


**Kirby Air Ride Jump**
**v1.0**
**by Sin-God/LJGV**

Welcome to the strange spin-off land of *Kirby Air Ride*! This strange land is divvied up into different places, vast stretches of land that people on Warpstars and Air Ride Machines race through. For the duration of the next decade, your adventures will involve exploring this odd world, going on races, and having mysterious encounters with strange foes, as well as racing against other people with powers and warpstars of their very own.
Take **1000 Air Points** to fund your adventures.

Please note: for the sake of simplicity you can rule that each round of a game mode takes about a day's worth of time relative to the clock dictating how long you're in a jump. This means that you'll complete this jump, assuming you keep it to a decade's length, will take about 3650 rounds.

# Starting Location
*Your origin determines your starting location.*

**Air Track**
Those who select the *Air Ride* origin will initiate their stint in this jump on a track. If you get this as your starting location, select any of the *Air Ride* race tracks as your starting location for this jump. The choices here include *Fantasy Meadows*, *Celestial Valley*, *Sky Sands*, *Frozen Hillside*, *Magma Flows*, *Machine Passage*, *Beanstalk Park*, *Checker Knights*, and *Nebula Belt*.

**Top Track**
Anyone who selects *Top Ride* as their origin will initiate their time here racing on a top track, one of the maps available to players of *Top Ride*. If you get this starting location, select where your first race takes place out of the seven total themes; Grass, Sand, Sky, Fire, Light, Water, and Metal.

**City**
This is the city where *City Trial* takes place. Your jump begins with you doing a round of the *City Trial* gameplay mode.

# Age and Gender
This is a *Kirby* jump. Age and gender do not matter here. Select your age and gender freely.

# Origins
All of these origins are drop-in friendly.

All three of the origins here correspond to affinities with the three gameplay modes of this game; *Air Ride*, a traditional racing mode, *Top Ride*, a simplified racing mode on smaller tracks in exchange for more laps per track than in *Air Ride*, and finally *City Trial*, an unusual mode set in two phases. The first phase of *CT* is where you are free to explore a gigantic, and strange cityscape. During this time you can clash with other players, collect powerups, find the perfect machine for you, and complete and/or endure mysterious events throughout the city. The second phase begins after a few minutes of time to explore this strange landscape. During the second phase of this mode transports you to some other map to compete in odd challenges.

**Air Ride [Free]**
The standard racing mode. This is akin to *Mario Kart* but set in the *Kirby* universe, complete with a local power-up mechanic and boost pads, as well as different warpstars with unique stats and abilities. By selecting this origin you are signaling an affinity with racing, competitiveness, and traditional racing games.

**Top Ride [Free]**
This is a simplified racing mode, set apart from *Air Ride* by its simplicity and top-down view. This also comes with power-ups, items, enemies, and hazards. By selecting this origin you encourage the notion that you focus on simplicity and efficiency.

**City Trial [Free]**
This fairly complex, compared to the rest of this setting, mode is a thoughtful, strategic thing. By selecting this origin you signal that you like complexity, strategy, and the exploration and creativity present in this large gameplay mode.

# Race
All races count as alt-forms in future jumps.

**Standard Kirb-Foe [+200 AP]**
You are a member of a standard race that appears in this game as enemies, such as a Waddle Dee, Cappy, or Sword Knight.

**Kirbo [100 AP]**
You are Kirby or one of his multi-colored clones. This comes with all of the standard Kirby abilities, most famously the ability to swallow your foes and replicate their abilities. This also comes with Kirby's enhanced abilities to regenerate health at an enhanced rate after eating food and to launch foes at each other after swallowing an enemy.

**Unique Kirbo-Foe [100 AP]**
With this you can be King Deedee or Meta Knight, or at least a clone of theirs. You have enhanced health, an equivalent of the *Sword* or *Hammer* copy ability, and a ton of health.

**Dyna-Chick [200 AP]**
This makes you a Kirby-sized version of Dyna Blade; a gargantuan bird with tremendous physical endurance and strength. You are incredibly fast and can fly ungodly distances, and once per round, you can morph your form to match Dyna Blade's, granting you her immense size for a time up to a minute in length. In future jumps you can morph your size to match hers freely, and retain your ability to have a smaller, Kirby-sized form.

