

Welcome to A Hat In Time! A lovely little setting about time travel, hats, umbrellas, Mafia, Movies and MORE!!! And guess what?! You're gonna be here for the next 10 years. Shouldn't be too bad. But just in case, take this and ENJOY!!!

YOU HAVE OBTAINED 1000 CP (Use em to buy Perks, Item, and recruit friends!)



Now you are set! Go and have fun.

Locations:



Well you gotta start somewhere. Roll 1 D5 to see where you end up or pay 100 cp to choose freely.

1. **Mafia Town:** Originally this town was a peaceful place. Then the Mafia came and took over. Now it is a haven for all sort criminals, but some of the original townsfolk are still around living in fear of these guys.

2. **Dead Bird Studios:** LIGHTS! CAMERA! ACTION! This movie studio is where some of the best motion pictures are made. Currently there is a bit of a feud between two directors.

3. **Subcon Forest:** Oh, very scary. Actually, it pretty creepy here. Especially considering this is the home of The Snatcher.

4. **Alpine Skyline:** A rather Mysterious place. Consisting of 4 mountainous islands each with unique peaks. It is home to some goat nomads.

5. **Free Choice:** Your choice, go crazy!

Origin:



Your gender shall remain the same as it was in your previous jump. You can pay 50cp to change your gender or you choose your age freely; pay 100 to do both. Origins will also dictate what perks and items you have a discount on.

Time Traveling Explorer (Drop in): Aww aren't you a cutie! But you're also not from around here. Ergo you're an alien. You age will be 1d5 +5

Rebel Kid: The Mafia invade your home and took over. You aren't gonna stand for that. You age will be 1d5 + 5

Mafia: You're a criminal; Who also takes an interest in baking. You age will be 1d20 +20

Bird Actor: You act and do anything to get the reward. You age will be 1d20 +20

Subconites: You're one of the residences of the Subcon Forest. You age will be…up to you because frankly no one really know your age.

Perks:



General Perks:

Cute and Smug (100): Aren't just precious- Hey did you just stick your tongue at me?! Befitting of this place your appearance is rather adorable. That being said you can be pretty smug and taunt people in rather amusing ways. You know variety of insults native to this setting and an amusing dance that's supposed to be a form of a taunt, but it comes as adorable to many.

Chef (100): Unlike a certain perk below, you can ACTUALLY cook without poisoning whomever you're severing to. This will prove useful when you're tired of fast food or you enter a cooking contest.

Nice Tunes (100): This music of Hat in Time is quite catchy. Now you can hear whenever and where ever you go. You can turn it on and off. In addition, if you so wish can make it to be heard by only you or by you and those near you. Once again, a little warning here: the music is really catchy so don't be surprised that you start humming it even with music turned off.

Psychic Powers (300): Now this may seem out of place but it is said there is kid somewhere that can lift objects with their mind. Now you can do the same! Pick up objects or people, and lob them at people to deal some damage. But a little warning you can't pick up anything larger than a Mafia Goon. Comes with free tribal tattoos on your face, but that's optional.

Time Traveling Explorer:

Agile (100, Free for Time Traveling Explorer): Well this is unusual. You have the ability to double jump, wall jump, dive jump and move pretty fast despite your age. You can really get around there very few places you can't get to with your natural skill and acrobatics

Smart (200, Discount for Time Traveling Explorer): Your 10 at most…HOW DO YOU KNOW HOW TO HANDLE COMPLEX MACHINERY!? Some how you can easily grasp how things work. One look at the controls of a ship and you know how to drive it. You can look at a spaceships controls and know how to use it. You're a quick study plain a simple. Also you're pretty good at puzzles.

Improvised Combat Style (400, Discount for Time Traveling Explorer): How does one weaponize an umbrella? How do you make a piece ply wood lethal? Not many people can say. You on the other hand can. You can grab anything that you can get your hands on and start whacking people with it. Suddenly that umbrella is beginning to look pretty dangerous to your enemies right now.

Strong for a kid (600, Discount for Time Traveling Explorer): You know for a kid your surprisingly strong. With this you can pick up a grown man with no problem, Can breath in space, and beat buff foes (Provided you have a weapon handy, you're still a kid. Punching them bare hand will still hurt them yes, but you will also be hurting your hand) with no problem. Then again you not exactly human.



