0.1 Jumpable

Mario's Mystery Meat

Intro

Welcome to the world of Super Mario Brothers. The only thing strange about this place at first glance is the presence of rather crude Level names and the existence of a third brother named Sponge, with him going to get some meat while his siblings are busy saving the world. Sadly, minutes after your arrival, the gigantic earthworm known as Meat will arrive to eat the Mushroom Kingdom. Its arrival will also turn the environment into a distorted purple wasteland, making life difficult even for those who don't delve into its belly and brave the worlds and kingdoms trapped within in hopes of slaying it. None of the brothers will be able to stop Meat before ruination comes, but Sponge might just be able to restore the world afterwards... even if he probably won't manage to save the princess.

+1000 Choice Points

Backgrounds:

Each of these origins comes with a history and identity to assume in this world, alongside memories of life as a hero or inhabitant of Meat. If this is a deal breaker, you may take any as a Drop-In, forsaking connections and knowledge but keeping your Discounts.

Mario Brother

You are another one of the Mario brothers. You have set off alongside Sponge to get some meat for the spaghetti, and will soon find yourself faced with a living nightmare in the form of Meat. Let's hope you're not as much of a miserable wretch as him.

Devoured One

You are one of Meat's many victims, whose world was devoured by the creature and forced to live inside it. Some face endless misery, while others have carried on just fine despite the fact they are trapped inside a giant earthworm. In any case, you can be anything featured in this world in a mainly peaceful role, such as a duck, chat member, or cucumber.

Monster Inside

You are one of Meat's many victims, or perhaps a creation of the beast. Rather than try to live a normal life, you've taken to fighting those in your path as you... look, you're a Mario enemy. You run from side to side and try to end any pesky plumbers you find. You should know how this goes. Anyway, you can be any regular enemy, such as a goose, doodle dip, or slimegirl, but you still gotta buy their powers.

Verizon Employee

You are one of Verizon's many workers and agents. Being stuck inside a giant worm hasn't stopped any of you from offering shitty Internet and committing evil deeds such as kidnapping royalty. Again, you can choose to be any enemy associated with Verizon such as Rem Lezar or the dabbing clowns, including a generic vineRizon head like your great leader, but still need to buy any special abilities.

Perks

Here are the skills you'll need to survive in this world. Discounts are 50% off.

Introduction - 50 CP

When you enter the scene, the PS1's start-up noise will play. This will get louder and more ominous the bigger you are, much like Meat's rise would be heard clearly by Sponge even though Meat was way in the background and at least one Level away.

bless - 50 CP

When saying good bye or finishing a conversation, you may *bless* someone. This won't actually do anything, but it'll make them feel better about themselves even if their life is one of utter misery and is just a nice thing to do in general.

Janpsu - 50 CP

Rather than a single creature, you are a chimera like Daksu. Having five faces could be useful, but this doesn't really do anything.

Platforming Hero - 100 CP (Free to Mario Brothers)

You're an athletic fella capable of jumping several times your height, walking off great falls, spinjumping, carrying and handling objects at a full run, climbing vines, I think you get the picture. This gives you the full SMW package.

Six Shooter - 100 CP (Free to Devoured Ones)

The greatest handgun ever made. You can pull one out of your pockets at will, but they don't come with bullets, so you'll need to throw 'em.

Bad Guy - 100 CP (Free to Monsters Inside)

Looking like one of the dangerous creeps in this world isn't such as good thing if you can't actually menace people. This gives you the abilities of a single enemy seen here. Maybe you're so chunky you can walk on spikes and ignore most forms of attack, maybe you can fly through walls while playing creepy music, maybe you can spit out hedgehogs and feet and rubber ducks and small frogs. Anything the regular enemies do is fine here, though you can get Meat's ability to spit out spiked or explosive rocks. You can buy this more times for 100 CP, no Discounts.