# Perks
*Origins get their 100AP perks for free and the rest are discounted to 50%.*

## General [Undiscounted]

**One Button Racer [Free]**
You have an instinctive grasp of how to fly however you do so relative to this jump. If you are a racer who uses an air machine you know exactly how to pilot it, and how to get it to boost. If you fly through your own power you instinctively sense how to do so, and can easily gauge how far you can fly at any time. Regardless of how you move, you know how to activate your version of a boost, and understand the basic stats of the machines you ride. This also grants you enhanced skill when it comes to driving in general (regardless of your actual method of maneuvering), letting you do things like aim a weapon while driving or use other such abilities at the same time as you maneuver a vehicle, and lets you use the feared *Quick Spin* technique with any vehicle. *Quick Spin* is an attack that rapidly spins your vehicle, or yourself, and hit foes with the raw momentum of such an attack.

**Respawn [Free, Only persists for the duration of this jump]**
This is not a dangerous setting, and it seems like enemies regularly respawn here. Even fates like having your machine destroyed, or pounding Dynablade all seem to be temporary. With this, losing a race due to violence (such as being knocked out or swallowed by the kirb) is only temporary and when it occurs you will respawn sometime later, uninjured but perhaps a bit tired. This is a racing jump, it's not meant to be some chain-ending death trap, even as a Kirby jump.

**Hurt Portraits [100 AP]**
With this perk, you gain the ability to see small portraits that appear in your field of view whenever you hurt someone. This lets you know who you hurt, and automatically, and accurately, tracks how much damage you've done to anyone caught up in your attacks, with more decisive attacks showing you more dramatic or differently colored portraits to reflect the damage you've done.

## Air Ride

**Minimap [100 AP]**
You have access to a mental minimap tucked away unobtrusively at the corner of your field of view. This map tracks your peers and rivals and shows you the overall layout of a large area spanning entire miles around you.

**3D [200 AP]**
You are used to navigating fully three-dimensional spaces and excel at such movement. You have an innate sense of how to use three-dimensional movement to move quickly and efficiently, letting you cover vast distances with frightening speed. People will be awed and distracted by the ease with which you do all sorts of fierce mid-air tricks.

**Machine Master [400 AP]**
You are skilled at parsing the differences between different types of air ride machines. This makes you a skilled strategist when it comes to figuring out how different machines would handle different maps and letting you strategize about how to most efficiently race when you have to deal with foes riding machines that are different from yours.

**Ability Ace [600 AP]**
You excel at using abilities behind the wheel. You are fierce at incorporating your powers into your driving, able to use them to do things like speed yourself up or hit and devastate your foes with frightening ease, and you have a stunning wit when it comes to sensing how best to leverage your otherworldly abilities while behind the wheel.

## Top Ride

**Top Down View [100 AP]**
You have the ability to, at will, change your perspective. Instead of seeing through your own eyes your view will be projected from some bird's eye angle above you, letting you see everything happening around you even stuff that is happening right behind you.

**2D [200 AP]**

You don't need any fancy three-dimensional movements, all you need is a simple track, a starting line, and a finish line. You can intuitively sense the simplest route to your destination, and you have an instinctual sense of how to get from point A to point B without any fancy maneuvers or tricks. Your efficiency is a weapon in its own right, a tool that'll lead you to victory if you trust it. It's not the most visually impressive, but it gets the job done.

**Interactive [400 AP]**
You are a sneaky ace at doing things that change the composition of a track, knowing how to interact with your environment in ways that subtly modify it and force foes to take alternative, worse, routes.

**Item Ingenuity [600 AP]**
Your focus, strategically, is how to skillfully use items and weave them into your strategies as a racer. You can study the track, your opponents, and the items you have on hand and come up with strategies that can force an opponent from first place to last place, and can easily alter how foes navigate a track by placing a single random item in a key location, such as placing a bomb in a part of the track they need to drive through to stay in first place, or placing a tempting item in an out of the way part of the track to draw foes there.