Rebel Kid:

Mustache (100, Free for Rebel Kid): Yeah you have a mustache so what? Well under normal circumstances most people would question a girl having a mustache but with this most people will shrug this off. The point is with this you can have certain feature of your body be ignored or seemed as if it was a normal thing that happens

Sneaky (200, Discount for Rebel Kid): For some reason whenever go to place it will seem that you have teleported. In reality you move with great stealth that no one will notice until it you are at your destination. This isn't perfect though. Sometimes it can fail. You can be caught of guard and be discovered if you get cocky.

Explosives expert (400, Discount for Rebel Kid): You can't Defeat the Mafia or any bad guys with just your fists. Good thing that you will not be taking them on with fist. No, you will be BOMBS! You can create bombs to defeat your enemies. Also you can throw your bombs pretty far.

YOU'RE ALL BAD GUYS!!! (600, Discount for Rebel Kid): Somehow you have obtained abilities that would be fitting of a final boss. You can hover about the battlefield, shoot energy beams, teleport, generate forcefield, shockwave stomp, and conjure explosive projectiles. You are very resilient to normal attacks. You're the hero here, the bad guys shouldn't be given a chance. TAKE THEM DOWN!



Mafia:

Cooking (100, Free for Mafia): You have a basic understanding of how to cook…That's about it. Well not really you can cook but you're not really good at it. But that's okay because you can somehow fool others to eat it anyways

Brutish Fighting (200, Discount for Mafia): You are big and tough. You got a lot of muscle, might as well use 'em. Punch, jabs, hooks, even wild swings. If they hit, its gonna hurt. It'll be as if you are a disciplined fighter that has been practicing for years.

Got you Figured out (400, Discount for Mafia): You might not be able to come up with some grand strategy but you're not dumb. After being hit by a certain attack for a while you develop a sort of understanding of it and come up with a defense and counter for it. This however is only temporary and can be bypassed if your opponent attacks you in a different way.

Mafia Boss (600, Discount for Mafia): You're the big man. The one in charge! So its only fair that you have some cool fighting abilities no? Using two cleavers to fight you can spin rapidly, send shock wave, or throw them like boomerangs. But why do it alone? You can call a large number of Mafia together, have them form the Mafia Ball, and ride along the stage on top of the ball to squish your foe. Show them the true might of the Mafia!



Bird Actor:

Old School vs New Age (100, Free for Bird Actor): You know how things work in certain genres of Movies and somehow, you can get away with certain actions if you it aligns with your movie making skills. Nothing major like killing mind you but you can get away with cursing in public, roller-skating indoors, that sort of thing.

Actor (200, Discount for Bird Actor): Acting comes naturally to you. You can get into character instantly, but most of all you know how improvise as long as it is for benefit of being dramatic. That's what this is knowing how to be dramatic and wow the crowd.

Dance Combat Expert (400, Discount for Bird Actor): Who says that dancing while fighting is bad? Not you! You know how to get down and get funky. But you also know how to use those dance moves to improve your combat skills. Breakdancing, Disco, Tango, whatever. If you know how to do that type of dance, then you know how to use those dancing skills in combat. Bust a move, Jumper.

This is for real! (600, Discount for Bird Actor): Aw they it was just for show. Well it kind of is… but not really. When you fight, you utilize some interesting powers. You can summon disco balls to create quakes to knock your foes of balance and create shock waves to harm them. You darken the area temporary and lunge at your target with a knife. You stab with lighting speeds with a knife. You can manifest two photos of yourself or whatever projectile you are using; and can effectively duplicate your attacks. Show them who owns the stage!!



Subconites:

Creepy (100, Free for Subconites): Uhh my what a nice smile you have…. Okay, let's face it Subconites are creepy. And now so are you. You give this air of uneasiness, you have glowing eyes, and your voice echoes. All of these traits adds to your creepy and spookiness. Just being near causes others to be a bit spooked.

Shadow Being (200, Discount for Subconites): Your body is not really solid. In fact, it's quite malleable. It can be stretched within reason. Useful for reaching those high shelves or seem bigger than you really are.

Spectral Magic (400, Discount for Subconites): You have this special type of magic; due to the fact you are kind of dead. Because of this you gain the ability to teleport can teleport, can hover for a short time, and shapeshift into different forms but nothing bigger than a human adult.

Snatcher Jr (600, Discount for Subconites): Huh that's-hey what are you- *I'LL TAKE IT FROM HERE THANK YOU!! Well you actually bought this huh? Hope it was worth it because now you have complete control over your shadow body and spectral magic, though you look much scarier than before. Summon pillars of fire, conjure doppelgangers of your enemies, fire beams, command over a legion of minions to trample your enemies! For the cherry on top you can steal a targets soul and eat it. Granted you have to weakened them in order to do that. You're not on my level yet Newbie, but you'll get there!*



Items:



General Items:

Bag (Free): Similar to a bag of holding this bag can contain a number of items that you collected on your journey as long as you can carry said item.

