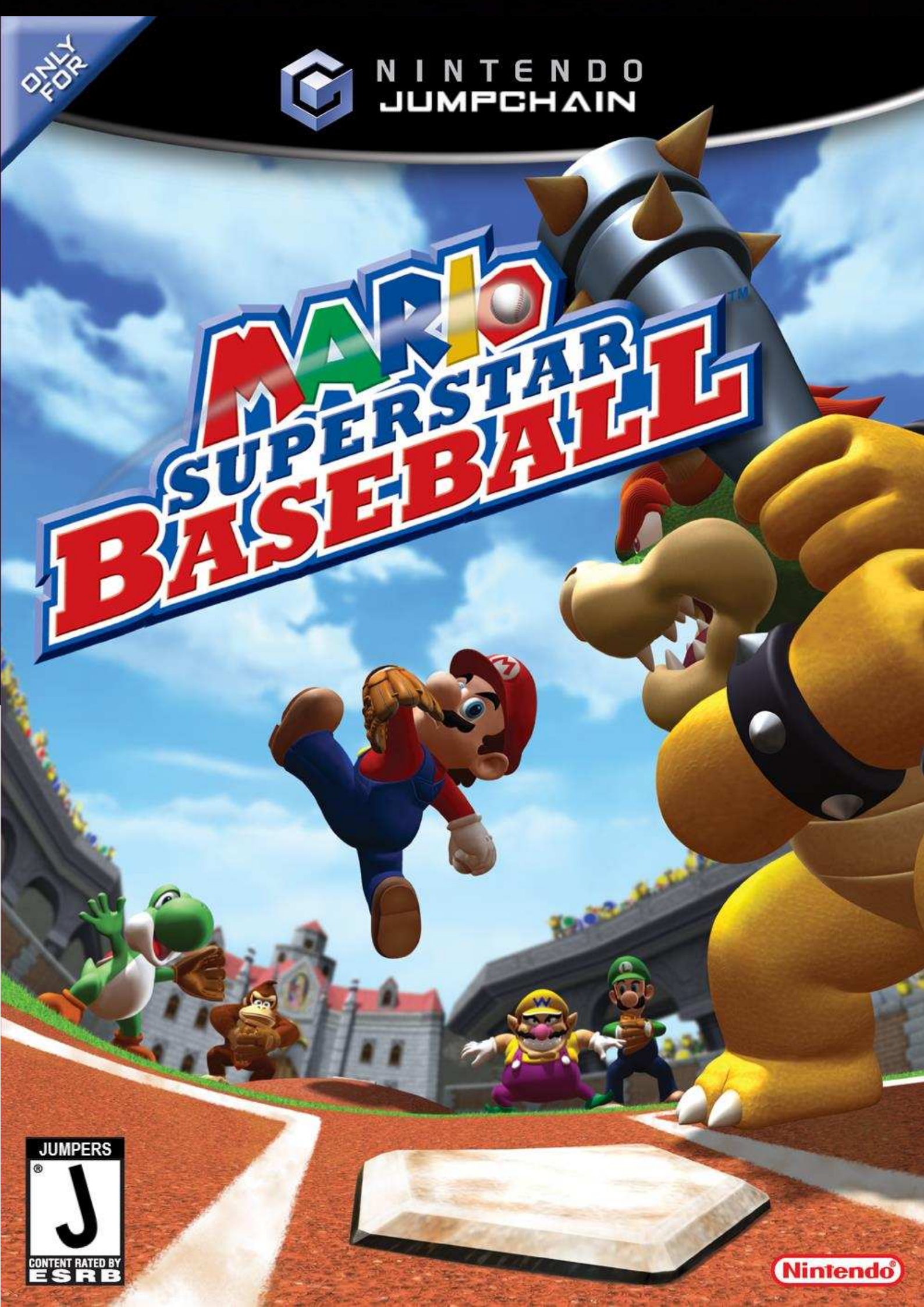

ONLY FOR
NINTENDO
JUMPCHAIN
MARIO
SUPERSTAR
BASEBALL
JUMPERS
J
CONTENT RATED BY
ESRB
Nintendo

Mario Superstar Baseball

A Jumpchain CYOA by WoL_Anon

Ver. 1.3

Baseball's all the rage lately with Mario and his pals! Every day, the gang gets together and has great fun. But one day… Bowser sends a letter of challenge.

Time to play me!
But why bother?
I'll obviously win!
Gwah ha ha ha!

Talk about insulting! Mario and Co. decide to form superstar teams to challenge Bowser's baddies. Who knows what will happen?

You arrive in this world as Mario and Co. are finalizing their teams, giving you a brief opportunity to get onto the team of your preference. You will be staying here for the next six months, when this baseball craze will finally die down.