It's Rewind Time - 100 CP (Free to Verizon Employees)

By uttering this phrase of power, coined by Will Smith, you can log into a specific person's game or life. The soundtrack will become distorted, playing modified clips of you speaking in place of or in addition to melodies and instruments, and obstacles will take on your visage across the ages. Larger or distorted images of you will replace the environment in places as well. Things will return to normal once you or they log off.

Power-Upper - 200 CP (Discounted to Mario Brothers)

From mushrooms to capes, your brothers rely on a lot of items to get the job done. Why not join the fun? Power-ups in the style of Mario will now regularly appear in your way, even in other worlds where they shouldn't exist. However, you are not your brothers. Much like Sponge will come to rely on the Cryberry, there will be a particular power-up unique to you that will effectively replace one of the standard ones. You can't directly control what it is but it is very appropriate to your character, much like the ability to use his tears as a projectile was for Sponge.

Quizz Time - 200 CP (Discounted to Devoured Ones)

By guarding a specific passage, you may forbid others from going through without answering four questions correctly, while preventing them from just fighting you. The questions are set in place once you begin your vigil and have a small number of set answers. You can't leave and return to your post to reset it either. These can be as nonsensical or weird as you wish however, such as making the right answer a stupid meme. You can ask a bonus question that has no bearing on anything if you're just curious about someone's thoughts as well. You will never forget those who beat your quizz.

Beat Meat Nest - 200 CP (Discounted to Monsters Inside)

Being a roaming monster doesn't mean you can't have family. Especially when the children are great help in dealing with anyone in your way. You can spit out smaller copies of whatever you are. These are much weaker to begin with but can be hurled like a boomerang and if actually cared for will grow into slightly weaker versions of your kind. They don't get anything really unique to you, though. Kids sired with this are loyal to the death and won't hesitate to throw themselves at the enemy, but you don't have to be so callous if you grow attached.

Lag Switch - 200 CP (Discounted to Verizon Employees)

Thanks to a bad internet connection, you've gained the ability to teleport every few seconds. This can reach ten feet or so, enough to dodge most attacks, but will scale to your size. So if you happen to be a huge robotic head, this will actually let you go a hundred feet instead.

Could it be... God? - 400 CP (Discounted to Mario Brothers)

This is not a fair world and sometimes you'll have no option but to eat shit. Normally that'd be a problem for you, but somehow, you can turn out fine. If you're caught in a situation you have no escape from by accident, something will save you. If you fall through a duck's head into a pit too deep for you to escape, someone will save you by pissing enough liquid for you to swim back out. If you go to hell while trying to escape a plate of delicious pasta, you will somehow be saved and nursed to health by a duck.

Boss Battle - 400 CP (Discounted to Devoured Ones)

When entering combat, you may abstract the ensuing conflict as if your opponents were playing Earthbound. Their abilities will be accessible as PSI, their tools will be usable as Goods, and physical attacks will be limited to simple strikes like Bashing. Both parties will be forced to take turns as well. You will degrade and need rest instead of dying immediately when defeated. What happens afterwards is another story.

Big Bad - 400 CP (Discounted to Monsters Inside)

The body you've gained in this Jump is actually a shell, an illusion meant to hide your power before something actually threatens you. With a burst of focus, or after taking deadly amounts of damage, you may reveal your true self. This form is actually smaller than your old body and shares the head, but has a different shape, such that a worm could become a dinosaur. This mode can take as much hurt as it would take to force you to assume it, is strong enough to send out shockwaves with a stomp or big leap, and can also spit out fireballs. If you take enough damage in your second phase your eyes will shine like a rainbow, letting you spit more or bigger fireballs and act faster. Your eyes briefly take on this state when first assuming your final form. Doesn't do anything, but it looks cool.

mechaRizon- 400 CP (Discounted to Verizon Employees)

Through the power of science, you've become a living weapon of war in the form of two giant floating heads patterned after whatever your body in this world should have been. These could give your average hero or

Yoshi a run for their money and take quite the beating, but aren't invincible. The heads can fly at subsonic speeds and will rubberband back together if separated by more than a few miles (you can choose which moves) as well as shoot two energy spheres per second. You'll regain your chosen body post-Jump, and this Perk will become a kind of template you can apply to your Altforms, but all of them will become giant robotic heads. It's company policy, can't help you there.