Outfit (Free): What this is depends on your background and gender. If you are a Time Traveling Explorer then you will receive a hat of your choice (You may import one that you if you wish), If you are girl your outfit will be either Hat Kid's Outfit or Bow Kid's Outfit; If you are a boy you will be wearing jeans, shoes in a color of your choice, an coat in a color of your choice, and a white t-shirt with a robot graphic on it. You are a Mafia Member you will receive a suit and apron for your outfit. If you're a bird actor. You have a choice between a train conductor outfit or a disco dancer outfit. If you are a spook you can choose whatever you like from options mentioned above but it will look more shadow like.

Poms (Free/100): The currency of this world. They are these small green orbs that people money. And now you have 300 of them. Pay an additional 100 cp to add 100 more Poms to your total. This can be taken 7 more times.

Copy of "A Hat In Time" (100): This is a copy of the Game "A Hat in Time" Comes with a PC with a Steam account, a Nintendo Switch, a PS4, and a Xbox one. Each with a copy of the game. A bit Pricey for you? Well it also comes a version of the game with you being apart of the adventures here.

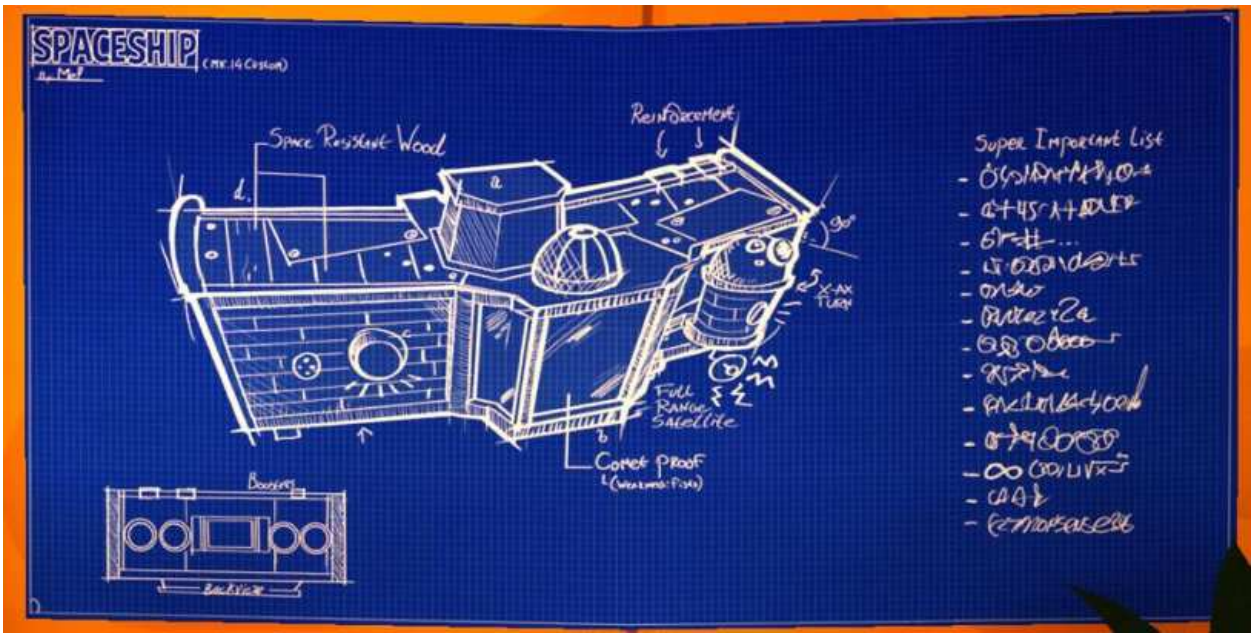
"Jumper In Time" Game (100): This is similar to the Copy of "A Hat in time " but with one major difference. This is a game about you and your jumping adventures done in the style of A Hat In Time.

Time Traveling Explorer:

Unusual Hats and Badges (100, Free for Time Traveling Explorer): This purchase gives the hats and badges from A Hat in Time. Each grant unique abilities. The abilities granted from said include: showing the way to the closest point of interest, but won't work if you are too far away from any point of interest; make you run faster and changes the jump into a higher jump but removes double jump; the ability to throw explosive vials. The explosion deals damage to enemies and can also destroy certain objects; temporarily transforming into a frozen statue and performing a ground pound; the ability to materialize objects that normally appear as green holographic objects; and finally, temporarily stop time. For the description of the hats' abilities and their appearances, look here. The badges can only be equipped on to a hat. Here is the list of badges and what they do.