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] Monty Mole

You are a Monty Mole, a large, nearly human sized mole. Monty Moles are big fans of baseball, and a disproportionate number of them can be seen attending baseball games. Should events proceed as normal, one will even attempt to join Mario's baseball team.

[Free] Noki

You are a Noki, one of the odd humanoid shelled creatures native to Isle Delfino. You can retreat into your shell, which can be any colour of your preference (chosen upon purchase of this species), in order to gain a small amount of protection.

[Free] Shy Guy

You are a Shy Guy, a small humanoid creature. You possess a white mask, as well as a set of robes in the colour of your choice. What lies beneath the mask is unknown, with some speculating that the mask is in fact the true face of the Shy Guy.

[Free] Toad

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

[Free/100cp] Goomba

You are a Goomba. These strange brown creatures resemble mushrooms, and are commonly found in the service of Bowser, though a few are likely to join Donkey Kong's baseball team if events proceed as expected. Goombas lack arms, but seem to possess a limited form of telekinesis, allowing them to use a baseball bat and gloves, as well as throw baseballs, as if they had an invisible pair of hands.

If you wish, you may instead pay 100cp for this species. Should you do so, you are instead a variant known as a Paragoomba. Nearly identical, these variants are distinguished by a pair of wings on their shell, which enable them to fly.

[Free/100cp/200cp] Koopa Troopa

You are a Koopa Troopa. These turtle-like humanoids are commonly found in the service of Bowser, though a few are likely to join up with Donkey Kong's baseball team. Koopa Troopas possess a protective shell. Typically, this is green, but you are free to choose any colour you like for it when purchasing this species. You are capable of ducking inside your shell, and spinning rapidly in order to travel quickly.

If you wish, you may instead pay 100cp for this species. Should you do so, you are instead a variant known as a Koopa Paratroopa. Nearly identical, these variants are distinguished by a pair of wings on

their shell, which enable them to fly. Usually, the shells of these guys are red, but you are free to choose any colour you like for it when purchasing this species.

Alternatively, you may instead pay 200cp for this species. Should you do so, you are instead a variant known as a Dry Bones. This means that instead of flesh, you possess a skeletal body. As an undead, you no longer need to eat, drink, or breathe, but destruction of your skull will count as death for the purposes of chain failure. You are able to control your bones individually, allowing you to pull off feats like running around with your head in your hands, or falling into a pile of bones and then reassembling, as you like. The shells of Dry Bones are almost always grey, but you are free to choose any colour you like for it when purchasing this species.

[100cp] Birdo

You are a Birdo, a dinosaur visually similar to Yoshis. Birdos lack a shell, instead possessing a ribbon on their head. You are free to choose which colour Birdo you are.

Birdos possess funnel-shaped mouths, which you can use to suck in nearby balls. This will count as a catch.

[100cp] Pianta

You are a Pianta, of a colour of your choosing. These Isle Delfino natives are odd looking humanoid creatures, featuring a small palm tree growing out of their head. Their large size affords them significant power, at the cost of a slow, lumbering movement.

[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 more agile and possess a prehensile tail, 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] 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. Your long tongue can also be used to help you quickly and easily pull in nearby balls. This will count as a catch.

[300cp/500cp] Boo

You are a spherical white ghost referred to as a Boo. As an undead, you no longer need to eat, drink, or breathe. King Boo himself claims that Boos cannot be truly killed. Whether or not this is true, having your body dispersed or destroyed will count as death for the purposes of chain failure.

As a Boo, you can move around by flying. You can become intangible, allowing you to fly through walls or into the ground in order to pop up in another place – though it seems that the use of intangibility is banned during baseball games. You can also become invisible at will – the use of this seems to be fairly restricted during games as well.

Being a Boo isn't without any downsides; you are incredibly lightweight, making it easy for you to be knocked around or sucked into a vacuum cleaner if you aren't careful.

For an additional 200cp (500cp total) you are much larger than most Boos, instead around the same size as King Boo. This affords you significant strength (sure to be a boon when you are swinging for the fences), and your heavier weight leaves you less vulnerable than most Boos.

[400cp/300cp] Giant Koopa

You are giant Koopa, somewhere between a dragon and a giant turtle. You are comparable in size to Bowser. You have sharp claws and fangs, horns adorn your head, and you have a protective shell with spikes growing out of it. You are capable of ducking inside your shell, and spinning rapidly in order to travel quickly. You possess immense strength, which is sure to come in handy when you are swinging for the fences. Lastly, you are capable of breathing fire.

If you wish, you may instead pay only 300cp 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. if you wish, making you a child of Bowser. You will not grow into an adult during this jump. Post-jump, you may fully mature. If you take the 'Baby Jumper' drawback, then this option will instead cost the usual 400cp, as you will not experience any downside from this choice.