Retry - 600 (Discounted to Mario Brothers)

Sometimes you get a bad ending. Maybe you wake up in bed with a worm, or maybe it turns out some paisano's evil clone was doing a video. Restarting is a bit harder when you're living things through instead of playing a game, but not for you. When an adventure reaches a proper conclusion, even if it's a shitty one, you can turn back time to the moment of truth and try again. This can undo climactic deaths that (metaphorically speaking) happen as part of the story, but won't help if you get killed because you suck at the game. This also doesn't let you go back further than the turning point, so if the princess is already dead by the time you reach the big scary monster, tough luck.

Chat After Dark - 600 (Discounted to Devoured Ones)

The grudge burning inside the hearts of your kind is kindled, giving rise to a new dimension centered around you. A hellish reflection of the normal world, filled with deadly pits and horrific eye monsters. Shadows of the innocent appear as sadistic but relatively harmless phantoms whose inner cruelty can be seen from outside their mind. The truly pained and miserable will become killers wielding their tears as weapons. You can force others into this nightmare by vibe checking them, though they can escape by running far enough from where they entered.

World Eater - 600 CP (Discounted to Monsters Inside)

Oh god, not another one. You've gained the same power that allowed Meat to become such a monster. By eating something, you will grow in size by the same amount as your meal. You also gain a lot of control over your insides, such that you could hold entire locations inside you instead of digesting them once you get big enough. These can also be connected or warped in strange ways such as having a duck's closet lead to your digestive tract, hiding a dimension inside a plate of delicious pasta, or linking the mouths of fishes to a black abyss filled with your children. However, your original body remains inside your titan self, and is just as vulnerable as it always was.

The Truth Beyond The Horizon - 600 CP (Discounted to Verizon Employees)

Verizon's secrets lie open to you. From creating Rem Lezar to the surgeries required to grant clowns the ability to duplicate, from the Verizon ghosts to the giant super weapons, the marvels and horrors of science wrought by the ISP are within your grasp. This also comes with the knowledge of exactly how shitty you can make a service before people give up and move to other companies.

PSI - 150 CP

The limitless power of the mind is available to you. Upon defeating an enemy, you will gain exp in proportion to that enemy's strength. Getting enough exp will cause your level to go up by 1. This will give various stats such as Guts, Vitality, IQ, or Girth a small chance of going up by a few points. But it will probably be 0, let's be honest here. Anyway, the power of your mind also allows you to treat individual uses of all your abilities as a psychic power, whatever that's worth. In times of desperation or sheer focus, it is also possible for you to manifest new PSI such as Breakgrill Omega, which lets you break grills with ease. These aren't much better than what a normal person could do, but hey, doing it with your brain is way cooler than doing it with your muscles or a tool.

Items

Even if finding power-ups on your own time is customary, you don’t need to come here empty-handed.

Cryberry - 100 CP (Free to Mario Brothers)

It's a berry that gives the holder the ability to fire tears as projectiles. Strong enough to kill standard enemies. Chozo statue not included.

B - 100 CP (Free to Devoured Ones)

A large red block with a B on it. Intangible to others so you can't use it as a projectile, but some doors (well, just one really) inside Meat can only be opened by finishing sentences with it. As a bonus, you'll learn how to modify other doors to work on these principles.

Home - 100 CP (Free to Monsters Inside)

The place where your parents raised you, before it all went wrong, and before you became a monster. It's a small house, enough for a couple and one or two kids, but it is your home. Despite everything, this place can bring you peace, and safety to your family. Any relative of yours who is in danger will find their speed greatly increased when moving towards it, while alerting you that such is happening.

