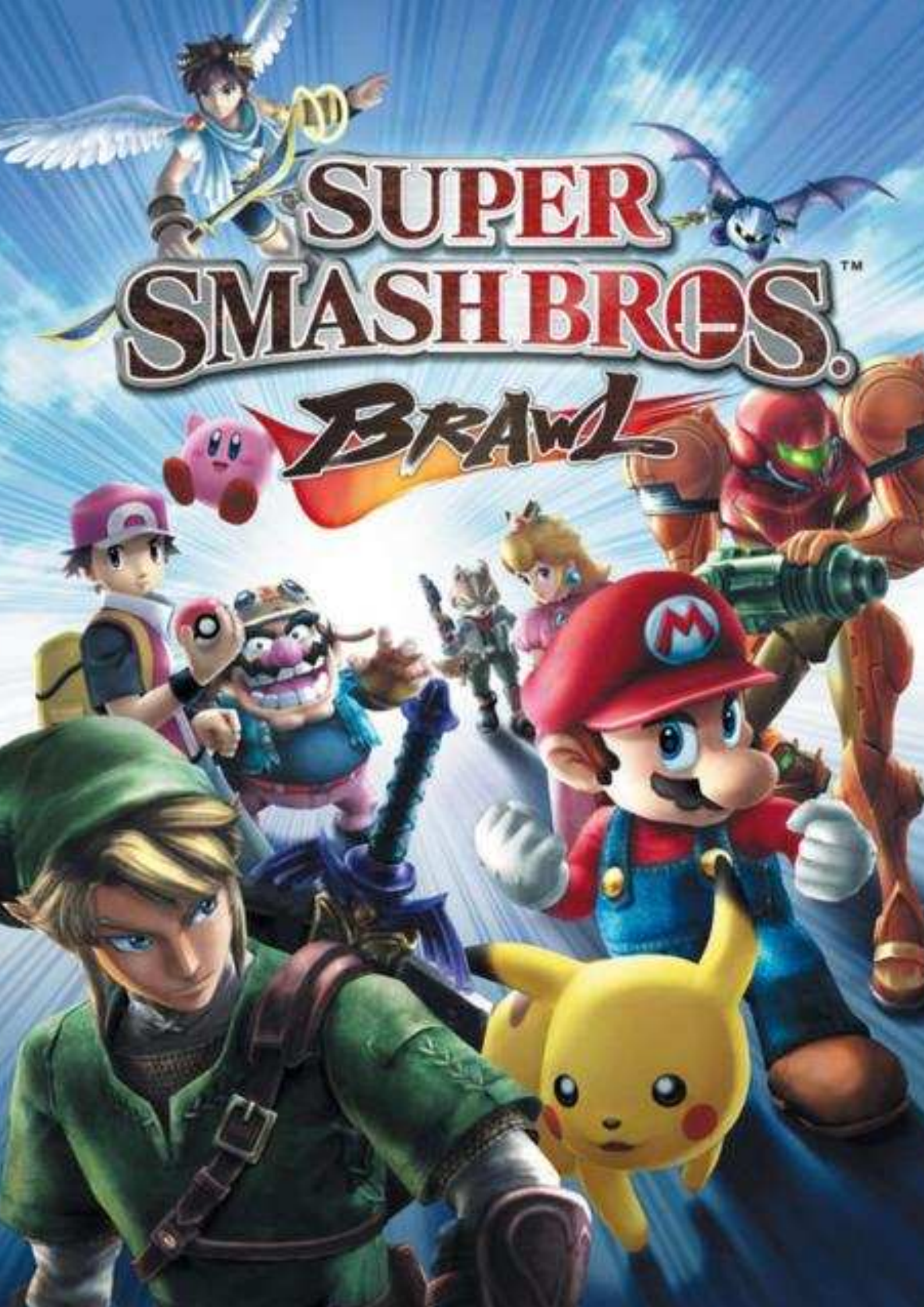

SUPER
SMASH BROS.™
BRAWL

Super Smash Bros. Brawl

The Subspace Emissary

A Jumpchain CYOA by WoL_Anon

Ver. 1.1

Welcome to the world of Smash Brothers, Jumper! This is a world of combat, where video game legends duke it out. Defeat is not the end here, as Fighters are instead transformed into Trophies on a loss. With reduced stakes, battles have become a means of forging bonds and entertainment.

Not all is well. Soon, an antagonist force will lead an assault on this world. This Subspace Army is composed of odd creatures (called Shadow Bugs) and R.O.B.s, with several villainous characters acting as its generals. Its leader, Tabuu, resides in Subspace and desires to pull this world into Subspace in order to rule over it.

You arrive in this world an hour before Mario and Kirby battle at Midair Stadium. You will be staying here for ten years, or until the defeat of Tabuu, whichever comes first.

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/100cp] Humanoid

This option allows you to design a humanoid form for yourself. This can be a minor change, such as pointed ears. It could be something more noticeable, such as being an anthropomorphic wolf or bird. You can choose to appear human, if you don't have anything else you'd prefer.

There are five important rules to remember when designing your form. First, you must be at least as big as Olimar (in his upsized Smash Bros. appearance). Second, you must not be larger than regular Bowser (in his Smash Bros. appearance). Third, you must be bipedal. Fourth, any additional features you give yourself (such as a tail) must not provide you any additional advantages which an ordinary human does not have. Finally, regardless of your size, your raw abilities (strength, speed, stamina, etc.) are no better than an ordinary human.

For an additional 100cp (100cp total), your form may provide one or two minor advantages, such as possessing natural weapons like claws, or being able to contort itself up into a small ball you can roll around as.

[Free] Mobian

You are an anthropomorphic animal native to the Sonic the Hedgehog universe, known as a Mobian. You may choose any animal for this form, as well as your preferred colour. You are likely short, around 3 feet tall, though if you prefer to may choose a more human-like height.

This form alone provides no additional advantages not possessed by an ordinary human.

[200cp] Angel

As an angel, you are a human-like being, distinguished by the two feathered wings growing from your back. Typically, these wings alone would not be enough for flight, and an Angel would require a Blessing in order to gain the power of flight. Fortunately, by purchasing this species you will always have this Blessing. With it, you are able to fly using your wings for brief spurts. And, as the Blessing is innate, you won't have to worry about it being taken away by a patron being harmed or changing their mind.

[200cp/300cp] Dreamlander

You are a member of Kirby's species; a small, round creature in a colour of your choosing. You have small, stubby hands and feet. You have a strong sucking power, able to pull in those much larger than you into your mouth by inhaling forcefully. You are also capable of floating for a brief period of time by filling yourself with air and holding your breath. You are capable of eating almost anything, and no matter how much you eat, you will not grow in size or put on weight. Unfortunately, your lightweight nature can be used against you, and you can be sent flying relatively easily as a result.

For an additional 100cp (300cp total), you are instead a member of King Dedede's species. Instead of being small and round, you are much larger and more penguin-like. You are much heavier, making sending you flying more difficult, and you possess immense physical strength, allowing you to swing a massive hammer with ease. You are still capable of eating almost anything, but you can put on weight if you eat in excess.

[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 also a bit faster and more agile, 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/400cp] Robotic Operating Buddy

You are a Robotic Operating Buddy, otherwise known as R.O.B. or simply Robot. If you choose to take a background in this world, you have likely been press-ganged into the service of the Subspace Army, though you will not have any of the override programming that will allow Ganondorf to force obedience from other R.O.B.s.

You have a head piece, possessing only two camera-like eyes. You can still hear, somehow, but you cannot smell, and you cannot speak save for some odd beeps you can make. You have a wide base piece you are capable of rolling around on, which is connected to your head via a long, cylindrical "neck". Finally, you have a set of mechanical arms, which are connected to your base piece by a tightly wound, black cord, which can slide all the way up and down your neck, as well as rotate completely around it.

This form provides you with a number of advantages. Firstly, as a robot, you do not age naturally, and as long as you maintain yourself, you may live indefinitely. Your eyes are capable of firing a laser beam. An LED on your head will begin flashing when the beam is fully charged. Your arms are capable of spinning rapidly around your body, creating an effective attack which can also reflect some projectiles. Your base piece is outfitted with thrusters, allowing you to fly or hover for brief periods of time. When not in use, this fuel fairly quickly refills. You are also capable of firing off spinning tops called "gyros" at will, and you never seem to run out of these.