[400cp] Petey Piranha

You are a mutant strain of Piranha Plant known as Petey Piranha. Significantly larger than most Piranha Plants, you are not rooted to a pot. Instead, you move around on two stubby legs that give you a vaguely humanoid appearance. You possess immense strength. Your two leaf-like arms are capable of serving as an alternate bat, and in this world the use of them is considered legal in baseball games. You are even able to achieve flight for brief amounts of time by flapping these arms.

[Free] Import

None of these options appeal to you? If you've already been to a Mario jump, you may elect to carry through the species choice in that jump to this one.

-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.

[1] Mario Stadium

A sun-drenched beachside stadium.

[2] Peach Garden

A Mushroom Kingdom field with floating blocks.

[3] Wario Palace

An opulent stadium built with Wario's hard-stolen riches.

[4] Yoshi Park

A pastoral ball park infested with Piranha Plants.

[5] Donkey Kong Jungle

A jungle wilderness featuring barrels and Klaptraps.

[6] Bowser Castle

A hot, hot, hot stadium filled with hot, hot lava.

[7] Toy Field

You've arrived at a secret area, Jumper! This special stadium provides an opportunity to earn some extra cash. A nearby warp pipe will take you back to the mainland when you are finished.

[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 1 600cp perk 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] Basic Baseball Ability

Let's play ball! This perk ensures you have the basic skills necessary to enjoy a game of baseball with Mario and his pals. You know how to swing a bat, and how to bunt. You know how to catch with a mitt and how to throw correctly. You know how to pitch correctly, including a faster "charged" pitch, a pitch that breaks to either side after it is thrown, and a slower "change-up" pitch to keep the batter guessing. You also have a minimum amount of physical fitness and conditioning if you lacked it prior, ensuring you can play through a full game of baseball without adverse health effects.

[100cp] Pitching Style

It seems everyone in these parts has their own method of pitching, and with this you can count yourselves amongst them.

You now have your own 'style' of pitching or throwing balls, determined by you upon purchase of this perk. It could be a flourish like spinning yourself around as you release the ball, or something completely out there like spitting the ball out towards its destination. This style has no actual benefit beyond the aesthetic; the ball will travel as if you had thrown or pitched it as usual. Interestingly, perhaps even as a consequence of this, the use of this style will always be considered entirely legal in any baseball games you participate in.

[100cp] Run the Bases

You are quite the sprinter! Whilst not at a superhuman level, you are at the upper end of what should be possible for humans. You'll have a lot of success stealing bases, and making first base off a bunt is definitely in the cards for you now. Just as impressive is your ability to quickly decelerate, almost stopping on a dime. If you are after some extra cash, check out the Chain Chomp Sprint at Wario Palace – you are well-suited for it.

[100cp] Colour Change

You have gained access to an additional four 'colourations', which you may freely switch in and out of whenever you like. The colours used for each colouration must be chosen by you upon purchase of this perk, but how they manifest exactly may vary depending on your base look. This colour

change can apply to your body directly, or to any gear you have on your person. The colour change effect on gear will only apply as long as the gear remains on your person. This is solely an aesthetic change, and has no other effect on you or your gear.

You may purchase this perk multiple times. Each additional purchase provides another four colourations.

[100cp] Royal Beauty

How Peach and Daisy manage to fit playing all this baseball into their busy schedules is anybody's guess, but they sure look good doing it. With this perk, so will you! Upon purchase, decide whether you receive a boost in either your natural masculine or feminine appeal.

You may purchase this perk twice in order to receive both effects. How these options interact with each other is up to you.

[200cp] Better Batter

When your team is looking to score, they are probably looking to you. You have excellent hand-eye coordination, and can get bat on ball regularly. Perhaps more importantly, you have great control over where you are directing a hit ball. If you are in need of some extra money, the Barrel Batter event at Donkey Kong Jungle is right up your alley. Lastly, your upper body strength has been somewhat increased, making you a serious home run threat at the plate.

[200cp] Pitch Perfect

Perhaps the most important position on a baseball team is the pitcher – in fact you'll find the other team captains around here tend to act as their team's starting pitcher. Fortunately for you, this perk gives you a level of talent that put you among the best. You have pinpoint accuracy with your pitches, and great accuracy with your throws in general. You can also easily adjust the strength of your throws and pitches to the exact level you like, from next to nothing behind it to full force. The Wall Ball game at Peach Garden presents a great opportunity to make the most of this skill.