Secret Room - 100 CP (Free to Verizon Employees)

This is a special warp pipe that can be placed in any property of yours. Going through it will take someone to a special stone room that does not take up any space. This room contains one of those On/Off blocks and a picture of Nicholas Cage. There is a caption above the block saying FACE. If you truly desire so, or are already buying the Rizon Fortress, this room may reference a different movie instead.

Plain Pasta - 200 CP (Discounted to Mario Brothers)

Much like your siblings, you have a supply of endless spaghetti. However, without any meat, it is nothing but a miserable little pile of secrets.

Phone - 200 CP (Discounted to Devoured Ones)

It's a nokia. Only so much it can do nowadays, but you'll never have to pay or worry about getting a signal, and it comes with two numbers in case you don't have friends. The first is a talking dog. The second is someone who loves DMC2 and thinks it's the best game he's ever played and will be glad to explain why that's the case whenever and however long you can bear listening.

Doors of Fate - 200 CP (Discounted to Monsters Inside)

Before you lie two doors, separate from any walls. These can be kept in a specific place or manifested in your vicinity at opposite sides. One activates Incognito Mode, taking you to a copy of the surrounding area without any life. Entering Incognito Mode again and again will slowly corrupt the world until you exit the area. You might be able to exploit that, or you might end your own life. The other activates Sicko Mode, painting the world with color, creating several dancing Marios and a single Kermit out of thin air, playing Despacito, and running footage of Lou Albano and Danny Wells dancing in the background. Sicko Mode may or may not have different music and guests in other worlds, your choice.

Vapormeat - 200 CP (Discounted to Verizon Employees)

Featuring green and purple dunes, dirt hills, dancing cacti, waving algae, checkerboards floating over the abyss, a striped pink and black horizon beneath the blue sky, and giant vineRizon and Meat heads, these are the psychedelic fields surrounding Rizon Fortress. Or a copy anyway. Supplying the Verizon ghosts, duplicating clowns, Rem Lezars, and other such defenders is on you.

U.N. Yoshi - 400 CP (Discounted to Mario Brothers)

This is a special Yoshi found only inside the beast known as Meat, which may or may not have been adopted by a chat member. It has the abilities of a normal Yoshi most of the time, but when launched at sufficient speeds it will achieve lift-off and fly while gaining the ability to fire bullets and drop egg bombs. With great speed and agility, a skilled pilot could use this Yoshi to take on entire fleets.

Chat City - 400 CP (Discounted to Devoured Ones)

It's where all the chat members live. Their names start with Cha- and honestly all of them speak utter nonsense, but they're decent folk. The green fields and lake are very soothing and the weather is always gentle and calming. There's a Hatsune Miku statue in one of the buildings, a gramophone that plays "interesting" music, a jail, a secret arena, and there's always someone down to play any video game no matter how niche. Doesn't come with the dark place, for better or worse. The jail's secret exit can lead to any property or dimension you own post-Jump.

Monster Maker - 400 CP (Discounted to Monsters Inside)

Maybe devouring so many people enough go mad and start vaguely following your lead isn't your idea of a sustainable source of minions. If that's the case, consider this. A way to create the many hostile creatures found inside Meat, including the ones made by Drake or Verizon. As for what it is, I'm not sure. The slimegirls probably come from spawning pools, and those pink boxes that shoot out torpedo hogs probably come from bigger pink boxes, but you're gonna need to sort out the rest yourself. You can make a dozen of these guys each day and while dumb as bricks they're as loyal as a platforming baddie can be and better in a fight than you'd expect from something that just walks forward.

Personal Navy - 400 CP (Discounted to Verizon Employees)

As any ISP would need such a thing to enforce their contracts, Verizon has built this fleet of seven warships bearing roughly thirty fighter jets and fifty helicopters. This is essentially equal to the fleet Sponge would defeat if things go as they originally would, and is under your control as a high-ranking member of Verizon. Feel free to rebel against your great leader, or coerce island nations into giving the company a monopoly.