For an additional 200cp (400cp total), you gain access to a special 'mode'. In this Diffusion Beam mode, your durability is significantly higher, and you constantly release a medium-range laser attack from your eyes. These lasers are not overly strong by themselves, but they are constant. In addition to these lasers, you will also fire off very powerful, but short-range laser bursts from your eyes every so often. You retain your usual movement abilities and non-laser attacks in this mode, allowing you to pursue fleeing enemies and rack up the damage even further.

You will struggle to maintain this mode for longer than a short period of time (around half a minute). Entering it is very taxing, making it unlikely you will be able to do so more than once during a fight.

[200cp/400cp] Yoshi

You are a Yoshi, one of the omnivorous dinosaurs native to the Mario universe. As a Yoshi, 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. You have a couple of other egg-related abilities as well. You are capable of quickly producing

an egg shell around yourself, which you can use defensively, as well as roll around in. You can also produce small eggs, which you can use as projectile weapons. You never seem to run out of these smaller eggs, no matter how improbable that might be.

For an additional 200cp (400cp total), you gain access to a special transformation. This is your Super Dragon state, in which you grow a pair of white feathered wings. In addition to the flight gained by this form, you are also able to spew giant fireballs that explode on contact. If you hold back on the fireballs for a few moments, you can instead release a continuous breath of fire which causes heavy damage. Finally, you are significantly more durable than usual in this state.

You will struggle to maintain this transformation for longer than a twenty second period. Entering it is very taxing, making it unlikely you will be able to do so more than once during a fight.

[300cp/500cp] 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 to generate lift, and fly for a brief time. You possess immense strength, and are able to breathe fire at your foes.

For an additional 200cp (500cp total), you gain access to a special transformation. In this 'Giga" form, you grow larger and take on a more feral appearance. Whilst you are in this state, you are noticeably stronger, and can also apply the darkness element to your physical attacks. Perhaps most importantly, you gain a sort of 'super armor' that prevents you from flinching or you being knocked back by attacks. Note that this does not prevent damage itself, so try not to get too carried away.

You will struggle to maintain this transformation for longer than a ten second period. Entering it is very taxing, making it unlikely you will be able to do so more than once during a fight.

[300cp/500cp] Pokémon

Choose any officially recognized Pokémon species; you are now that species. Choose up to four Moves which can be learned by your species of Pokémon (whether this would be via breeding, tutoring, TMs, or natural learning does not matter). You gain Super Smash Bros.-style versions of these Moves.

Should you choose a species more powerful than the Smash version of Lucario, you are capped at the level of Fighter Lucario. Any moves you have chosen are capped at the level of an average Fighter's special.

For an additional 200cp (500cp total), you gain access to a special, powerful, technique. You are able to puff yourself up, slowly inflating to a drastically larger size. For smaller battlefields in this world, such as Final Destination, you will be able to easily cover the entire stage. For most battlefields, you will be able to take up the majority of the stage at your maximum size. The process of puffing up has a strong 'push' effect, enabling you to push your enemies out of the way. Once fully grown, you will rapidly deflate to your normal size, causing a strong knockback effect around you as you do so that can send enemies flying. The technique is taxing, making it difficult to use more than once in a fight.

You can only choose to purchase this additional tier if your chosen species is a Jigglypuff, or is capable of inflating itself in a similar manner.

[600cp] Giant Hand

You are a Giant Hand, in the same vein as Master Hand and Crazy Hand.

You have the form of a massive white glove, easily dwarfing even the largest of Fighters. It is not clear how you are able to see and hear, but you are able to. You are incapable of speech, but are capable of emitting an odd sound, similar to an echoey laugh.

You are able to perform weird, species-exclusive magic by contorting your 'hand' in various signs. For example, by making the shape of a finger gun, you can fire an explosive projectile at your enemies. You know two or three of these tricks to begin, and may learn more over time as you practice and experiment. With time, you may even learn tricks not demonstrated by either Master Hand or Crazy Hand.

[1000cp] Subspace Being

Like Tabuu, you are a strange being that originates from Subspace. As a consequence of this, you are unable to live outside of Subspace. If you purchased The Jumpspace Emissary perk, you will be able to live within the personal realm grant by this perk as well. Post-jump, this weakness will disappear.

Physically, you appear as a glowing, blue, humanoid creature, several times the size of an ordinary human. You have access to large variety of techniques, including short-range teleportation, flight, limited shapeshifting, laser attacks, and pyrokinesis.

Beyond these basics, you have a few particularly notable attacks.

First, are your Chains of Light. You are able to quickly create a chain of yellow energy, which you can use to grab enemies at a distance. In fact, you can control up to five of these chains at once. When doing so, you could easily puppet a Giant Hand or similar creature.

Next, is your Eye Laser attack. First, you grow drastically in size, such that your head is large enough, such that for smaller battlefields in this world, like Final Destination, it could easily cover the entire stage. Then, you fire out powerful lasers out from your eyes. You can only maintain this briefly, before you must revert back to your normal size. This attack is exhausting, and will require some time for you to recharge before you can use it again.

Your single most powerful attack is your Off Waves. First, you summon glowing wings behind your back, largely resembling butterfly wing. Then, you furl and unfurl them, creating a large shockwave emanating from you in all directions. Should a Fighter be hit by one of these shockwaves, they will automatically be forced into their Trophy Form. Post-jump, any individual hit by one of these shockwaves will be transformed into a trophy-like state. Many Fighters can be hit by these waves at once, making you a serious threat with this attack alone. This attack is exhausting, and will require some time for you to recharge before you can use it again.

Your Off Waves do a have a weakness; should your wings be sufficiently damaged, they will no longer transform others into trophies. Instead, your Off Waves will become 'merely' a very powerful

shockwave. At the start of each jump, your wings will be restored to their proper state if they have been damaged. Post-chain, your wings will be restored every ten years.

-Species Modifiers-

These are additional modifiers you can apply to your species by purchasing them. You MUST choose an option in the species section first.

[100cp] Toon

Your body has been comically exaggerated. If you have a head, it is notably bigger than it ought to be, your face is far more expressive than normal, and your body is quite a bit smaller. This, somehow, does not impact on your raw abilities. You look like you've been pulled out of a cartoon.

Post jump, your base species and this modifier are considered separate alt-forms, and you may apply this modifier to any alt-form you possess.

[400cp] Superflat Man

Are you a native of Superflat World? Firstly, your entire body is now a single colour of your choice (defaulting to black). You appear in the style of a Game & Watch game character. Your movement appears somewhat 'janky' to others, as if you were a series of sequential images instead of a moving body. This does not actually affect your movements, but it does make it harder for others to read them. Additionally, you can become completely flat at will, allowing you to easily dodge attacks and fit through small cracks. You may apply these effects to any equipment you are using if you like, but only whilst you are using it.

Additionally, you are capable of a special transformation. Using this transformation, you will become a giant Octopus. You hover slightly off the ground, but do in fact need ground underneath you or you will fall. You will become quite powerful, and can also extend your eight tentacles a fair distance to attack your foes. As a trade-off for this power, this form is relatively slow. This transformation will last around 17 seconds before you are forced to leave it. Entering it is very taxing, making it unlikely you will be able to do so more than once during a fight.

There are some downsides to this modifier. You are far lighter than you would be without this modifier, meaning launching you a great distance is now easier for your opponents than it otherwise would have been. This effect is made even greater when you make yourself flat. You are also incapable of speech, only able to produce the sounds of beeps, bells, and whistles, but are still able to convey your general emotions well enough to others. As a member of this species, you may become a target of the Subspace Army, who has learned how to extract Shadow Bugs from your kind.

Post jump, your base species and this modifier are considered separate alt-forms, and you may apply this modifier to any alt-form you possess.

-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] Midair Stadium

If you are not a Giant Hand, or a Subspace Being, you may choose to begin here for free.

A floating stadium, which hosts honourable battles between fighters. Mario and Kirby are set to go at it soon. If you aren't one for danger, then it would be wise to leave quickly. Should events proceed as normal, this will be the first area pulled into Subspace.

[2] Skyworld

Home to Pit and Palutena, Skyworld sits among the clouds, high above the rest of the land. Should events proceed as normal, Mario will be knocked here from Midair Stadium, and this place will come under the attack of Shadow Bugs.

[3] The Jungle

Diddy and Donkey Kong are engaged in a fierce battle with Bowser's forces. Goombas, Koopas, even Bullet Bills are wreaking havoc. Bowser himself lies in wait, so stay alert.