[200cp] Fielder of Dreams

Want to live up to the title, eh Jumper? Then this might be just what you need. First, you have the ability to jump much higher than usual, with what is colloquially referred to as a 'Super Jump'. Your Super Jumps give you twice the vertical distance that you would ordinarily gain from jumping. Additionally, perhaps taking inspiration from pro platformer Mario, you have learned to Wall Jump, spring off of a wall to gain additional vertical distance from a jump. These jumping techniques will serve you well in the outfield, allowing you to catch lower home run balls. For those in the infield, you will also notice that your reflexes have noticeably improved, assisting you with sliding catches or other big plays.

[200cp] Captain Coach

Of course, it's not just the raw skill of individual players that decides the outcome of games. No, just as important is the decision-making process of the team – who plays where, who bats when, and so on.

In order to enable you to take on a leadership role within your team, you have gained a knack for quickly and easily determining areas within a sport where a player excels, and areas they are lacking. Whilst this talent is geared towards the sport of baseball, it could be adapted to other sports as you develop an understanding of them.

Additionally, you are able to effectively use this knowledge to assign players to positions or roles in a manner that results in the best possible team outcomes achievable with the team you have.

[400cp] Star Skills

You have a pair of special techniques collectively referred to as Star Skills. These techniques are designed to take your baseball game to the next level and are comprised of a pitch, as well as a hit.

The techniques are designed to apply a special effect to a baseball or object of similar size. The effect is applied either when throwing the ball, or when batting the ball away. The effect applied to the ball is largely the same regardless of which of these methods you utilise.

When purchasing this perk, you must determine the specifics of the special effect applied to the ball. It could disappear then reappear some distance away (or over the plate when pitching) like Peach's Heart Ball. It could speed up and catch on fire like Mario's Fireball. It could temporarily transform into another object like a banana or egg and move oddly. If you like, you could even design an entirely original effect, as long it is around the same scope as the Star Skills demonstrated in Mario Superstar Baseball. As valuable as these techniques are, they are certainly not invincible, especially if they underlying pitch or swing is flawed, so keep that in mind.

Performing your Star Skill is quite exhausting. An ordinary person would be unlikely to use it more than once in a game. Having an additional reserve of energy would enable more frequent use.

In this and future worlds, your Star Skills are considered entirely legal in any baseball games you are a part of.

[400cp] Chemistry

Everything is better with friends! From now on, when you engage in activities with others who you have developed a strong positive relationship with, the two of you will perform at a higher level than normal. If you are throwing a ball to a friend, the ball will travel faster than normal without any increase in difficulty for the catch. When you are at bat with a pal already on a base, you will have an easier time getting a hit.

If you are participating in team sports, this boost will even somewhat carry over to the whole team. Each strong positive relationship within the team will slightly energise the whole team, allowing them to perform at their best for longer. Once you get outside scope of a baseball team in terms of numbers, this benefit peters off.

[400cp] Star Missions

It takes years of training for a baseball player to reach the height of their craft. Unfortunately, there simply isn't the time for that, if you wish to bring your team up to that level during this competition. With this perk there exists an alternative.

Whilst a baseball player is on your team (merely being a reserve member is sufficient), you will be able to access a mental list of 8-10 missions for that player to accomplish. Each time the player completes a mission, their baseball ability will improve. Each improvement is fairly significant, and completing all the missions would be enough to take a complete amateur to the level of a Superstar; someone who could be counted amongst the world's best on a mundane Earth. This improvement is actually a benefit the player is receiving from you. Should they leave the team, they lose the improvement, though returning to the team would give them back their current bonus; missions will not have to be completed by the player a second time.

Most missions require the player to do something within the sport, though occasionally an early mission will be a simple miscellaneous task, such as going out shopping with you. Early missions tend to be rather simple, examples could be getting a hit, or striking out another player. Missions become harder as the player makes their way down the list. The last missions could be real challenges, like hitting a Grand Slam, or pitching a Perfect Game. Missions can only be completed whilst the player is on your team, though for miscellaneous tasks like the shopping case they merely have to be affiliated with your team instead of actively playing as part of it.

For the purposes of this perk, 'your team' means any team you are playing for, or directly supporting in a role such as coach. In future worlds, you will be able to improve your team in any sport, though each sport will require its own set of missions to be completed.

[400cp] Scout Flags

One method of improving a team is recruiting some better players. In theory, it seems like an obvious method. In practice, many obstacles can hinder this strategy, including pay and team loyalty. With this perk, this strategy becomes much easier.

From now on, when your sports team plays against another, opportunities will arise to impress players on the other team. For the purposes of this perk, 'your team' means any team you are playing for, or directly supporting in a role such as coach.

These opportunities will require players in your team to perform an action in the immediate future. It might be something straightforward like getting a hit, or more complicated like getting a double play on the next batter. Naturally, different sports will present different objectives.