Weapon of choice (200, Discount for Time Traveling Explorer): Don't go too crazy here. Yes, this is weapon that can't be broken but your choices are limited to only a bat, an umbrella, or a hammer.

Spaceship (600, Discount for Time Traveling Explorer): Your own space ship with all the necessities to act as a home away from home. In addition, it can warp, teleport you on to a planet's surface. Also comes with a robo-buddy (Not a Companion) that keeps the place clean and is very friendly to you. Time pieces are not required to keep it powered. What are waiting for go out and explore the vastness of space.



Rebel Kid:

Mustache care products (100, Free for Rebel Kid): Well you have a Mustache now; you are going to need some stuff to care of it. Includes brushes, combs, shampoo, and conditioners. It's a nice Mustache keep it in good condition.

Explosives (200, Discount for Rebel Kid): Bombs. Loads of bombs. BOMBS FOR DAYS! This is a collection of bombs that you can pull out of nowhere; but don't go crazy though you can only throw at least ten bombs before you have to wait for 10 seconds for this item to reload. After the reload time you can resume your bombing.

Lair (600, Discount for Rebel Kid): Well it may look villainous but its not. Really its not. Okay sure its Castle with lava pits, pendulum blades, and other traps. But it is not an evil lair because you are not a Villain! You are just very thorough about security is all. The lair also has a throne for you to sit in, and enough facilities to house you and your companions.



Mafia:

Cooking Utensils (100, Free for Mafia): Baking requires the proper tools. This item includes: Knives, Forks, Spoons, an Oven, and Stoves.

Cleavers (200, Discount for Mafia): Large cleavers…you know what no. THESE ARE SWORDS! Large blades that can cut through flesh and when thrown they will return to you like a boomerang

Mafia HQ (600, Discount for Mafia): This place is less of a base of operations and more of an entertainment center. Theatre, Casino, Bar, Kitchen, Bathroom; this place has it all! After all this is place where Mafia come to relax and feel safe.



Bird Actor:

Props (100, Free for Bird Actor): A set of props that are a must have for every aspiring director/actor/bird. Regardless of any of these descriptions these are just some props. What not enough for you? Fine here. Now you have INFINITE props. You can just pop these out whenever you want but they are just props. They will break by the slightest force but now you can just bring out another one. And no you cannot flood a room with these because the broken pieces will just vanish into air.

Non-Prop Knives (200, Discount for Bird Actor): Hey hey hey now we are talkin peckneck! These kitchen knives are not just for show. Well they are but that's besides the point. You now have some very nice clean and shiny knives that are perfect for stabbin'. When you throw these they will fly without regard for gravity for about 20 meters and you can always bring out a new one from behind your back. Now go out there and make a good slasher movie peckneck!

Movie Studio (600, Discount for Bird Actor): Lights! Camera! Action! Now you are the proud owner of your very own movie studio. By default this is Deadbirds Studios (barring the Scenarios or Drawbacks) but alternatively you can open a new one that is just as big and successful as that. Everything here gets taken care of by your staff and you can make your very own blockbuster movies. Nice for a profit, fame or the art. Now shine like the star you are darlin'.



Subconites:

Unlimited Quill Pens and Papers (100, Free for Subconites): Well contracts are kind of your thing and you need someway of creating those contracts. Lucky for you there is this package that contain an unlimited amount of papers and Quills to aid you with your contract making needs. As for how the contract looks that's up to you.

Explosive Fruit (200, Discount for Subconites): This strange fruit is imbued with strange spiritual energy, which turn it from a tasty treat (debatably) into an explosive that can break ice. Use with caution though

Forest (600, Discount for Subconites): This is your domain! a genuinely creepy and mazelike Forest. Outsiders cannot traverse except they are extraordinarily good at navigation and can defend themselves against the subconites that are living there. Everyone that dies there you can either make them a new subconites or you can claim their soul, if you are capable of that. In addition, this place strengthens your shadowlike and ghostly magic.



Companions:



Import/Create (-50 CP/-200 CP): You might need some help to survive this place so why not buy some! Spend some of that CP to get some companions to help you. Pay 50 CP to import or create a companion or pay 200 CP to import or create 8 companions. They get a background of their choice and 600 CP to spend on perks, powers and items. You can pay more to give your companions more CP.

