehicle worthy of a King.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Character Insertion (Toggle): You may replace an appropriate character matching your origin. That is to say as a Plumber you may replace Mario or Luigi, as a Native you may replace Yoshi, as a Minion of Bowser you may replace a nameless enemy, and as a member of the Koopa Clan you may replace one of the Koopalings.

Continuity (Toggle): It's Mario… is continuity even a thing? Well fine. If you've been to the world of Mario before – that is to say earlier in its continuity than Super Mario World and earlier in your chain – you can have your previous trips be in the same continuity as this one, potentially changing much about your time here.

Pacifist Warrior (+100 CP): You seem to have decided to be creative in your violence. You are unable to punch, kick, or attack your enemies, at least not with things that are traditionally attacks. Sliding down a hill? That's allowed. Jumping on them? That's allowed. Spinning around with your cape? Sure. You can even throw fireballs generated by flowers, but you can't use swords, guns, or things that are overtly weapons nor can you use things that are traditional attacks. You've got to do this like Mario does.

On Rails (+100 CP): Ignore your start location. You begin at Yoshi's House on Yoshi's Island. To get anywhere else you'll have to go through a platformer stage. You'll have to make your way through it, on a straight line path – as if stuck in 2 dimensions – and find its goal to leave. Each time you clear a new stage you'll increase the number of places you can go, and some stages will have secret exits which can unlock other paths, but until you clear the proper stages you can't go somewhere new even if you should be able to teleport, or have a spaceship, or a time machine, or some other power to travel about.

Sequential Co-Op (+100 CP): Your allies are unable to directly aid you in your goals. Maybe you can have an animal mount, singular that is, with you. Otherwise while you can meet your friends and loved ones, they can't offer you any real aid or help in your goals. They can be here. They just seem to wander off when you might need them, though. Hopefully you're self-sufficient.

Top Secret Warehouse (+100 CP): You've lost your warehouse key. Instead your warehouse exists in a well-hidden area of this world along with all of your items (if they'd normally insert into the world there's a switch to trigger it in this area). You'll

have to find it, and it'll take time and effort to find it. And it's theoretically possible for others to find it too, though it is very well hidden. Get looking.

Limited Power Ups (+200 CP): You have lost all of your out of jump perks, powers, abilities, followers, items, and so forth. Except you still have them. They have been turned into power ups scattered throughout the world. Each power up represents your purchases from a single jump. You can only have one power up active at a time, and if you take a substantial hit you'll lose it, but you can carry a second one ready to drop down onto you when you lose the first. Otherwise you'll just have to find another power up. Thankfully each jump's build isn't limited to a one-off power up; you can find the same build multiple times.

Lost Worlds (+200 CP): Erm… Uh… This world just got Nintendo Hard. That is old school NES hard, back when they were primarily porting Arcade games. You know the ones that were designed to be just easy enough to get people playing them but hard enough to pull out every quarter they could. Yeah. Whatever you're doing, things just got a lot harder. Even if you're just walking about the platforming skills needed to perform the – sometimes pixel perfect – jumps are going to be rather extreme.

Speed Run (+200 CP): You've got to do everything fast, fast, fast. For anything you do there's a timer running, and if you don't manage to do it fast then you'll find all your progress in the task reset. Fighting Bowser? Do it quick or you'll be back to where you began with all his forces restored. Clearing a stage? Better not let that timer go down or you'll be back at the beginning. Reading a book? Get good at speed reading or you'll forget it all and have to start from the beginning again.

Boss Mode (+300 CP): You are defeatable. It is theoretically possible for Mario, or Bowser's minions to defeat you. It's not necessarily easy, but like any good video game boss you are designed to be surmountable. Part of this is that you tend to follow a predictable attack pattern that can be learned and dealt with, and for some reason you seem to show up in places where the environment can be used to help defeat you.

Shy (+300 CP): You can't stand to be looked at. Even if you're invisible if anyone is looking at you, you will freeze up completely and cover your face and simply wait for them to look away. Your followers and your companions don't count thankfully; you're (hopefully) used to their attention.

Scenarios:

You may only select one scenario that you qualify for to take for a reward. You can feel free to complete the requirements of others, but only that one will provide you with any reward.

You Are Super Player

Perhaps the simplest scenario. There are no requirements to take this scenario. The goal is to find the secrets of Dinosaur Land. You don't necessarily have to find every thing that could be called a secret – green mushrooms that appear from thin air when you move around a certain block in a certain direction aren't required – but you have to find every dragon coin, every warp pipe, every secret zone, and every exit – secret or otherwise – from every 'stage' in Dinosaur Land. This includes those leading to Star Road, on Star Road itself, and the Special Zone. And before you think that just because you've 100%ed the game this will be easy, you'll be finding there's more stages than in the game and some of the maps might be changed.

Reward: For completing this challenge you are given 2 rewards.

Halloween Switch (Reward): This is a switch installed in your warehouse. When turned on you will find that many beings and entities in the world seem to take on a trick or treat theme as they change for the season. Here you'd find Koopa Troopas in Mario masks, Piranha Plants which are pumpkins, Bullet Bills that look like violent black birds, and you'd find similar changes in future worlds. No one else will seem to notice these changes, or the abnormality of them. When turned to off things will be normal, all effects of this switch being on being undone.