Should these objectives be completed, you will earn 'scout flags' for one or more opposing players involved in the event. These scout flags do not physically exist, but you will be able to check on which flags you have earned by mentally focusing on them for a few moments. Different players will have a different number of required flags depending on how talented they are in the given sport. When you have the required number of scout flags for a player, they will automatically become impressed with your team, and will become amenable to switching over to your team if you ask them. For paid sports, they will often accept a noticeable pay cut for the privilege of playing on your team.

This loyalty switch cannot be applied outside of context of sports teams; for example, it cannot be used to motivate a person to harm or steal from loved ones. Additionally, the Scout Flags earned in a given sport for a given player only apply for that given sport and given player; if you want to recruit the same player for different sports, you will have to earn a separate amount of Scout Flags.

[600cp] Team Stars

You now have access to an additional 'pool' of energy. This energy is meant to be shared; you can designate up to eight others who can also tap into this same reserve of energy. Once a day you may change which eight you are designating.

This energy is measured in units called Team Stars. As a benchmark, the use of a Star Skill (assuming you possess one) with this energy would cost 1 star. The others designated with this perk have some inefficiency in utilising this energy; it would cost them 2 stars to use the same Star Skill. This pool of energy can store a maximum of 5 stars worth of energy at a time.

The energy in this pool refills slowly over time, taking a full day to completely replenish. Should one or more individuals that can access this energy (including yourself) possess the 'Chemistry' perk, the speed of replenishment is twice as fast.

There is one additional method to refill this energy pool. When you or one of the designated individuals who can access this energy participate in team sports, you will occasionally encounter special opportunities known as Star Chances. By winning this chance, a single star's worth of energy will automatically be added to the pool. These chances are generally special one-on-one moments in the sport. In baseball for example, you would win the chance by getting the other player out (if pitching) or by getting a hit (if batting).

[600cp] Off Season

The inhabitants of this world are pretty strange. One moment they are fighting over the fate of the world, and the next they are agreeable enough to play some sports. With this perk, you will be able to apply a similar effect in future worlds you visit.

Once per jump, you will able to cause the world to enter a six-month period of relative peace. Whilst small scale crime or altercations may still occur occasionally, any major conflicts, wars, or world domination attempts will be put on hold. When using this perk, you must declare a sport for the world's residents to become invested in. You may choose any sport common to the world you are in, or any sport that is well established on a mundane Earth in the year 2005 for this. You, and any individuals you designate, can be made exempt from this change in interest if you prefer.

After the six-month period, any hostilities can resume. However, any goodwill earned or friendships formed will continue past this period of peace. With luck these might even lead to a more permanent cessation of hostilities.

Should you, or any of the individuals who have made exempt to this effect attempt to exploit this peace to get the drop on an enemy, the effect upon the world will immediately end early.

Post-chain, you will be able to use this effect once a year.

-Items-

You may choose 1 50cp or 100cp item, 1 200cp item, 1 400cp item, and 1 600cp item to be discounted. Discounted 50cp or 100cp items are free, and all other discounts are 50% off. You may purchase items multiple times, but any discount only applies to the first purchase. Free items are the exception to this; you may only get 1 of each. Discounts do not stack.

Should you already possess any similar items to the ones you purchase here, you may import these items, giving them any advantages the purchases they are imported into offer, unless the item in question states otherwise.

[Free] Your Bat & Glove

A standard baseball bat in a colour of your preference, and optionally with a logo of your design over the 'sweet spot' on the bat, as well as a standard baseball glove appropriately sized for your hand (defaulting to an average size if you possess no hands).

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

[50cp] Mario Superstar Baseball Game Bundle

Why play baseball when you can… play baseball? This bundle contains:

- A 2005-era television.
- A Nintendo GameCube, and all needed cables.
- Four Nintendo GameCube controllers.
- A copy of Mario Superstar Baseball.

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

[50cp] Level Trophy

A copy of one of the four Mario themed trophies offered to winning baseball teams. Your choices are the Mushroom level trophy, the Flower level trophy, the Star level trophy, or the Special level trophy. If this option is purchased multiple times, you are free to choose whether you receive different types of trophies, or multiples of the same type.

Should your trophy be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. Additionally, if you give away your trophy, or offer it as a prize for some kind of competition, a replacement will appear in your Warehouse after a year.

[50cp] Novelty Invites

An interesting set of stationery. This box contains a supply of blank red envelopes, Bowser themed red letter paper, and black Bowser themed stickers. 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 opens a letter prepared with these materials, the letter will emit Bowser's distinctive laugh after a few moments and the letter paper will shake and move somewhat as if mocking the reader.

[50cp] Royal Crown

A small crown, befitting royalty. It has the unusual property of remaining fixed to the wearer's head unless the wearer intends to take it off. It is also lightweight, allowing the wearer to move freely without being weighed down or unbalanced by the crown. In combination, these qualities allow it to be worn whilst you play sports, without having to pay it any mind.