Canon Character (100): You can NEVER have too many friends and chances are you are gonna make some while you're here. So why not use some of your CP to get some of the locals to join you on your journey. However; Hat Kid, Bow Kid, and Mustache Girl are not available for purchase I'm afraid. They don't trust you enough to go with you on your jump chain adventure. Snatcher has his own purchase price below. Oh, and Vanessa IS ABSOLUTELY FORBIDDEN! NO YOU CANNOT RECRUIT HER!!!!

Dave of Mafia (200): This random Mafia goon is sick of the usual crim and bullying ways of the Mafia. Ya see Dave here wants to be a chef. But seeing that you are on a journey across dimensions he figures he can come with you to learn some cooking skills. He has all of the perks in the Mafia goon line except Mafia Boss (for obvious reasons) and instead off the "Cooking" perk, he'll have the "Chef" perk

Isaac (200): This Subconite is a bit stronger than the others. But he is very timid and Snatcher isn't very pleased with that. So, you have been given this little guy to take with you who knows maybe you'll be able to give him more confidence. He has the all Subconite perks but "Snatcher Jr." he needs time to get to that level of power.

Timmy (400): Who is this kid? Well this is Timmy. Originally he was supposed to be the Player Two character for co-op mode of the game. Well he was scrapped. But he can be seen roaming around in this jump. For a fee you can recruit him and have him join you're cause. He has "Smug and Cute", "Agile", "Improvised Combat Style" and the "Psychic Powers" perks.

Snatcher (600): *Well, well. You want bring me along for the ride? Fine but it will cost you quite the amount to do so. Don't worry I won't have signing any contract to do so. It'll cost you 600 cp to bring me along.* You heard him. He is WAY too powerful to be any cheaper. Also, he set the price not me.

Scenario:



Jumper in time: OH NO! During your transfer you seemed to be stranded with no way to contact Jump-chan! In addition, your companions can't seem to get to you. So, you'll be flying solo. You need to get off of this planet and fast! Luckily for you there is a rift that will allow you to contact Jump Chan and/or get you out of this Jump. Unfortunately, you only have about a month and half to complete this task. Also, the rift is in space. If you purchased the Space Ship it will be missing if you take this scenario. Lucky for you, a certain someone is more than willing to help you with the problem if you help her out! Now your task is clear: aid Hat Kid collect all of her Time Pieces to fuel her ship to leave this planet. This will include the DLC Time Pieces as well. This is not as easy as it sounds. This will require for you to find every relic, obtain ever badge, every craft every hat, explore every time rift, and for some reason complete every story book. Taking this scenario will lock you into following the events of the game. From Hat Kid Meeting Moustache Girl to the climactic battle at the end. You will have your work cut out for you. Doesn't seem to bad right? Well don't forget you have a time limit to worry about. Once this task is completed you can leave this jump early, or Contact Jump Chan to extend your stay to your usual 10-year stay. Something to note that if you take this scenario some of the drawbacks will affect and as such will grant double the amount of CP. In addition, only the following companions will be joining, only if you purchase them and they'll only be joining at certain point of your adventure:

Dave of Mafia: Dave of Mafia will appear rather early. In fact, shortly after Hat Kid collects her first Time Piece, he'll approach you with the intent of joining forces with you; seeing that he doesn't want to be a member of the Mafia any more.

Timmy: Timmy if you take this scenario will be one of the original residents of the town that became Mafia Town. But he ended up in the Dead Bird Studios in his escape from the Mafia. After you agreed to help Conductor and DJ Grooves with their movies, he'll beg you to take him along. He's Tired of being disregarded for a janitor, when he doesn't even work there.

Conductor and DJ Groove: After helping one or the other win the Award, they will fight you…however for some reason midway of the fight Hat Kid will point out that you and her helped out the rival. This will cause the other to join the fight. Win and later they will arrive at your ship to apologize. They will realize that sticking with you will give them inspiration for their next movie.

Isaac: Isaac will join you shortly after you completed your first contract with Snatcher.

Snatcher: Snatcher will greet you as he does in the canon. If you survive his contracts and beat him. He'll join as a result of Hat Kids alterations to the final contract.