[4] The Ruined Zoo

This place has certainly seen better days, huh? The wicked Porky has set his sights on conquering this zoo, and he isn't the only villainous sort to be found here. Should events proceed as normal, Lucas and Pokémon Trainer will first meet here.

[5] The Battlefield Fortress

This castle shows the wear and tear of many battles. Should events proceed as normal, three swordsmen will ally here.

[6] The Research Facility

This facility, controlled by the Subspace Army, is hidden on an island floating in the sky. ROBs forcibly conscripted into the army serve as guards here. A captured PIKACHU provides power to the facility, and the Power Suit of Samus is locked up here as well.

[7] Subspace

If you are a Giant Hand, or a Subspace Being, you may choose to begin here for free.

Oh dear, it seems you have been pulled into Subspace right off the bat. This strange realm is home to Tabuu. Should events proceed as normal, large sections of the world will be pulled into Subspace, and Tabuu will use them to construct a Great Maze. If you're feeling brave, you could put a stop to Tabuu's plans right now. Or, if you aren't up to taking him on alone, you can hide away until other Fighters start showing up.

[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 2 600cp perks 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] Percentage System

Cannot be taken by the Giant Hand or Subspace Being species.

You have gained access to the percentage system featured in the Super Smash Bros. series. You begin at 0%. Each time you would take damage, your percentage instead increases by an amount proportional to the amount of damage you would have taken. The higher the percentage you currently possess, the more you are knocked back by enemy attacks. At higher percentages, you can easily be sent flying by an attack. At 999.9% damage, you are at risk of 'Sudden Death'. A clean hit that would cause your percentage to increase further will instead kill you. You always know what percentage you are currently at, and if you are involved in combat with others who possess this perk (or, during this jump only, those who would normally have a percentage), be they friend or foe, you are aware of what percentage they are at as well.

Outside of combat, your percentage will slowly tick down. Any sort of regeneration or healing you possess can also be used to lower the number, both in and out of combat.

You are by no means immortal below 999.9% with just this perk. Drowning, suffocation, starvation, transmogrification, and more are all ways by which you could die below this percentage.

You may toggle this perk on and off as you like. However, should you have a percentage above 0%, you will incur equivalent injuries on your body when turning this perk off, and turning this perk on whilst possessing injuries will automatically raise your percentage to an equivalent number.

[Free/100cp/200cp] Trophy Form

This perk cannot be discounted.

You now have access to a special Trophy Form.

In this form you appear as a life-sized statue with a golden circular base. Regardless of your body's normal colouration, the statue is made up of shades of grey. The statue's pose is free for you to determine each time you enter this state.

When you are defeated in battle, you will be automatically forced into this state. In order to leave this state, another party must touch the statue whilst intending to free you from that state.

Whilst you are in this state, you cannot move or talk, and lack awareness of the world around you. The Percentage System perk, and similar effects, are not active whilst you are in this state. The statue is fairly sturdy; it could be thrown around a bit without being damaged. However, significant damage to the statue will result in your death.

Whilst the above seems disadvantageous, there are a number of benefits to this. First, being forced into this state can protect you from injury and even death caused by your defeat. Second, upon being turned back to your normal form, you will be immediately restored to perfect health.

Lastly, your Trophy Form has opened up a new potential for self-improvement. In this world you can find special Stickers. When these Stickers are applied to the underside of your Trophy Base, you will receive various passive enhancements. Stickers applied cannot overlap, else they will cease to offer a benefit. The strong the effect is, the larger the Sticker, so you will have to manage which effects matter to you. Stickers always remain proportional to your Base; attempting to grow or shrink to modify how much Base you have to work with will have no effect. Strangely, you will be able to add Stickers to your Trophy Base outside your Trophy Form by holding onto a Sticker and willing it into position, and remove Stickers by visualising your Trophy Base and willing a Sticker into your hands. Whilst in your Trophy Form, another party could choose to remove a Sticker and you would be unable to prevent them from doing so.

You can toggle this perk on or off as you like, except when you are in your Trophy Form already. When this perk is toggled off, you will not be forced into your Trophy Form on defeat, but will also not receive the passive bonuses from Sticker on your Base.

For an extra 100cp (undiscounted), you also gain access to an additional, similar transformation. When using this transformation, you will take on the appearance of a Trophy. Unlike the base level of this perk, this form is coloured, not greyed. Whilst you are still rendered immobile, you retain awareness and using any of your powers that do not require you to move. You can also change your size as desired, anywhere from 10 centimetres tall to 2 metres tall (this size change only lasts whilst you are in this transformation). If your natural size is outside this range, then that replaces the upper or lower limit of this size changing as appropriate. You can revert from this transformation at any time.

This extra transformation is considered separate from the base level. You can still be forced into your Trophy Form from this transformation (and are not forced into this transformation on defeat), and the Percentage System perk can still be applied as normal. Reverting from this transformation does not restore your health, and Stickers cannot be directly accessed via this transformation.

For an additional 100cp on top of that (undiscounted), you can grant either the base level, or both the base and second level, of this perk to any willing target.

[100cp] CQC

You have a general expertise in hand-to-hand combat. If you prefer, you may instead gain mastery of a form of martial arts style demonstrated in Super Smash Bros.; should you choose to do this, you will not gain any spiritual or supernatural abilities associated with the chosen martial art.

You may purchase this perk as many times as you like, each time choosing a new form of martial arts to gain mastery in, or to gain the effects of the first option. You may only gain the effects of the first option once.

[100cp] Lord of the Sword

You have a general expertise in the use of swords. This includes wielding larger two-handed swords, as well as paired sword and shield combat. Having this expertise will not help you wield swords that are 'choosy', or that can only be wielded by specific individuals.

[100cp] Avian Eye

You are now a great shot, and have a general expertise in the use of all mundane projectile weapons, as well as arm cannons. You are also an expert in the properties and usage of explosives. Finally, you understand how to use personal shield deflectors.

[100cp] A Quick Introduction

Don't know who's who? Well, now you do!

Whenever you encounter a new person who you perceive to be relevant, time will seem to freeze for you. Your vision will seem to zoom in on the enemy as their name appears in large white letters. After a few perceived moments, the letters disappear and time resumes as normal.

Should the person in question be acting under an assumed name or title, then you will only be given that name or title. Should they be concealing their identity completely, this effect will not occur. Additionally, this effect will activate for each identity the person presents to you as – meaning you won't be able to discern whether someone acting under a false name is someone you have met before from this perk alone, but also that dramatic reveals can be enhanced by this perk.

This perk can be toggled off should it ever become annoying to you. Additionally, you may choose to 'reset' whether you have used the effect on specific people, allowing you to enjoy it many times. You may only reset the effect once a day for each person.

[100cp] Ballad of Brawl

Latin chanting your jam? Just like video game music in general? Perhaps this is for you.

You gain a mental library of the complete music collection of Super Smash Bros. Brawl. You are able to play these songs at will. You can choose whether those around you hear the songs, or just yourself. You can adjust the volume (but not raise it to a level where it would harm an ordinary human), create playlists, and shuffle songs. You may set music to play under certain conditions, allowing you to have a battle theme, or create an internal alarm clock.

Should you possess, or gain in the future, a similar ability for other music, you acquire Smash-style remixes of every song you have that is not one granted by this perk. These remixes are generally upbeat, suitable for both casual fun as well as fighting.

[100cp] Brawl Beauty

Choose one of three options below:

- Your natural feminine appeal is enhanced, allowing you to rival Peach or Samus in terms of beauty.
- Your natural masculine appeal is enhanced, allowing you to rival Link or Snake in terms of handsomeness.
- You gain mascot-like cuteness, which rivals Pikachu or Kirby in scale.

You may purchase this perk up to 3 times, each time choosing a different option. How these options interact with each other is up to you.

[100cp] Personal Latin Chorus

Latin chanting *really* your jam? Then this is definitely for you.

You now have access to personal, custom, theme music, in the form of a Latin chorus. On purchase of this perk, you can decide whether for this to be something of your design, or for a theme to be automatically designed for you that best fits your preferences.

You have two versions of this theme. The first is a more uplifting, epic sounding theme. The second is the same base song, but more ominous sounding and also including electric guitars, making it better suited as a battle theme.

You are able to play either theme at will. You can choose whether those around you hear the music, or just yourself. You can adjust the volume (but not raise it to a level where it would harm an ordinary human). Should you allow others to hear this music, it will quickly become associated with you.