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

[100cp] Baseball Supply

You have an infinite supply of standard baseballs, which you will always be able to produce, no matter how improbable that might be. You might use them to practice your pitching, or enable Star Skill usage whenever you like (provided you are capable of such a thing in the first place).

[100cp] Team Logos

Interested in some branding opportunities, Jumper? For each purchase of this item, you receive four team names and logos derived from either your name, or a title you possess. In this and in future worlds, you will legally own the rights to them, until such a time you choose to sell or otherwise give away this ownership.

[200cp] Your Bat?

How did you even get that approved? This is a special baseball "bat", which is marginally better than an ordinary baseball bat in terms of performance. What makes it stand out is its distinctive look which is chosen by you on purchase of this item. Want spikes? Sure. Maybe have it look like a small palm tree? No problem. As long it can be swing like a bat, and is roughly appropriately sized, you have free reign.

There is an alternative however, if you want to get really crazy. Instead of a bat, you can choose to receive a boxing glove appropriately sized for your hand (defaulting to an average size if you possess no hands) and featuring a logo of your design.

Regardless of the look you have decided upon, the use of this "bat" will always be considered entirely legal in any baseball games you participate in. Yes, even if you went with the boxing glove.

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

[200cp] Letter of Invitation

This special letter, signed by Bowser, can be used once per jump. It allows you to officially enter a team into any team sport-oriented competitions. The only additional requirement is that you do in fact have a full team of at least the minimum required number to play the sport in question. You do not have to participate directly in the sport yourself if you do not desire to. Having a home field is not necessary, though if you do possess an appropriate place to play it can be used for any 'home games' present in the competition schedule. While use of the invitation might be considered a bit unusual, it will not invite special scrutiny.

Post-chain, the invitation may be used once every ten years. Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. A replacement invitation will still be considered used if the previous invitation had been used.

[400cp] Item Shop

A small mushroom shaped building with 'SHOP' displayed prominently. It is either located on a property you own, or connected to your Warehouse via a special gateway, whichever you prefer.

Inside you will find a yellow Toad, who runs the shop. The Toad will only sell to you and other customers that you approve of. Nonetheless the business seems to always be going well, regardless of your level of patronage.

As for the stock? Well, this shop sells special emblems. These emblems will improve the sporting of your team; one makes it easier for your team to get hits, another helps the team take catches without errors, another boosts teamwork, and so on. Each emblem will only last for the next game your team participates in, and you can only have one of these emblems active at a time (buying a new one will automatically cause the previously active one to vanish). These emblems are also cost prohibitive if you are planning to use them for every single game you play, but strategic use of these emblems for the big events is sure to be a wise investment.

In future worlds, the stock available will vary. Whilst the baseball related emblems are always in stock, new emblems may appear based on other sports that feature prominently in the world you are in. Use of these emblems will always be considered legal, and will go unnoticed unless you specifically bring it to the attention of others.

[400cp] Jr. Fangs

Bowser Jr., along with his baseball team made up of Dry Bones (collectively referred to as the Jr. Fangs), have declared you to be their rival. This team will follow you from world to world, but are not companions and will not ally themselves with you. In future worlds, their odd appearance will go unnoticed by others unless you specifically bring it to their attention.

The Jr. Fangs will position themselves within the same local area as you when possible, and will take up any team sports that you do. Once per day, they will accept a challenge from your team. Winning will earn you a small payout, and losing costs you nothing but the time it took you to play them. Fortunately, the Jr. Fangs always seem to be a step behind you and your team, and beating them is a fairly easy task.

Interestingly, the Jr. Fangs tends to attract free agents or other displaced players from the sport they are currently engaged in. Whilst these extra players will not continue onto the next world with the rest of the team, they also have no real loyalty to the Jr. Fangs, making it easy for you to recruit them. In this way, the Jr. Fangs can unintentionally serve as a talent pool which you can draw from when setting up teams of your own.

If Bowser Jr. is indisposed for some reason (such as being recruited as a companion, or if this is an additional purchase of this item beyond the first) a random Hammer Bro. will take over as captain of the Jr. Fangs.

[600cp] Jumper Stadium

Every other team has a home field, so why not yours?

This is your very own baseball stadium, complete with dugouts, stands, and a large scoreboard. It will be maintained without any effort on your part, so feel free to make use of it at your leisure.

But perhaps you want something a bit more exciting? Well, on purchase of this item, you can choose to have your baseball field outfitted with various 'hazards' like floating blocks, balls of lava shooting up the ground, or even a Chain Chomp or two. These hazards will never be lethal, causing minor injuries at most. As long as you remain within the scope of the stadiums shown in Mario Superstar Baseball, you are free to determine the specifics of this.