Reward -Hat Kid (and Bow Kid): Earlier in the companions' section I said you couldn't buy Hat Kid. This is mostly because she doesn't really trust you enough to follow you on your interdimensional adventures. However, that has changed now. After helping Hat Kid collect her time pieces, she has taken a shine to you. She thinks you're fun to hang out with and trustworthy. So, she'll accompany you on your adventures as Best Friends Forever or Siblings which ever you prefer. She comes with all of her hats, badges, and of course her ship which has been modified to have a room for you. Bow Kid will also be joining you. A friend to Hat Kid is a Friend to her. (Bow Kid was stuck on the ship this whole time)

Drawbacks:



Clumsy(100): Whoops. That was embarrassing. With this drawback you will be periodically slipping and tripping on your feet, and possible accidentally dropping things.

Third Person (100): You have tendency to refer to yourself in the third person. Instead of using me and I; you'll be referring to yourself by name. It will get annoying for others after a while.

HOW MUCH?! (100): Things are here are normally reasonably priced when it comes to item and badges. Not anymore expect to pay twice the amount than normal

Just a kid (100): No one will take you seriously. Because your age shall be set to 5 years old. Your perks will work just fine just that people will think less of you now

Easily Spooked (200): For the most this is not too much a problem but can lead to tough situations. Normally it will take things like Vanessa or the Empress to make you scared. Now the slightest foreign contact will startle you; such as someone tapping your shoulders, slightly bumping into someone. You will be very jumpy during your time here. Taking this with jumper in time scenario will make a certain challenge even harder. Thus, this drawback will grant 400 cp instead.

Too Many Foes (200): Huh, there shouldn't be this many enemies. I guess you made someone mad because now there is three times the amount of bad guys you have to fight in a given area.

Magnet for trouble (300): GEEZE! How do you get into these situations. It seems like you can't go 3 minutes without something going wrong. Now this doesn't mean things you plan will fail mind you; This is essentially murphy's law. Frequently something will go wrong and it will be drawn to you; such as a freak lighting storm will suddenly appear and the lightning bolts seemed to be aiming for you, a random object breaks and the pieces are heading right at you; things like that. Hope you can adapt.

Mustache Menace (400): For some reason or another, Mustache Girl consider you an enemy to her cause. She will be actively trying to hinder your progress. If you take this drawback in conjunction with the "Jumper in Time" Scenario then she will be a recurring boss through out your time here, after you recovered all the Mafia Town time pieces. Therefore, this drawback will grant 800 cp

Competitive Rival (400): During you time here you will encounter an equal that is roughly equal to you in terms of powers. They will hinder your adventures by challenging to various of tasks, wanting to fight you. The usual rivalry stuff. Beat them once, they will retreat and try again in a year. If you take the "Jumper in Time" Scenario, this drawback will be worth 800 cp and the rival will try to steal the time pieces from you. This will continue until your final battle where he will team up with the Final Boss.

Jumper Pieces (600): Your Perks will be connected to these Hour Glass shaped objects, similar to the Time pieces, called Jumper Pieces. As long they are in your possession (in a vault, bag, or on your person) You will retain your perks. The amount of the pieces will equal the amount of jumps you did before this one. May not seem like a problem but they have tendency to being stolen frequently during your time. If you take the "Jumper in Time" Scenario this Drawback will grant 1200 Cp and your Jumper Pieces will be scatter across the world. You will have to find them along with Hat Kid's Time Pieces. Don't Worry they will be found the same time you find a Time Piece. Also if you've taken more 40 to 56 Jumps. Some Jump Pieces will contain perks from more than 1 jump.

Villain Team up (600): Wow…THAT CAN'T BE GOOD! Throughout your time here the 4 bosses will team up to actively try to get rid of you. The Mafia will try to sabotage you're progress, Conductor and DJ Grooves will lead a smear campaign against you, as for Snatcher…well he has a number of minions to mess with you as well as make things harder for you through his magic. In your last year they will fight all at once. If you take the "Jumper in Time" Scenario this Drawback will grant 1200 Cp and instead of teaming up to defeat you at the end of your journey, they will have work together to stop you before the final chapter in last ditch effort to get rid of you. Good Luck.

Ending:



Wow time to go huh? Time flies (no pun intended) when you're having fun. Well time make a decision:

Go home? (May not see your pals again): Well you had your fun time to go home.

Stick around? (Stay in this world may not go back to your original home but Hat Kid will stay too!): You like this place might as well make it your new home

Continue onward? (Continue your journey and possibly get the spark): There is more to see and you're not done yet!

As a bonus you'll get a collection of plush toys each looking like the friends you made on your adventure here. Here regardless if you chose to stay or leave.