[100cp] Quiet Conversations

The denizens of this world seem able to communicate with each other without speaking. You have now developed a similar ability.

With a combination of body movements and perhaps an odd noise or two, you will be able to communicate with others to the same degree that you normally would by speaking. This will require the other party to maintain a visual connection to you, but has the benefit of bypassing traditional language barriers. The limitation to this ability is that you can only communicate to the same degree you could with words; if you don't know how to put a concept into words, you won't be able to explain it by waving your arms around.

[100cp/200cp] Recovery Special!

A discount used on this perk only applies to the first level of this perk.

You have gained the use of a rising attack, capable of the dual purpose of both hurting your foes, and covering a great amount of vertical distance, in a short amount of time. You may decide what form of attack it is, be it a punch, kick, uppercut, or something else, but aside from the great vertical climb the attack makes, it is no different from a standard attack you might perform.

For an additional 100cp (undiscounted), you may add a minor effect to this attack, such as causing opponents hit by it to drop some money (even if they had none), or cloaking yourself in flame for the duration of the attack. You may instead elect to turn your attack into a rising, explosive grab, in the same vein as Captain Falcon's Falcon Dive, or Ganondorf's Dark Dive.

[100cp] Snapshot

By focusing, you are able to view yourself from the outside in, as if there were a camera pointed at you, and you were also that camera. This 'camera' is positioned a few metres away from you, and you are to place it anywhere in a complete sphere around you. The camera is able to 'zoom in' as you like. At any time whilst you are viewing yourself from this perspective, you may take a "mental photograph" of the camera's vision. You can then send this mental photograph directly to any camera, camera-like device, or photo album you possess, where it will take shape as an actual photograph.

[100cp] WAHOO

Making your way around this world is not an easy as one might initially imagine. In order to assist you in this endeavour, you have gained various 'platforming' skills.

You are an expert in judging distances between platforms, and how to time your jumps to get the best result. You have also gained some control over the 'fall' that follows these jumps, allowing you to speed up your fall to the ground, as well as slightly alter the direction in which you fall, in order to cover a greater horizontal distance. This control only applies to falls which follow your jumps; it does not apply if you are pushed, trip, or otherwise sent into the air without your intent.

Additionally, you have the ability to perform a physics defying 'double jump', the quintessential platforming skill. In time, you may learn how to perform an additional third, or perhaps even fourth jump on top of this.

[200cp] Do A Barrel Roll!

You have the expertise and skill needed to pilot both the Arwing and similar spacecrafts. If you also purchased a Personal Spacecraft, of a custom design, you also gain the needed expertise and skill to pilot this custom spacecraft as well. You will generally find it easier to learn how to use similar spacecraft than you did before.

Your real skill lies in defensive flying, dodging and weaving between barrages of laser fire. Whilst this is not infallible, you are likely to last far longer than most pilots.

[200/300cp] Down Special Defence!

A discount used on this perk only applies to the first level of this perk.

You have mastered a useful defensive technique. Choose one of the following options:

Block Counter - You are able to adopt a special stance, preparing yourself for a counterattack. When you are hit by an attack whilst in this stance, you will receive no damage, and automatically counter with a close-range attack of your own. The power of your counterattack will always be slightly more than that of the attack you received. However, you may only remain in your counterattack stance for a few moments, after which you will be open to attack and unable to adopt your counterattack stance again for a brief amount of time. Further, the stance you take for this counterattack technique is always the same, allowing it to be seen through with repeated use. You will be unable to counter some powerful attacks from enemies far beyond your ability to handle. For example, an average Fighter would not be able to counter Tabuu's full power Off Waves.

For an additional 100cp (undiscounted), you may add a minor effect to your counterattack, such as adding the fire element to it.

Dodge Counter - You are able to adopt a special stance, preparing yourself to dodge. When you would be hit by an attack whilst in this stance, you will automatically dodge the attack. However, you may only remain in your dodging stance for a few moments, after which you will be open to attack and unable to adopt your dodging stance again for a brief amount of time. Further, the stance you take for this dodge technique is always the same, allowing it to be seen through with repeated use.

For an additional 100cp (undiscounted), you may add an additional element to your dodge, making it a true counterattack. For example, you could automatically perform a close-range attack of your own after the dodge. The power of your counterattack will always be slightly more than that of the attack you would have received. Whilst you may be able to dodge some powerful attacks from enemies far beyond your ability to handle, any counterattack elements on these dodges will fail. For example, an average Fighter would not be able to counterattack Tabuu's full power Off Waves.

Reflect – You are able to adopt a special stance, or perform a specific action (such as a flourish of a cape), which allows you to reflect projectiles back where they came from. Regardless of the chosen method, the time period for which you are reflecting cannot extend past a few moments. After this, you will be open to projectiles and cannot reflect again for a brief amount of time. Further, the action you take for this reflection technique is always the same, allowing it to be seen through with repeated use. You will be unable to reflect some powerful attacks from enemies far beyond your ability to handle. For example, an average Fighter would not be able to counter Tabuu's full power Off Waves.

For an additional 100cp (undiscounted), you are able to extend the time you are reflecting indefinitely, as long as you continue to perform your chosen action. You will be unable to perform techniques other than the reflection as long you maintain it in this way.

[200cp] Elemental Attacks!

Upon purchase of this perk, you must choose a single fantasy element, such as fire or ice. Something more esoteric like darkness is also acceptable, but if you're looking at the periodic table, you're looking in the wrong place.

You have gained the ability to apply this element to your attacks, making them slightly more powerful when you do so. The primary advantage for this is the interactions these elements have with your enemies. For example, enemies weak to fire would obviously be threatened by fire-augmented attacks. You may even apply this to any melee weapons you wield, though only when you are attacking with them.

You may purchase this perk as many times as you like, each time choosing a new element you may apply to your attacks. You can only apply one of these elements at a time, but switching between them is effortless.

[200cp/300cp/400cp] Fireball!

A discount used on this perk only applies to the first level of this perk.

A classic fighting game skill. You have gained the ability to throw a projectile of some kind. It need not be an actual fireball either. It could be another element, like electricity, or something a bit more esoteric, like 'Aura'.

The properties of the attack are also not set in stone. You may decide whether the attack flies through the air, bounces along the ground, or clings to the ground completely.

Regardless of these choices, the move is not a game changer. It will hurt, but isn't likely to defeat another Fighter.

For an additional 100cp (undiscounted), you can now 'charge' this move, by holding it in place for a few moments before releasing it. A charged attack is far more powerful than normal, and is capable of launching other Fighters. You are able to 'bank' a charged attack, causing a fully charged, but not released projectile to disappear. The next time you attempt a normal fireball, you will instead perform the charged version, without any delay.

For yet another 100cp (undiscounted), an even more powerful version of your projectile attack becomes available. This attack, similar in scope to Mario Finale, covers a wide range and a very long distance. Not only is it highly damaging, but it also has a powerful pushing property to it. Even if someone is capable of guarding against it, they may still find themselves pushed far away from you. Performing this version of your attack is exhausting, and pulling it off more than once in a fight is probably beyond you.

[200cp] Team Trainer

You have developed a talent for commanding others on the battlefield. You are able to give clear, effective orders to your subordinates, and make yourself easily understood. You are able to make yourself heard in both loud and stressful situations.

By whistling, you may recall minions to your position, provided they are within your field of vision. The more minions you are targeting with this recall ability, the less effective it becomes.

[200cp] Waft

You have learned a gross power, that allows you to weaponize your flatulence. You can now fart on demand. Over time, you stomach (or equivalent) will gradually fill up with gas. At certain 'stages', your farts will become more powerful; this growth resets each time you fart.

Without any time for this power to 'charge', you will still always be capable of farting on demand; however, these farts deal no damage. After 15 seconds, your Waft reaches the second stage. At this stage, your farts will deal a small amount of damage to those close by, but not much. Damage will scale during this stage; a fart from 50 seconds will deal slightly more damage than a fart from 20. After 55 seconds, your Waft will have reached the third stage. Now, your farts are stronger, but also come out noticeably faster than before and has a decent knockback effect. It also propels you upwards a short distance. Damage will still scale over time at this stage. Finally, at 110 seconds, you will have reached full charge. A fart now is drastically more powerful, and has a strong knockback effect. An attack like this is a fight ender against an average Fighter. Once you have reached this stage, damage will not scale, and gas will not continue filling up your stomach beyond this point; this is as strong as your farts will get via this perk.