## City Trial

**Power-Ups [100 AP]**
You can find objects around you that are invisible to people you don't key them too that can enhance you and any vehicles or weapons you're on or using. These power ups are temporary, lasting about 10 minutes at most, but while they last they are quite powerful. The power ups that spawn are random, but you can gain some by defeating foes, which will persist just as long as the other power ups do. Power ups have consistent looks and styles, and you can enter a sort of paused-time state at will to see how powered up you are.

**Flexible [200 AP]**
You have a state of mind that lets you come up with winning strategies no matter what sort of challenges you face. You know that it's not always a breakneck race to the finish, but sometimes a challenge that requires more clever thinking, or even an all out battle that isn't won by speed but by durability.

**Predictive [400 AP]**
You can divine what sort of items are in containers without opening them or are in destructible objects without destroying them. This won't be incredibly precise, but it'll let you know what sort of containers have power-ups, items, copy abilities, food, or anything else that they might contain before you destroy them.

**Lucky Break [600 AP]**
You have an unusual superpower related to luck. Once per round/race you can use luck to trigger a beneficial random event, even in modes other than City Trial, which can completely upend the results of a race. This event will be randomly determined but will revolve around changing the course in some way, and in future jumps this becomes a

daily roll of the dice that will be guaranteed to be beneficial to you in some way, but not necessarily in a way you planned or wanted. In City Trial rounds this causes a random event to occur that is guaranteed to benefit you in some way, such as causing the spawning of an Air-Ride machine you really like and want to ride, or an unfortunate event for a foe such as a bomb being planted near them that breaks their machine.

# Items

*Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.*

*Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.*

*All origins get their 100AP perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.*

***Track, Course, and City items, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.***

## General [Undiscounted]

**Chosen Warpstar/Machine [Varies]**
You can pick any non-legendary machine for 100 AP, or a Legendary machine for 400 AP. The first purchase you make of this is discounted (and if it's a 100 AP machine you can get it for free), and you can purchase this as many times as you wish. Each machine you purchase becomes fiat-backed, but only gains properties like auto-repair and free maintenance in future jumps. You can summon this machine from anywhere, and thus can use it in future jumps as a fiat-backed vehicle.

## Air Ride

**Pack of Copy Enemies [100 AP]**
Once per race or round (and once per day in future jumps) you can unleash a pack of copy enemies. Copy enemies refer to foes that have copy abilities, and thus you can use these enemies to snag copy abilities, but they are also loyal to you and will doggedly harass foes and rivals of yours whenever they can. The pack you summon will always be random, and will always consist of examples of these fellows (again, provided they offer copy abilities to Kirbs who swallow them).

**Rails [200 AP]**
This is a set of rails you can use to connect different parts of a course, or different areas in future jumps. With something you can use to grind on these rails you can use them to speedily move from place to place.

**Air Ride Track [400 AP]**

For each purchase of this you can select an Air Ride course and place it in a specially designed part of your warehouse where it'll sit and be ready for you to go through at anytime.

## Top Ride

**Boost Pads [100 AP]**
This is a set of deployable boost pads you can use to give your machines the effects of boosts, letting them speedily zip from place to place at enhanced speeds. You can place these down in each round or race you do, even in modes other than Top Ride, and they always boost your machine to its max speed for a few seconds.

**Item Drops [200 AP]**
This can be used once round or race in this jump and once per day in future jumps, and causes a small storm of *Top Ride* items to appear just ahead of you. These items will be things that benefit you and stymie your foes.

**Top Ride Map [400 AP]**
With this you can select a single track from this mode and insert it into your warehouse. This can be any of the *Top Ride* tracks, and multiple purchases let you bring multiple tracks into your warehouse.

## City Trial

**Boxes [100 AP]**
You can summon, once per round (and once per day in future jumps) a storm of boxes that will appear around you. These boxes are filled with random, but color-appropriate items, that anyone can pick up and use.

**Tac [200 AP]**
Once per round (and once per day in future jumps) you can summon Tac the thief. This skilled rogue will appear, somewhere, steal something valuable, and head to you to deliver the valuable good.