Special ending for Completing "Jumper in time" and Deciding to Continue onward: You, Hat Kid, and those who you chose to take with you on your adventures; will take one last look at earth. As you gaze you tear up a bit. You were gonna miss it, BUT THERE ARE MORE WORLDS TO SEE! "HAT KID" You called "SET A COURSE TO OUR NEXT ADVENTURE IN THE JUMPCHAIN!" She nods and sets in the coordinates for your intended destination and you all fly off.

Notes:

Made by SonicCody 12

- Big Thanks to Nerx, Shadeseid, and many others on Reddit.
- This jump is inspired by the Game of the same name. However some creative liberties we made in order to make it a bit more interesting. Such as Dave Of Mafia, Timmy, and certain perks
- Yes you may choose to import the hat you received from the Pokémon Trainer Jump for the "Outfit" And "Unusual Hats and badges" Items

This is Timmy:



Changelog:

7/18/2020: Got Started on the jump.

7/24/2020: Fixed some wording errors. Renamed the Spook origin to Subconites

7/25/2020: Finished the drawbacks section and Finished the Time traveling Explorerer perk line

8/8/2020: Finished the Companion Section, Complete the Time Traveling Explorer Items, Complete the Subconites perk line, and Mafia Goon perk line

8/11/2020: Finished the Brid Actor per line, and with it the perk section! Finished the Location Section

8/15/2020: Corrected the wording of the pricing of Perks and Items

8/16/2020: Finished the Rebel Kid Items.

8/17/20 20: Fixed the pricing of “Canon Characters” from 200 to 100 and added some more information on the Bonus Scenario.

8/18/2020: Added some images to improve the document . Fixed the conflicting spelling of the word Mustache, Finished Mafia Items, Completed “Forest” Item.

8/19/2020: Fixed the Pricing of “Cleavers”, “Non prop-knives”, and “Explosive Fruits” from 400 to 200

8/20/2020: Version 1 is COMPLETE!

Bye Bye!

….What?

You still here?

It’s over.

Get outta here.

Go.

…

You haven’t left huh? But why are did decide to stick around then?

Hmm maybe its because you know there is someone else that needs help.

Maybe its because that you want for that person to have a happy end to.

Well you can do that but let me warn you: THIS WILL NOT BE EASY!!!

So are you in? Clearly you are if you stuck around for this section.

BONUS SCENARIO!!!



Down with the Mafia! (Must have completed “Jumper in Time” Scenario and if you take this Scenario and you the Mafia boss as a Companion, he will leave you.): You saw the Time Rifts of this world.

Within each one there is a story book showing certain events that occurred on this planet. There is one that you can't seemed to get out of your head; and that's the story about Mustache Girl. You can't help but feel bad about her. After all the mafia invaded her home, took over and made her life miserable.



You understood motivations for what she did. Just as you are about to leave, you feel a sensation. Telling you to go back. Then you recalled the Mafia's Story Book. You realize something. THIS WAS ALL THE MAFIA'S FAULT! They invaded and took over an island simply because they were bored of their home. With this in mind they might just invade another place to take over when they get bored of Mafia Town. Realizing what this meant for the planet, you stop Hat Kid from warping the ship away. You point to the planet and Hat Kid will understand what you are doing. You are not done here. You have one last task: TAKE DOWN THE MAFIA!!!



What they have done will not stand, the Mafia must pay for their crimes. You and Hat Kid must first make contact with Moustache Girl. Once that's done you must convince her to trust you once more. You can simply talk to her but if you have purchased Dave of Mafia you will be given a special side quest that will earn her trust easily. Mustache Girl will mention that she lost her parents, but Dave will interrupt saying that Mustache Girl's Mother is alive. All you have to do for this task is to follow Dave of Mafia to a secret location. Once there you will be greeted by several people who lived in Mafia Town before the Mafia took over. At center is a woman that looked very similar to Mustache Girl, mustache and all. This scene will play out:

Mustache Girl: MOMMY!