Strangely, your farts will never deal damage to any clothes you are wearing, unless you wish them to. You can also toggle this perk on or off as you like, should you not wish to be quite as gross. Toggling this perk off will cause your 'charge' to completely reset.

[200cp/300cp] Wind-Up Punch!

A discount used on this perk only applies to the first level of this perk.

You have gained access to a powerful, wind-up punch. If you like, it may instead be another kind of physical strike, such as a kick or a headbutt, or it may be a wind-up attack demonstrated by a Fighter, such as the iconic Falcon Punch!

For an additional 100cp (undiscounted), you able to 'bank' an attack you have fully wound up. This allows you to break your stance, and move as normal. The next time you attempt to deliver your wind-up attack, it is performed immediately without the wind-up.

[400cp] Aura

Like Lucario, you have learned to harness the power of Aura.

By focusing, you are able to see the innate aura of all living beings. You will be able to see this aura even through walls or other obstructions, allowing you to spot those who attempt to hide. By

reading this aura, you can gain a vague understanding of the individual in question. You could learn roughly whether they are a 'good' or 'bad' sort of person, and whether they are hostile towards you or not.

Beyond this, you are able to employ your aura for the purposes of combat. You can enhance your physical strikes with your aura, and if you are capable of firing off projectile attacks, you can choose to fire off your aura as energy in the same way. You are also capable of firing a very powerful beam attack using your aura, known as an Aura Storm. Doing so is extremely taxing, making it unlikely that you will be able to this this technique more than once in a fight.

Finally, the power of your aura-related combat techniques increases in relation to the amount of physical damage you have currently sustained. If you have the Percentage System perk (or similar effect), this applies to your percentage whilst the perk (or effect) is active.

[400cp] Battle-Forged Bonds

In this world, battles often serve as a type of bonding. With this perk, you carry a similar effect with you.

From now on, fighting others will present an opportunity to deepen you bonds with others. When in battle with another, you may gain insights into their personality and/or true feelings that would otherwise be hidden to you. In addition, fighting someone in a 'friendly' way (for example as sport, or as training) with mutual consent is always a viable friendship building activity. Even someone who is normally averse to violence will find such activities with enjoyable with you, as long as it remains friendly.

[400cp] Bug-Free

Those Shadow Bugs are quite the pests, huh? Copying your form, then turning it on your friends. Fortunately, this won't be a concern for you.

From now on, you are immune to unwanted attempts at cloning you or copying your powers, causing them to inexplicably fail. Unwanted is the operative term here; if you did have some Shadow Bugs that you trust, you could still have them imitate you and act in your stead, if that's what you wanted.

[400cp] Dark Can-not

Dark Cannons. Off Waves. These 'cheat-like' effects automatically force a Fighter into their Trophy Form without a battle. You are now immune to these effects; such unfairness is no longer your concern.

Post-jump, you will become immune to any unwanted physical transformations imposed on you by outside forces, ensuring that similar tricks similarly fail to take you out of the fight.

[400cp] Gotta Go Fast

You have picked up a number of abilities, similar to a certain hedgehog.

You can quickly curl yourself up into a ball, and spin in place rapidly. Doing so, you can even generate a small hover briefly. While hovering in this way, you can perform a Homing Attack on a nearby enemy. When homing in on an enemy, some kind of targeting reticule will appear on the enemy's body, making it obvious to all parties who you are going after. You are free to decide the specific look of the reticule, but you must do so on purchase of this perk.

While spinning, you can also move along the ground, dashing into enemies as form of attack. By spinning in place for a few moments, you can charge this dash, somewhat improving its speed, power, and knockback potential.

You are completely immune to any form of dizziness or vertigo that might usually be caused by performing the above techniques. Even when curled up, you seem to retain a general awareness of your surroundings.

Finally, you have gained access to a special transformation. In this 'Super' state, any hair, fur, or quills you possess will take on a golden-yellow colouration. Your strength, speed, and durability will all drastically increase, and you will also gain the ability to fly. It will extremely difficult to retain this state for longer than 15 seconds at a time. Additionally, entering this state is very taxing, making it unlikely you will be able to do so more than once during a fight.

[400cp] Psychic Powers

You have somehow learned a variety of psychic powers, originating from the Mother series. You can use the following techniques: 2 Offensive PSI (such as PK Flash, PK Freeze, and PK Fire) of your choice, 1 Assist PSI (such as PSI Magnet), and 1 other PSI power of your choice (such as Teleport, PSI Shield, or PK Thunder). These techniques are all in line with an average Fighter's Special. On top of this, you have a number of telekinetic grabs and psychic energy pulses, which you can easily incorporate into your fighting style.

You are able to pull off these techniques regularly without any trouble. In addition, you have gained PK Starstorm, allowing you to call down a shower of meteors on your foes. This technique is far more taxing, and using it more than once in a fight is unlikely.

[600cp] Master of His Kind

You possess a special type of charisma that makes those who share your species (or are very similar to it) agreeable and easy to organise. Should it cost them nothing, it is all but guaranteed that they will acquiesce to your demands. You will find it easy to persuade them to act selflessly, even martyring themselves for your cause, if you can make a good case that it is in the best interests of their friends or family. Perhaps most interestingly, you will never find persuading them to do something harder because you asked for the opposite in the past.

This is not mind control, and as such will not be able to dissuade those affected by mind control or supernatural influences. Should you change your species, it will not undo previous persuasions you have performed, but future persuasions will not be benefitted by this perk until you change back to an appropriate species.

[600cp] [S]-Ranked Luck

You have been blessed with amazing luck, as if you have been favoured by this world's makers. Examples of this luck could be stumbling across a spare Dedede Brooch shortly before you would be hit with an unavoidable Off Wave, an unrelated infiltrator stopping to break you out of containment on their way through a facility, or arriving for battle with a dangerous foe just after they have had their best attack neutered – or just in time to neuter it yourself, if it were in your power to do so.

While this luck will never be enough to let you succeed on its own, you will regularly be given the best possible conditions to succeed if you put the effort in.

[600cp] The Jumpspace Emissary

You have gained access to your own personal realm.

To begin with, this realm is a featureless mess of swirling purple energy, about the size of a small city. You may travel to your realm at any time; doing so will create a glowing, spherical portal about the size of your person in your previous location. Others will be able to enter and exit your realm via this portal. You can immediately leave your realm at any time, returning to this portal. Should no one else be in your realm, the portal will then disappear; if not, it will disappear once everyone inside the realm has left. You may only control one of these portals; if a new one is created, the previous one disappears.

Should you have purchased any of the items that can create Subspace rifts (Subspace Bomb, Isle of the Jumper, Subspace Gunship), any time they create these rifts you can elect for them to connect to this realm instead. Rifts created in this manner are represented in your realm as 'bubbles' of the area consumed by the rift. You are able to arrange these bubbles in any way you like, linking them together or to the realm proper in order to create mazes of your own design. The rifts created outside your realm will allow you or others to move to and from your realm.

At the end of each jump, you have the opportunity to close any of these rifts linked to your realm. If you do so, you may choose whether you lose the associated 'bubble', or retain a copy of it. Even if you choose not to, rifts left in past jumps will be inaccessible until the end of your chain. Post-chain, you will receive this opportunity every ten years. If at any point you die, all non-copy 'bubbles' will vanish from your realm, with the associated rifts automatically closing.

Should you collect enough of these 'bubbles', the realm proper will expand in size appropriately to comfortably house them all.

Only you, your companions, and your followers may remain in the realm at the end of a jump. All other sentient beings are automatically ejected. You may choose to have any inactive companions stay here if you wish.

Should you already possess another personal dimension, or a similar ability, you may import it into this option, granting it all of the advantages offered here.

-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. Items offered here are excluded from this option if the item itself specifically states that it may not be imported into. If an item already details import rules, those rules take priority.

[Free] Sticker Album

Journeying around the world, you are bound to pick up all sorts of the special Stickers that are floating around. Here is a nice album to keep them all in one place.

This strange book has a pink cover, adorned with the image of a sticker-like star. It is filled with empty pages of paper. Too add a sticker to the album, simply stick it to one of the pages. Adding or removing a sticker will never cause the sticker to tear, be damaged, or lose their adhesive properties. Stickers can be removed from a page easily, but will not fall out of the album accidentally, and will not degrade as long as they remain inside the album.