The Third Sibling - 600 CP (Discounted to Mario Brothers)

You probably already are one of the Mario Bros. But what if every world had heroes in red and green to save the day? With this, you can keep your role as the fourth (or, well, third since Sponge is unique to this place) Mario sibling in future Jumps. They probably won't be the strongest people around, but they will have the same guts and panache the originals do, letting them save the day even when facing dragons or ancient evils most people would assume the ability to jump well wouldn't be enough to handle. Now, they're not your body guards or anything, but family is family so you can trust them to help out with most things if you just ask.

Royalty - 600 CP (Discounted to Devoured Ones)

Yeah, there's not much to say here. You're a princess (or prince, I suppose, though you're still getting typecast as a damsel in distress) in the Mario style. Your subjects are either another valid race option for this background or a smaller "variant" in the same way toads are similar to humans, and while they can take care of themselves and are happy to live in a monarchy, there's no heroes left in them. If you got kidnapped by an evil ISP you'd best hope another one of Meat's meals is willing to save you. The kingdom will follow you into future Jumps, inserting into the setting or attaching to a pocket dimension of your choice, which will probably lead to celebration once they realize they're no longer trapped inside a giant monster's belly. The kingdom itself is basically a single World, with four unique Levels, and a theme such as desert or plains.

Descent into Hell - 600 CP (Discounted to Monsters Inside)

Just as Meat has created many children and copies to populate its inner sanctum, you too have found duplicates to fulfill your will the only way you can. These hundred or so creatures have the same appearance as your local body, but are huge. Roughly the size of, say, a train if you were a worm like Meat. These things are mindless and controlling them is way harder than it needs to be, but you can program them to do certain things indefinitely such as bouncing up and down while singing the song from Hong Kong '97 or perform combo moves like bouncing a person between them before a final one snaps them up in one gulp. They don't have your special powers, but their bodies are biologically the same as yours and can shift into similarly larger versions of any Altform you have.

Rizon Fortress - 600 CP (Discounted to Verizon Employees)

The tallest fortress in the universe. It is a treacherous place for those without proper access, the sort of challenge only true platforming heroes (or people playing on an emulator) could traverse. The entrance has a gigantic screen you can appear on to taunt any pesky intruders. The highest tower is perfect for storing kidnapped princesses, as they can stare mournfully out of the window while still being incapable of escaping or being rescued from the outside. It's an excellent place to lead an evil organization from, capable of hosting armies, creating them if you have the know-how, and providing Internet to the masses.

Television in the Middle of Nowhere - 50 CP

This TV will appear at random times, often when you're aimless or just don't know how to progress, and will show a news report relevant to your interests or inclinations. A hero like the Mario Bros. would likely hear about any kidnappings or unfolding villainous plots, for example.

Giant Gherkin - 50 CP

It's a very large cucumber. Like, three or four times the height of a normal person. It's also not actually pickled despite the name. Has a way of appearing when you need a boost to reach something, which is good because it has two springy bridges growing out of the sides.

Empty Present - 50 CP

This is a standard gift box, containing the most precious thing of all: Nothing! Giving this to others will cause them to take the Nothing, and appreciate it as they would a good present given the current circumstances, for showing you care enough to give even if you don't actually have anything to offer is a powerful thing.

The Dink Special - 150 CP

Coming from the depths of Meat, here's the finest furniture available to fill all of your properties with. Any place that's yours can be given these couches and chairs. Any resemblance to Mister Dink is purely coincidental. Any sensation of Mister Dink is strictly imagined. Jokes aside, these really are fantastic if you can stomach the appearance, being incredibly comfortable, easy to clean, and tougher than any grill

2 Player Game - 50 CP

With each purchase of this option, you may Import a companion, Create a new one, or acquire a Canon character. Imported and created ones will receive 600 CP to spend on Perks and Items alongside a Background of their choice. You may design created companions as you like, from their appearance to their personality to their relationship with you. Selecting a Canon character will give you a few chance meetings with them in a positive scenario, such as impressing vineRizon with your work or having the opportunity to cheer up Sponge. You'll still need to convince them to come with you once the Jump ends, though. You may purchase this as many times as you wish to.