Top Secret Area (Reward): This is an area whose location is known to you which is very well hidden. It has a small, regenerating stockpile of basic supplies appropriate to the local jump. This will generally include food and water, but here it'd include some power ups, and in another world it might include ammunition or clothes. It will also include an extra copy of each of the **Mushroom**, **Fire Flower**, **Cape Feather**, **P Balloon**, and/or **Green Mushroom** item(s) that you purchased here.

Super Mario World Tour:

Requires: On the Rail Drawback.

Despite the name you actually don't see a lot of Mario's world here. Dinosaur Land is only a part of it. There's also the Mushroom Kingdom, the various worlds visited in Super Mario Bros 3, Sarasaland, Mario's own land from Super Mario Land 2, the Jewelry Kingdom from Yoshi's Safari, and… Well there are more. Thankfully you don't have to deal with any introduced after the creation of the N64, but to complete this scenario you will have to deal with the plots of every game starring Mario from Super Mario Bros until Super Mario 64. Since Donkey Kong takes place in the normal world and not the world he entered via warp pipes you won't have to deal with Donkey Kong even though it was re-released on the Gameboy during this period, and because we're not evil you won't have to deal with edutainment games, puzzle games, sports/racing games, or games only released in Japan.

Still you will have to take Mario's place in all of them, and go through them all on the rails.

Reward:

Super Mario Vacation Portal (Reward): At the end of each jump, before the start of your next jump this portal will open. Passing through it you can return to the world of Super Mario World for 3 months. Time will unfreeze in Super Mario World while you're here, freezing again when you leave.

Metal Yoshi:

Requires: Yoshi Mount or Yoshi species and Blue, Red, or Yellow color.

A glitch has formed in this world. It is well hidden. It produces no detectable effect unless one directly interacts with it in the proper way after having done the proper things. These steps will be arcane and esoteric, seemingly unrelated to what finally triggers it. You must find this glitch and perform it in its totality. You can expect it to be harder than finding all the secrets of Dinosaur Land, or completing all of Mario's journeys.

Reward: You will gain one of the following rewards based on which requirement you met. If you met both you can choose which reward you gain.

Metal Yoshi (Reward): The glitch has transformed you, giving you a metallic color like gold or silver. While normally the gold or silver yoshi would function as a blue or yellow yoshi respectively, you will find that you now possess the powers of blue, yellow, and red

yoshis. When you use your firebreath both the flight and ground pounding powers are lost till the fire breath is recharged.

Metal Yoshi Mount (Reward): The glitch has transformed your mount, giving them a metallic color like gold or silver. While normally the gold or silver yoshi would function as a blue or yellow yoshi respectively, you will find that they now possess the powers of blue, yellow, and red yoshis. When they use their firebreath both the flight and ground pounding powers are lost till the fire breath is recharged.

Usurpation:

Requires: Minion of Bowser origin.

You must overthrow Bowser, and take his place, holding control of at least one significant land of this world in addition to the Koopa Kingdom for at least 1 year, and holding Princess Peach captive for at least 1 year. You must do this without using any out of jump powers, perks, items, or assistance. You still possess these things – though this will allow you to seal them until this scenario is completed – but using any of them will cause you to fail this scenario (but not the jump).

You do not need to hold this conquered land for a consecutive year, nor does the year have to be all with one land; conquering Sarasaland, the Mushroom Kingdom, and Dinosaur Land for 4 months each would qualify. Similarly while you must hold Princess Peach as captive for 1 year, it does not have to be a consecutive year, she can be rescued and then re-abducted as needed. Once this scenario is completed you may use your out of jump powers freely without fear of failing it.

Reward:

THE Koopa Troop (Reward): This is the entirety of Bowser's army. Every koopa troopa and minion. And now they're yours. They will join you as followers, your personal army.

Koopa King

Requires: Koopaling species.

Bowser is gone. Unfortunately this means you have to take his place. You must hold Bowser's Castle against Mario. Mario has infinite lives, infinite continues, and will inevitably learn how to perfectly speedrun anything thrown at him after enough time and will find new power ups and abilities to help him overcome whatever challenges have been thrown in his path.

You are allowed to leave the castle, but Mario will be able to reach it, and he doesn't have to defeat you, merely clear the castle. You must prevent him from defeating you for a full 10 years. It's up to you to continuously change your tactics, abilities, and the defenses of your castle to keep his continuous adaptation from catching up and overcoming your defense of Bowser's castle. Do so for the full 10 years and you will succeed in this scenario.

Reward: There are 2 rewards for this scenario.

Valley of Bowser (Reward): The valley of Bowser will follow you, inserting into new jumps as a submerged pocket reality. A sunken ghost ship will contain a means of bringing it fully into reality, causing a giant, bowser shaped mountainous gateway to emerge allowing things to move between the Valley of Bowser and the jump as a whole.

This valley comes with Bowser's Castle, its ghost house, its fortress, Larry's castle, and the entire portion of the Koopa Troop which would fill it as followers, as well as whatever civilian population exists off screen.

King Koopa (Reward): You are no longer a Koopaling. Your form has grown and matured, becoming a towering, powerful, dragon-like turtle, similar to Bowser himself. You are much stronger and tougher than you were before, and a true equal to Bowser.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

If you purchase the Switch Palace item and want it to be a location in the jump that you have to find like Mario did, feel free to have it import into jumps somewhere instead of being a warehouse add-on.

Changelog:

Version 1.0.0: Released.