The album will be able to expand indefinitely, without appearing any bigger externally or getting any heavier. You will always be able to find whichever page it is you are looking for right away. You can also sort any stickers housed inside in any order you like, just by holding the album and willing it so. Should you have multiples of the same sticker, you may decide whether they appear as separate stickers, or whether the sticker has a nearby number to let you know just how many of it you have.

Finally, if a sticker stored here is one of the special Stickers found in this world, upon touching it whilst it is placed in the album you will be automatically given the knowledge of the Sticker's name, along with the effect they would have if applied to your Trophy Base.

Should the album be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. Any stickers that were stored in the album when it was lost or destroyed will also be replaced as they were.

[50cp] Super Smash Bros. Brawl Game Bundle

Now you can take Super Smash Bros. with you, wherever you go! This bundle contains:

- A 2008-era television.
- A Nintendo Wii, with Wii Remote, Nunchuk attachment, and all needed cables.
- Either a Nintendo Wii Classic Controller or a Nintendo GameCube controller.
- An additional three controllers, in any combination of Wii Remote with Nunchuck attachment, Nintendo Wii Classic Controller, or Nintendo GameCube controller.
- A copy of Super Smash. Bros. Brawl.

Should any of these be lost or destroyed, a replacement will appear in your Warehouse 24 hours later. You will also be able to play online in any world with an internet connection, even ones where Nintendo does not exist. Who exactly are you playing with, anyway?

[50cp] Masterpieces

A collection of retro video games for those seeking to explore gaming history. This bundle contains:

- A 2008-era television.
- Either a Nintendo Entertainment System or Famicom, with an appropriate controller and all needed cables.
- A copy of each of the following games, for the console chosen above: Donkey Kong, Ice Climber, Kid Icarus, Kirby's Adventure, Super Mario Bros., Super Mario Bros 2, The Legend of Zelda.
- Either a Super Nintendo Entertainment System or Super Famicom, with an appropriate controller and all needed cables.
- A copy of each of the following games, for the console chosen above: Fire Emblem: Mystery of the Emblem, F-Zero, Super Mario World, Super Metroid, Earthbound/Mother 2.
- A Nintendo 64, with an appropriate controller and all needed cables.
- A copy of each of the following games: Star Fox 64, The Legend of Zelda: Ocarina of Time.

Should you choose a Super Nintendo Entertainment System, your copy of Fire Emblem: Mystery of the Emblem will be a unique version of the game that has been perfectly translated and ported for the console. Should any of the above be lost or destroyed, a replacement will appear in your Warehouse 24 hours later.

[50cp] Photo Album

A special photo album, bearing the Smash Bros. logo on the front cover. The album will be able to expand indefinitely, without appearing any bigger externally or getting any heavier. You will always be able to find whichever page it is you are looking for right away. You can also sort any photos housed inside in any order you like, just by holding the album and willing it so. Photos stored inside the album will not degrade for as long as they remain inside.

Alongside each photo stored in the album is an accompanying info panel, which records any name you wish to assign a given photo, as well as the date and time the photo was added to the album. To begin with, the album has a strange photo named 'Sample' which depicts Wario biting into Samus' energy whip like some kind of hooked fish. It was allegedly added at the start of 2008.

Should the album be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. Any photos that were stored in the album when it was lost or destroyed will also be replaced as they were.

[50cp] Tea?

No matter how improbable it might be, you will always be able to produce a nice cup of tea, as if it had just been made. Perhaps you could offer it to others as a test of character; after all no one could love tea and be all bad.

[50cp] Trophy Form Template Statue

A life-sized stature, indistinguishable from one of the Fighters that appears in Super Smash Bros. Brawl (chosen on purchase) in their Trophy Form. Strangely, whilst it is just a statue, Shadow Bugs are able to use it as a template in order to become a Shadow Bug Clone of the depicted Fighter, as if they had used the real thing. This allows you to utilise Shadow Bugs in a more ethical manner, or at least without the worry of the Fighter being freed. Should you not have access to Shadow Bugs, the statue is little more than a piece of art. Perhaps it could make a nice conversation piece?

Should it be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[100cp] Adventurer Set

A set of equipment, perfect for aspiring heroes.

First, you have a nicely made bow, along with a supply of arrows. You have a supply of boomerangs, useful for controlling the distance you keep between yourself and your foes.

You also have a supply of bombs. When retrieved, these bombs will already be lit. They explode after a short period of time (even if the fuse is put out), or on impact with an enemy, whichever comes first.

You have a Hookshot, a machine operated grappling hook, which can be used to pull nearby enemies to you, as well as grab onto ledges to prevent dangerous falls.

Finally, you have a Green Tunic, similar to either Link or Toon Link's outfit. If you prefer, it may come in an alternate colour of your choice (decided on purchase of this item).

Your supply of arrows, boomerangs, and bombs never seem to run out, and you will always be able to find them when you need them. Should the bow, Hookshot, or tunic be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Ancient Ministerial Robes

A comfortable set of ornate robes, in a colour of your choosing. The headpiece somehow manages to obscure your face in darkness, making it impossible to discern. If your eyes are able to glow, you may choose for them to remain visible when glowing, without revealing any further details of your face. The headpiece will not come off accidentally, even in the midst of a fight. It may be destroyed, or removed by yourself or another party.

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

[100cp] Codec

A special cochlear implant housing a radio transmitter. It allows you to contact others whilst remaining undetected.

By accessing a special frequency, you can contact facsimiles of Colonel Roy Campbell, Hal "Otacon" Emmerich, and Mei Ling. These are in fact AI stored in the radio. Optionally, the radio may also include a Slippy Toad AI (this decision is made on purchase of this item).

When in battle, contacting this frequency will cause them to give you a few minor tips on how to best combat your foes. Should you be in the presence of an individual known to modern-day Earth by way of popular culture (video games, movies, etc.), then they will instead recount some information relating to that individual – their personality, personal history, powers and abilities, and so on. However, they are limited to the kind of knowledge one would have if they consumed that individual's "source material" on modern-day Earth.

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

[100cp] Collectible Trophy Set

A complete set of one of every single Collectible Trophy featured in Super Smash Bros. Brawl. To be clear, these are not Trophy Forms; they are just figures for you to look at.

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

[100cp] Sticker Center

A special machine, designed to create prints using any stickers you might possess.

First, place any stickers you would like to use on the metal plate to the left. If you have the Sticker Album item, placing it here will enable use of any stickers inside. Stickers aren't used up when creating prints, so feel free to go wild!

Next, use the screen to create your print. The screen is a touchscreen, but it can also be operated with the accompanying mouse and keyboard. You can choose from a large number of premade backgrounds. Stickers can be resized and rotated as desired and, unlike a Trophy Base, can overlap as much or as little as you want.

When the print is complete, you can choose to save it to any appropriate external device, or to immediately print it from the machine.

Should the machine be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[100cp] Trophy Stand

By purchasing this option, you ensure the availability of the Trophy Stand in all of your future battles. Sometime during each battle, the Trophy Stand will spawn on the battlefield. It will always spawn closer to you than to your opponent(s), though it may not always spawn at your feet. If you have no desire to use the Trophy Stand at all for a particular fight, it will not spawn for that particular fight,

preventing its use against you. Should the Trophy Stand spawn, your opponent does have the opportunity to use it, if they can get to it first.

The Trophy Stand is a large golden disc, resembling a trophy base. When it is thrown at someone, there is a small chance that a Collectible Trophy of the individual it hits will appear nearby. Should the Trophy Stand deal the blow that defeats someone, then it is guaranteed that a Collectible Trophy of that person will spawn. Should the Trophy Stand create a Collectible Trophy in this way, the Trophy Stand will immediately despawn. Should the Trophy Stand be thrown and miss a few times, it will immediately despawn.

As this purchase is merely for access to Trophy Stands, not the Trophy Stands themselves, you may not import any similar item into this option.

[200cp] Coin Launcher

A special arcade machine, which allows you to acquire both Collectible Trophies and the special Stickers found in this world.

In order to use the machine, you must first insert currency. The machine will accept any form of currency, but note that any currency insert will be consumed and cannot be retrieved. Whenever currency is inserted, an equivalent amount of 'coins' will be added and the game can be played.