Drawbacks

If the points available to you just aren't enough, you can take on various burdens to get more. You are limited to gaining +600 CP, however.

The Forgotten One - +0 CP

You may link your previous visits to the Mario setting with this world. Since a lot of the weirdness is being carried with Meat, the only thing that will bring continuity into question is Sponge remaining hidden for so long. But really, being abandoned like that isn't something new to him.

Terminal 6 - +100 CP

You suffer from Terminal 6. It's not a particularly deadly disease, at least for you, and you're in no danger of it getting worse. But you can't eat meat, Jumper. You just can't. Terminal 6 doesn't let you eat meat. It's part of the diet: no meat.

YEET that MEAT! - +100 CP

Despite such being against the teachings of christ and a sin, you absolutely love CBT. You won't break anything permanently, but you're still going to endure maximum pain for fun and will have no qualms about letting everyone know.

Go Ahead, Put Your Sad Self-Insert To The Test - +200 CP

Verizon's got a bone to pick with you, regardless of whether you're from inside or outside Meat, and they're not gonna pull any punches. From clowns to imaginary friends, from missiles hidden inside eggs to flying mechs, you can expect to face the full brunt of their resources as they aim to take you down. If you take the fight back to them in hopes of ending it instead of just weathering the storm for the decade, you'll need to fight Will Smith and vineRizon properly, unlike Sponge who just needed to get to the princess. Speaking of which, while you'll get a reprieve once Sponge fights against them to save Princess Bleach, that won't solve the problem. Verizon's a multinational.

Bad news! - +200 CP

I hope you're familiar with the saving people thing, because your Companions are a magnet for these things now. Unfortunately, you definitely lean closer to Sponge than Mario or Luigi, because unless you speedrun whatever gauntlet lies between you two any Companions lost this way will turn up dead before you even reach them and they'll stay that way until the Jump is over.

You Are Sponge - +300 CP

Yours is a tragic and miserable existence. You will never know happiness, and while you might succeed at times, the losses suffered to find victory will render it into ash for you. You can keep Sponge's appearance as an Altform post-Jump, but it will always look sad and pathetic.

Meatchain - +300 CP

The world worm has reached through space and time thanks to your arrival, and devoured from the many lands you've visited. It won't take entire settings into itself save for the smallest, but you can expect to find major nations or worlds from previous Jumps inside its belly. Many of the locals will be broken by this and become Mario-style enemies serving it, and the worm will gain great power from this buffet. The Jump may not end until you make your way past these consumed lands and defeat the true Meat hidden deep inside the creature.

The End

After 10 years, it’s time to choose. Stay Here, in this strange and meme-filled world. Go Home, to where it all began. Or Move On, to another link in the Chain. If you died, you can only Go Home or Stay Here.

Notes

This isn't a particularly serious Jump, but it's still intended to be a playable Jump.

About Power-Upper...

Because I know one of you motherfuckers will ask: yes, you can get the Super Crown if you're horny enough.

About The Third Sibling...

I got tired of wrestling with the wording so this goes here instead. The brothers will have abilities appropriate to the setting while clearly being Mario and Luigi instead of literally just being platforming characters. You can also choose to not have them appear in any given Jump.

About Chat City...

The secret exit refers to the painting, not Diva. You still get the restaurant with Karl, Nandor, Mycious Drink, the goomba, and two Pepes.

About The Truth Beyond The Horizon...

This includes the reskinned Mario stuff like the weird Thwomps or the cannons that fire bullet bills. No mass producing Will Smith, though. Companion option's over there if you want the guy.

About Secret Room...

Switching the block to off will make Nicholas Cage's face disappear.

About Meatchain...

Things will go back to normal once the Drawback ends regardless of whether or not you actually beat the Meat, so don't worry about leaving the multiverse in shambles if you fuck up.