Mysterious Woman: MU! (Mustache Girl's name)

After this heartwarming moment Mustache Girl will trust you once more. Now comes the tricky part: getting rid of the Mafia. Okay its more than that but the result is still the same. The Mafia has good grip on the island and the only way to make them leave is if you make it too much trouble for them stay. First you must broadcast a message across the globe telling the previous residents that you will be taking back Mafia Town from the Mafia. Clearly you are going to need to call in some favors to make this happen. Head over to Dead Bird Studio to get some help from the Conductor and DJ Grooves to get the message out. It will take some convincing seeing that they don't trusty Mustache Girl. But if you have the Mafia's and Mustache Girl's storybooks, you show it to the two Movie Directors; this will make them join your cause with very little trouble. However, if you have recruited them as Companions, they'll help you free of charge. Once that's done the people will be monitoring your progress, how do they this is not important right now. Next you must get the Mafia's attention. Simple sabotage will not work here. Do everything in your power to make it hard for the Mafia to ignore you. Deface some of their property, graffiti their building with insults about them, steal from them and donate the good to charity. Once that's done some of the Mafia will come to deal with you. The next part is self-explanatory: Beat them up! Make them cry for their mommies. Do enough damage and the boss of the Mafia will come to handle you himself. Take him out! Even when you do that you're still not done. Little by little some of the original townsfolk will return to the island to help you. Rally the people to fight back the criminals. Once that's done you must make your message a bit clearer by destroying the Mafia HQ. This will either demoralize the Mafia and they'll make way to their ship; or make them quit being a mafia goon and convert to a different life style. Once it seems like you have won the Mafia Boss will be back and he is not happy. In desperation he drinks a strange concoction that will make him much stronger but as a side effect make him act more feral. To make matter worse that potion seemed to grant him the abilities of the other baddies you took down here. He'll be firing lasers, summoning subcon forest minions, using knives, throwing explosive barrels, and worst of all teleporting. Plus, he'll acquire some of the Badge abilities that Hat Kid has. Clearly, he doesn't care about anything but your defeat! He will use whatever he has at his disposal in order to win. To make matters worse, some of his men will regain their morale and will help their boss; granting him his Mafia Ball. Defeat him once more and he will enter a second form; a large golem of purple slime! Now to damage to him you must locate and damage his actually body on the golem. Do this three time and he will fall for good this time; but it won't be easy you need to work with Mustache Girl to hurt him and Mustache Girl must be the one to deal the final blow. After witnessing their boss beaten the last of the mafia will drag their boss to one of the boats and leave, never to be heard from again. The original people will move back into their homes and Mafia Town will be Mafia free…it will also need a new name after that. Your work here is finally done. Back to the ship to

leave for real this time! However, if Mustache Girl gets beaten you fail the scenario and the chain. Something to note about this scenario certain things will be different based on what draw backs you have taken here is the list:

Jumper Pieces: Some how the Boss of Mafia will have snuck into the Space ship and stole a Jumper Piece that contains your top 4 perks in term of powers. He'll will be using it and it adds an additional Phase where you need to take the Jumper Piece back from him.

Villain Team up: Uh oh….NOT GOOD! Okay when you take on the Mafia; they'll call in reinforcements from factions that you might have angered during your journey here. But when you get to the Mafia Boss he will call in a very scary trump card: VANESSA! Now you have to fight him and Queen Vanessa, but don't worry being this far away from her manor made her a bit weaker. She's powerful but not unstoppable.



Reward – Mustache Girl: Just as you are going to leave, Moustache Girl calls out to you. You have impressed her and she has learned her lesson from the whole Time Pieces thing about how to truly be a hero. But there's nothing for her here now. You CLEARLY need her help, obviously. So, she decides to come with you and with Jump Chan's permission she has access to the abilities she had when she had all of the time pieces and in her EX state. So with that she comes with you to guide you.

Mustache Girl: Okay to be serious for a minute I just want to come with you! I think we can start over as friends this time and I'm kind of lonely. So, I want to come with you as a friend.

Special scene for completing this Scenario and deciding to continue your jump chain:

You, Hat Kid and your Companions all welcome Mustache Girl to the team. You take one last look at the planet before tearfully waving goodbye. “Come on then!” Mustache Girl says trying remain strong “Lets go and don’t worry we’ll be back!” You all nodded and leave the planet for whatever adventures you may have.

Extra Notes: Here some dialogue that Mafia Boss will say during his rematch in the “Down With The Mafia” Scenario (Depending on Companions present):

If Dave is Present: I SHOULD HAVE KNOWN THAT YOU’D BETRAY ME!!! YOU ARE NOT A MEMBER OF MAFIA!

If Timmy is present: Heh. I remember you. You are that strange kid with the strange powers. Well that won’t help you now!

If either Conductor or DJ Grooves are present: This isn’t a movie, this is real life.

If Snatcher is present: I AIN’T AFRAID OF NO GHOST!

If Isaac is present: HAHAHAHA! PATHETIC, LITTLE, WEAK, GHOST!

If Empress: How about we make a deal? No? Don’t I didn’t give you chance