In future worlds, you may choose for it to be attached to your Warehouse via a special gateway, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like.

Should the stadium be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse via a special gateway.

[600cp] Toy Field

A special gateway has appeared either in your Warehouse, or on a property you own. By passing through it, you can travel to your own version of Toy Field: a gimmicky blue baseball field featuring various flashing floor panels, all lit under stars (it is always night here).

Here at Toy Field, 2 to 4 players can participate in a free for all baseball game with the objective to obtain as many coins as possible. Players take turns at batting, pitching, and fielding – skill in all three is vital to success. After a set number of turns, the player with the most coins is the winner, and receives an additional number of coins. The losers are still entitled to keep any coins they collected. Unlike the Toy Field you may stumble upon in this world, you may participate in Toy Field as many times as you like without limit. Regular participation and a solid win rate will ensure a high level of income, allowing you to earn a living with your baseball talents even in worlds that lack the sport. In future worlds, the coins will automatically be converted to the local currency when you leave the Toy Field.

Don't have anyone to play against? No problem! Empty 'slots' will be automatically filled by various characters from the Mario series, each wishing to play some baseball. You will never be able to get anything out of them, barring some pleasant conversation, and playing against them. This goes both

ways; these visitors will never attempt to harm anyone else in the Toy Field, or each other, and they will never get anything from you other than a nice talk or the fun they get out of playing against you. They will be unable to travel back through the gateway with you, simply disappearing when it is their time to depart. A control panel in one of the 'dugout' areas will allow you to turn these arrivals on or off, should they become a nuisance to you.

In future worlds, you may choose for the gateway to Toy Field to be attached to your Warehouse, or to be placed on a property you own.

-Companions-

[50cp per.] 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.

[50cp per.] Create

Alternatively, 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.

[50cp per.] Recruit

For 50cp each, you may take any named character appearing in Mario Superstar Baseball along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a 'slot', so you can ask around and find another character to journey with if you would like.

-Drawbacks-

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

[0cp] Jumper History

Have you been to the Mario universe before? Well with this toggle, you can import the events of any previous Mario jumps you would like to, smoothing out any inconsistencies between them in a

manner of your preference. Attempts to use this toggle to interact with prior versions of either yourself or companions will fail however.

[0cp] Select Team Captain

Cannot be taken with Jumper Team Captain or Full Playthrough.

By default, this jump operates on the 'Mario route' where Mario's team plays away games and then challenges Bowser. With this toggle however, you may instead elect for one of the other five captains (Peach, Wario, Yoshi, Donkey Kong, Bowser) to be the team roaming around challenging others.

[0cp] Jumper Team Captain

Cannot be taken with Select Team Captain.

Perhaps you'd like to take the starring role for yourself? With this toggle, the other teams will be content to let you wander around and challenge them at their home fields. If you lack a team, a handful of weaker players are willing to join up with you (unnamed Toads, Koopas, Goombas, etc.).

[0cp] Full Stay

Cannot be taken with Full Playthrough.

Six months not enough baseball for you? Taking this toggle will extend your stay in this world up to a full ten years. It will also ensure that baseball does not go out of fashion amongst the natives as well.

[0cp] Full Playthrough

Cannot be taken with Select Team Captain or Full Stay.

This toggle enables you to experiences all 'routes'. You will first arrive in the 'Mario route' where Mario's team plays away games and then challenges Bowser. Once the competition is decided, with any outcome, the world will 'reset' and begin again on the next 'route'. The order of routes is Mario, Peach, Wario, Yoshi, Donkey Kong, and then Bowser. If you also took the Jumper Team Captain toggle, Jumper's route occurs after Bowser.

With each reset, you, your companions, and your followers lose everything picked up over the course of the route except their memories and any skill gains at least somewhat related to baseball. You don't lose anything from the last route you undertake. The jump ends after the last route is finished, and time will not end your stay in this world early.

[+100cp] Ooh Hee Hee Hee!

Huh? It seems that the speech of this world's natives has become mostly incomprehensible to you. It comes across as grunts, odd noises, exclamations, and occasionally a proper name or two. I hope you weren't planning on having any meaningful conversations with anyone.

[+100cp] Time!

Every team you play against has picked up the obnoxious habit of regular time-outs. They will always get away with this. These timeouts will be you to rest their players, and disrupt your team when you have the momentum. Even when you are the clear winning, they will use these timeouts to unnecessarily draw out for victory, making it as tedious as possible.

[+100cp] Which Koopa Were You Again?

You look just like everybody else. It will be hard to tell you apart from other members of your species. This also reduces you to an average appearance, and nullifies any appearance enhancing effects.