**City [400 AP]**
With this item you get to take the city in *City Trial* with you into future jumps, complete with its random events. The city is placed in your warehouse and is a fully operational city when it's not being used as part of *City Trial*, letting you do things like stay in buildings and have NPCs staffing its businesses.

# Companions

*Companions can purchase more companions.*

**Companion Import/Creation [50-200]**
This is the standard companion importation and creation option. If you pay here you can import a single companion into any origin and race for 50AP each or eight for 200AP, and you can create a companion to accompany you on your journey. Both options give

the individuals involved a standard budget of 600 AP, and the ability to choose a race and origin as you can, as well as perks and items of their own.

**Canon Companion [100]**
So you want to take any other existing character from this world. Well, then this option is for you. Yes you can use this to snag Kirby as a companion, if you want.

# Drawbacks

**Another Universe [+0 AP]**
Do you want to go somewhere else? Maybe there is a games, cartoons, or comics version you would rather go to. ***This is a supplement toggle. Use this to select another jump(s) to fuse this one with, doing separate builds for each. Once you have designed your builds, take into account the drawbacks you selected and decide how much the worlds fuse, to the extent of completely ignoring one world or the other(s) aside from relevant drawbacks and scenarios, or perfectly fusing the two (or more) settings equally, or anywhere in between.***

**It's All Real [+0 AP]**
Now you can include events and canon from other media that includes this setting or its characters whether this is games, cartoons, comics, or even commercials it is up to you.

**Plot is King [+0 AP]**
You may leave any time after the main plot is complete unless any drawback or scenarios are still in effect and incomplete.

**Fan Theories are Cannon [+0]**
You got some fan theories that you ascribe to, or fanon that you want to be canon in your chosen universe, well with this you can.

Maybe some of the main characters are secretly evil?
Maybe the entire setting was nothing more than a stage production?
Maybe the bad guy actually has a tragic backstory and is a kind father of three?

Whatever the fanon theory, it is now fact in the version of the Kirby universe you're about to enter.

**Extended Stay [+100]**
For each purchase of this your time here is extended 10 years. You can purchase this 3 times for points, and afterward, you can continue to use this to extend your stay here as normal but without buffs to your stipend.

**Countless Foes [+100]**
Well, this is inconvenient. Now normal foes are all over the place, even in places they shouldn't be like in *City Trial* and *Top Ride*.

**Enhanced Foes [+200]**

This allows unique foes like King Dedede, Meta Knight, and Dyna Blade to appear in places they shouldn't, such as *Air Ride* maps and *Top Top Ride*.

**Rotten Luck [+200]**
Your foes are now lucky when it comes to their items and copy abilities, and you'll invariably be a magnet for their abilities, items, and even find that they take shortcuts at your expense.

**Custom Foe [+400]**
With this drawback you have a rival that has a build all their own and is determined to beat you. If you want, this rival can only have a standard 1000 AP point build, but if you want to tack on an extra 200 AP to this drawback their build has as many points as yours does.

**Racing Clock [+400]**
By default in this jump each round takes about a day, but with this rounds are the only time this jump's clock is ticking down and they take as long as as they take according to the in-game clock (so a full two-part round of *City Trial* would take less than ten minutes).

**Lockdown [+600]**
You have no **Out-of-context** items, powers, or warehouse.

**Completionist [+600]**
This drawback puts a buffer on your stay in this setting and makes it so that the timer that dictates how long you have left here doesn't start until you've already 100% all three of the checklists. In order to even begin to inch towards leaving here you'll have to have completely beaten the *game*.

**No Respawn [+600]**
This drawback is simple. With it your respawn ability doesn't work. This doesn't stop other 1-ups, but this makes your time here far more dangerous.

# Decisions
*You have three choices …*

**Go to the next Jump**
Continue onto the NEXT GREAT ADVENTURE!!!!!!

**Stay**
Stay and enjoy your current life.

**Go back**
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

# Change Log
v1.0

Jump creation began on 11/18/2024, and was completed on 11/19/2024