The game itself is a shooting game. You control a launcher at the bottom of the screen that fires coins. Collectible Trophies and various enemy types will appear. Collectible Trophies travel across the screen before disappearing. If they are shot two to four times they will also disappear, and the Collectible Trophy represented will be dispensed by the machine. Enemies appear in waves and will attempt to damage the player's launcher. Destroying entire waves of enemies can award the player with additional coins, occasionally causes the machine to dispense some Stickers, and will increase the chance for rarer Collectible Trophies to appear for a short period of time. Additionally, destroying individual enemies will slowly fill a special meter. Filling the meter completely will cause the launcher to power up and fire at a faster rate for a short period of time. Getting hit by the enemies will cause the meter to decrease, and will also remove coins from your pool. You can stop playing at any time, and running out of coins will force your game to end.

During this jump, the machine will only dispense Collectible Trophies and Stickers that could be acquired in the Coin Launcher segment of Super Smash Bros. Brawl. Post-jump, any Collectible Trophy or Sticker that appears in Super Smash Bros. Brawl can be found. Additionally, post-jump, the Coin Launcher will add a handful of new Collectible Trophies and Stickers for each new jump you visit, based on important characters from that setting. It will also retroactively do this for jumps you had visited prior to this one.

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

[200cp] Dedede Brooch

A golden brooch, depicting the face of King Dedede. It can be carried on your person or stuck onto another in their Trophy Form. It is designed as a contingency measure.

If carried on your person, should you be forced into your Trophy Form it will activate and restore you. The brooch will wait for a convenient moment to do so; it won't immediately force you back into battle with the guy who just kicked your butt. Generally, it will wait until the person who defeated you leaves, but it will settle for when their attention shifts if they have no intention of leaving anytime soon.

If placed on another in their Trophy Form, it will restore them after a few minutes. However, when placing it, you can set an alternate condition for it activating. This could be a different length of time, or something specific like 'after person X uses this attack' or 'when X% of the world is pulled into Subspace'.

Once it has activated, the brooch will not function for the next 24 hours. Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Goddess Bow

A bow of divine origin, not unlike the one wielded by Pit.

This bow is capable of creating and firing arrows of light. Though the bow lacks a string, it is nonetheless possible for you to 'charge' shots from the bow, increasing the power slightly. Whilst the arrows of light are only moderately damaging, and offer little in the way of a knockback effect, you are able to guide these shots to a great degree; with a decent amount of space, you could even get the arrow to completely turn around and travel behind you. Only a single arrow may be fired at once; you must wait until the first arrows lands before the bow will create the next one.

Your bow is also capable of easily separating into twin short swords, and recombining again with ease, all without sacrificing the bow's integrity. This allows the bow to provide both melee and ranged options in combat.

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

[200cp] Little Buddy Set

A set of equipment, perfect for those who enjoy monkeying around.

First, you have a pair of Peanut Popguns, which you can pull out whenever you need them, no matter how improbable that might be. These wooden guns are designed to fire out large peanuts, which you will never run out of. By holding down the trigger instead of tapping, you can charge your shots – causing the peanut to fly out at a faster speed. Be careful not to hold down too long, or the popgun will blow up in your face, potentially stunning you, and rendering the popgun unusable until the next time to attempt to retrieve it. Beyond their use as ammunition, the peanuts can be broken open for a small, tasty treat.

Next, you have a Rocketbarrel Pack, which you can pull out whenever you need it, no matter how improbable that might be. This jetpack-like device isn't usually capable of sustained flight, instead propelling you a fair distance in a given direction.

You are able to briefly utilise the above two items at a boosted level of performance, in a 'barrage'. The popguns become capable of rapid-fire, and the Rocketbarrel Pack can act as a true jetpack, with sustained flight. This barrage only lasts a short period of time, and is taxing on these items; they

won't be able to 'barrage' again for a while afterwards – using this boosted level is unlikely to be possible more than once in a fight.

Finally, you have a supply of banana peels, which you can produce whenever you need to. Like a cartoon, foes who come into contact with a peel will accidentally slip over. Unfortunately, this supply is only of peels – if you are after bananas you are going to have to put some effort into finding them.

[200cp] Pikmin Squad

Note: Whilst Pikmin in their native setting are extremely small, these ones have been scaled up in size quite a bit, allowing them to be used properly by an ordinary human.

You have a horde of Pikmin available to you when you need them, who are willing to join your journey as followers. They will obey any order you give them, provided they are capable of it, even if it would lead to their death. In order to get all Pikmin, simply attempt to pull one from the ground, and you will randomly receive one of the following:

- Red Pikmin: These guys have a high attack power relative to other Pikmin. They are immune to the effects of fire. Red Pikmin are more likely to appear from cloth and sand floors, are less likely to appear from snow and ice floors, and cannot be plucked from water at all.
- Yellow Pikmin: These guys have a high range of attack relative to other Pikmin, and travel in a slight arc when thrown. They have electric properties in their attacks, and they are immune to electricity. They are more likely to appear from metallic and sandy floors, and are less likely to appear from snow and ice floors.
- Blue Pikmin: These guys deliver a high level of knockback when thrown, and are slightly more durable relative to other Pikmin. They are the only type of Pikmin which can enter water without dying. They are more likely to appear from water-based surfaces (snow, ice, clouds, and water itself), and are less likely appear from sandy or brick floors.
- White Pikmin: These guys are light and quick relative to other Pikmin. They deal darkness damage when thrown. White Pikmin are fairly rare, appearing half as often as the above three types, though they are slightly more common from snow or cloud floors.
- Purple Pikmin: These guys are heavy relative to other Pikmin, and do no fly as far when thrown. They also tend to slam into opponents instead of latching on to them. They have high attack power. They are the rarest of the types, appearing about 40% as often as Red, Yellow, or Blue.

You may only have a total of six of the above out at once (combined, not for each type); attempting to gather another beyond that will fail. You can throw these Pikmin at your enemies, and they can also quickly form a chain to help you reach ledges. Should any of your Pikmin die, you may retrieve replacements from the ground.

[200cp] Trophy Hoard & Diorama Facility

A special door has appeared either in your Warehouse, or on a property you own. The door can either be a more traditional door, or a large, vault-like door. You can change between these door types at any time.

Inside the door is a large room, designed to display your trophies and similar collectibles. Around the room are numerous display cases, which can change size as needed in order to appropriately contain and display the collectibles inside. In the centre of the room is a large platform, able to fit a Fighter's Trophy Form comfortably on top of it. Connected to the platform is an attached control panel.

Using the control panel, you can automatically sort the collectibles in the display cases in any way you like. You can also teleport collectibles stored in the cases to and from the platform. Not only does this allow you to quickly add or remove collectibles from the room, you can use the platform to set up custom dioramas with the collectibles you have. In order to facilitate these dioramas, the control panel can be used to change the appearance of the platform, as well as create holographic 'backgrounds' emanating from the platform. If you create a diorama you really like, you can save it in the control panel, allowing you to quickly recreate it at any time as long as the room retains the component collectibles.

Whilst the room takes no space externally (other than the door itself), it will expand internally indefinitely in order to accommodate as many collectibles as you need it to. As it expands, it will transform from a single room to multiple rooms, to an ever-growing museum-like complex. Features will be added to ensure you can quickly and easily make your way around, such as stairs, escalators, elevators, and even teleportation pads. Seating options will be added, allowing you to sit and enjoy the displayed collectibles. Finally, additional diorama platforms and attached control panels will appear as the space expands, allowing for additional diorama displays, and also maintaining the convenience of adding or removing collectibles from the displays.

The space will maintain itself, keeping itself clean and in pristine condition. Collectibles stored inside the space will not degrade for as long as they remain inside. Inactive companions may even reside in this space, but only as long as they remain in a Trophy Form or similar statue-like appearance that renders them immobile. In these states they are able to be sorted or retrieved just like any other collectible.

If you also purchased the Sticker Center, you may choose for it to be a part of this space. Should you choose to do so, additional copies of the Sticker Center will appear as the space expands, just like the diorama platforms.

In each future jump, you may choose to move this space to your Warehouse (if not already there), or to an appropriate property you possess. Post-chain, you will be able to do this once every ten years. Should the space 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. Any collectibles that were stored in the room when it was destroyed will also be replaced as they were.

[200cp] Wario Bike

You have a motorbike, similar to the one used by Wario. It never seems to run out of fuel, and general upkeep is not necessary, allowing you to drive it around just about anywhere. Perhaps most importantly, it is strangely durable. This allows it to be driven into or even picked up and thrown at your enemies and still be used as a vehicle moments later.

Should you access any 'super mode', or similar transformation, your bike will improve in performance in proportion to any physical enhancement your transformation provides. The bike

only grows in relation to a single transformation at a time, and only whilst that transformation is active.