[+200cp] Baby Jumper

You have been reduced to the body of an infant, and attempts to reverse this will fail until the end of the jump. Fortunately, you still possess just enough physical ability to actually play baseball, but you are much weaker than you would otherwise be.

[+200cp] Team Troubles

For one reason or another, your team will always be at each other's throats. Beyond the frustration of mediating between other players, this will strangely impact on their performance during games. Balls thrown between feuding players will travel slower than they ought to. Having a runner on a base that is disliked by the batter will cause them to get a harder time getting hits, and so on.

Should any of the players on your team possess the Team Stars perk, any energy stored in this pool will immediately vanish at the start of each game, meaning energy will have to be earned during the game in order to utilise the pool at all.

[+300cp] Powerful CPU

Wow, everyone here really knows how to play baseball! Even 'weak' players like common Koopas or Toads are Superstars who would be considered amongst the best in the world on a mundane Earth. Big name players like Mario and Bowser scale up from there.

Unfortunately, this boost ceases to apply to anyone playing for your team. You are really going to have your work cut out for you if you want to succeed here.

[+300cp] Jumpchain Cup

You're really playing for keeps now! You must be a part of the team that ultimately wins the competition. In order for this to count, you must be one of the nine players involved in the final win; merely being a reserve player or a supporter is not sufficient to count. Additionally, you cannot switch teams once you have joined up with one. Should you fail in this task, you will fail your chain.

If you took the Full Playthrough toggle, your team must win on every route, though you will be able to change teams at the start of each route if you desire to.

-Ending-

You have reached the end of your stay here. All of your drawbacks are hereby revoked. Any background memories you have acquired no longer have any influence over your behaviour.

Choose one of the following three options:

PLAY BALL!: You choose to remain in this world. Your chain ends here. You may decide whether the baseball craze remains in effect indefinitely, or whether this world reverts to its usual cycles. You can alternate the world between either state whenever you like.

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

THAT'S THE GAME!: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

Special thanks to Abhorsen_Anon? for providing the edited cover image.

On differences between standard baseball and the baseball here:

There are a few differences between the baseball you might be used to, and the baseball here.

The first is that games tend to be much shorter, with fewer inning per game. Feel free to fanwank that baseball games in this jump take the normal number of innings, if you prefer.

The second is that apart from Mario Stadium, the baseball fields here feature various hazards that can interfere with the game. Examples include the floating blocks at Peach Garden, the Piranha Plants at Yoshi Park, and the Thwomps at Bowser Castle. These non-standard fields will even be used in major games.

Unlike the baseball you may be familiar with, teams of nine are fixed at the start of the game. Substitutions do not normally occur; though replacement as a result of injury never occurs in-game, you are free to fanwank that some kind of rule exists for this if you prefer.

Finally, enforcement of the usual rules can be lax in places. The captains and vice-captains of the teams around here all possess a special pitch and special hit collectively referred to as Star Skills. The use of these skills is completely legal, and can drastically change the course of a game if employed correctly. Additionally, many players utilise non-standard bats. Piantas swing around trees, Bowser has added spikes to his bat, and Donkey Kong has decided to use a boxing glove instead of a bat, just as some examples of this.

So, what exactly happens here, anyway?

After Bowsers sends out a mocking letter to Mario and the gang, the gang split up and form individual teams. These five teams are captained by Mario (with Luigi as vice-captain), Peach (with Daisy as vice-captain), Wario (with Waluigi as vice-captain), Yoshi (with Birdo as vice-captain), and Donkey Kong (with Diddy Kong as vice-captain).

What exactly happens after this depends on the 'route' the player progresses on. In all but Bowser's route, the captain will challenge and defeat each of the other non-Bowser teams, recruiting players from them along the way. While travelling, they may encounter Bowser Jr., who challenges them to a game immediately (and is also an opportunity for the player to pick up characters they failed to recruit). Once the other teams have been defeated at least once each, the way to Bowser opens. Defeating Bowser will win the captain's team a trophy, and ends the route.

In Bowser's route, Bowser must go out and challenge each of the other teams. Bowser Jr. does not roam this time, as he is a part of Bowser's team. Once Bowser has beaten the other teams, he must play an all-star team made up of nine of the ten captains and vice-captains. Mario is always the captain of this team.

Should the player clear a route on the highest difficulty, they will get a special scene of Mario and the gang out in a baseball field at night, where Bowser challenges them for a rematch.

-Changelog-

0.1
Created the jump.

1.0
(i) Changed the **cover image**. (ii) **Colour Change** can now be purchased multiple times.

1.1
(i) Changed the **cover image**.

1.2
(i) Added a television to **Mario Superstar Baseball Game Bundle**.

1.3
(i) Adjusted **Toad** species to be more lore accurate.