You will always be able to pull out the bike whenever you need it, no matter how improbable it might be. If the bike was previously destroyed or damaged beyond use, it will somehow be in pristine condition when you next attempt to pull it out in this manner.

[400cp] Chozo's Chosen Set

A set of equipment, perfect for the aspiring bounty hunter.

The biggest feature of this set is a Power Suit, in the design of Samus' iconic Varia Suit. It has been custom-fitted to suit your form perfectly.

The suit has its own power supply, which will slowly recharge when not in use. It provides the necessary life-support functions to allow the user to survive both in space and deep underwater.

The power suit houses a cannon, integrated into the right arm if you have a standard humanoid form. It is capable of firing energy shots by consuming some of the suits power supply. These shots may even be charged for increased damage. The power drain from these shots is minimal, so you are unlikely to have to worry about them draining too much power from your suit. The suit also comes with an unending supply of missiles, that can also be fired out of your cannon. Only one missile may be fired at a time.

Your power suit is capable of performing a somersaulting energy attack, commonly known as a Screw Attack. It is also capable of a Morph Ball form, but this feature will be automatically locked out if you are incapable of contorting your body enough to accept this form without damage. You will never have to worry about killing yourself via accidental Morph Ball. You have an unending supply of bombs, which can be dropped when in Morph Ball form. Only one bomb may be dropped at a time.

The most powerful attack your suit is capable of is the Zero Laser. This is a powerful beam of energy fired out from your cannon. However, this attack will consume all of the suit's energy, causing it to fall off your body in pieces, in an inert state. After some time, you may resummon it to your body, fully charged, but this will likely have to wait at least until the end of the current battle.

This set also comes with some backup gear for when your power suit is unavailable. You have a skin-tight bodysuit in a colour of your choice, which can comfortably be worn under your power suit. You also have a Paralyzer; this energy pistol can fire shots that temporarily stun a foe, and can also function as a plasma whip, providing a close-range combat alternative.

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

[400cp] Dark Cannon

A heavy cannon, which vaguely resembles a black dragon's head.

The weapon requires a long charging period, after which it fires black 'directional arrow'-like beams of energy. Once the initial charge up is complete, the cannon is capable of firing off multiple shots before it has to recharge. Ammunition is not a concern.

Should a Fighter be hit by one of these beams, they will automatically be forced into their Trophy Form. A single beam can only affect a single Fighter in this manner. Post-jump, any individual hit by one of these beams will be transformed into a trophy-like state.

Despite its power, this weapon has several flaws. The beams are easily dodged by an aware Fighter, the cannon itself is not very durable and can easily be destroyed by a Fighter. The charging period will allow an aware Fighter to take initiative. As such, this weapon is best employed in sneak attacks or ambushes.

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

[400cp] Dimensional Cape

You are now the owner of a magical cape. This cape may come in any colour or design of your preference (chosen on purchase).

At will, you may transform your cape to and revert it from a pair of bat-like wings, which grant you the power of flight.

With a flourish of your cape, you can spin in place rapidly, becoming a mini tornado. As a mini tornado, you can remain in place or move a fair distance in any direction. While you have the cape in wing form, you can use them to rapidly spin as you advance, rushing forward in a manner reminiscent of a drill. In either of these cases, the use of a weapon such as a sword will turn these moves from movement options into dangerous attacks.

With a flourish of your cape, you are able to teleport a short distance in front of you.

Finally, you can temporarily trap others in an empty void of darkness. In order to do so, you must swing your cape at them and connect. Once trapped, you will have enough time to deal a powerful attack against them. Should you choose not to, they will be released from the void. Your cape requires a large cooldown between uses of this ability, even if it misses, making it unlikely you will be able to use it more than once in a fight.

You will only use the cape's abilities when you mean to, and only the specific abilities you are attempting to use. Should your cape be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[400cp] Dream Land King Set

A set of equipment, perfect for the aspiring "self-proclaimed" king.

You have a large wooden hammer. Beyond its obvious use as a weapon, it has some additional functionality. A mechanism on the handle will cause half of the hammer head to slide away when you wish it to, revealing a large jet engine. Using this engine, you can charge up your swing to drastically increase its power. Once a swing is fully charge, you can hold at this charge instead of swinging, however doing so is dangerous and potentially damages you over time. You will never have to worry about the jet hammer running out of fuel, or the jet damaging the rest of the hammer.

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

Additionally, you have access to a supply of 'minions' from the Kirby universe. Simply attempt to throw one, and a minion will automatically be retrieved and thrown. There are three types of minions that could appear.

First, and most common amongst these, are your Waddle Dees. After being thrown, a Waddle Dee can walk around for a short time. If it encounters an enemy, it will attempt to jump into them as an attack. It may also double as a meat shield, depending on your positioning.

Less common are your Waddle Doos. As with the Waddle Dees, these minions can walk around for a short time after they are thrown. There are a few advantages they have over the Waddle Dees; not only will these minions deal slightly more damage when thrown, but they are also capable of performing a Beam Whip attack after they have started walking around. The Beam Whips are moderately powerful, and can also stun those hit by them.

Rarely, you will produce a Gordo. These minions resemble large spiked balls, and will cause significant damage and have large knockback potential when thrown. Unlike the other two types, this one will not stick around; it will bounce once, then automatically disappear if it hits the ground a second time.

Usually, you may only have two minions (at all, not per type) out at once, with additional minions produced causing the oldest minion to disappear. However, by whistling (while intending to cause this effect), you can cause a large crowd of various minions of all types to start appearing around you. After around ten seconds this crowd will disappear. There is a large cooldown period to this effect, making it unlikely.

You may only import an item into the hammer part of this option. Should you do so, you may still choose to receive the minions separately.

[400cp] Personal Spacecraft

You have acquired a personal spacecraft, on par with an Arwing. You are free to choose any design you like for it, as long as it is roughly the same size as the Arwing, and offers no additional benefits

The spacecraft has both a weapons system and a comms system. It is designed to seat a single pilot. You will never need to worry about it running out of fuel or ammo.

When not in use, you are able to put the spacecraft in a special subspace, allowing you to easily store and retrieve it as needed. Should the spacecraft be lost, or destroyed beyond repair, a replacement will appear in this subspace 24 hours later.

[400cp] Smash Ball

By purchasing this option, you ensure the availability of the Smash Ball in all of your future battles. Sometime during each battle, the Smash Ball will spawn on the battlefield. It will always spawn closer to you than to your opponent(s), though it may not always spawn at your feet. If you have no desire to use the Smash Ball at all for a particular fight, it will not spawn for that particular fight,

preventing its use against you. Should the Smash Ball spawn, your opponent does have the opportunity to use it, if they can get to it first.

A Smash Ball is a strange orb displaying the Super Smash Bros. logo. Once it appears, it will float through the air in random directions. If the Smash Ball is allowed to float around for too long, it will despawn – the exact time varies for each ball, but will not exceed a minute. When an individual destroys a Smash Ball, they will be filled with a special energy. This energy will allow the wielder to utilise one of the following effects (of their choosing) one time, before dissipating:

- The wielder can utilise one of their powers or abilities without the usual energy cost it would normally incur. If the power or ability has a duration based on how much energy the wielder can spend (such as a transformation), then it can last up to the length of time that would be possible if the wielder were to put all their energy into it.
- The wielder can utilise one of their powers or abilities that has a time limit between uses, without resetting that timer, and even if it was in a 'cooldown' period.
- The wielder can utilise one of their items or equipment without incurring an energy or ammunition cost. If the item or equipment usage has a duration based on how much energy or ammunition the item has available, then it can last up to the length of time that would be possible when using its normal full capacity of energy or ammunition.
- The wielder can utilise one of their items or equipment that has a time limit between uses, without resetting that timer, and even if it was in a 'cooldown' period.

Should the current battle end without this special energy being used, it will automatically dissipate.

As this purchase is merely for access to Smash Balls, not the Smash Balls themselves, you may not import any similar item into this option.

[400cp/600cp] Smash Dojo

A special gateway has appeared either in your Warehouse, or on a property you own. By passing through it, you can travel to a strange, dojo-like complex.

Around the dojo are various doors. Each of these are connected to a touchscreen computer. These doors each lead to a space resembling a stage shown in Super Smash Bros. Brawl, which can be used for Smash Bros.-style fights. The computers allow you to alter the rules of these fights, as long as those rules are something that exist in Super Smash Bros. Brawl. AI controlled versions of Fighters canonically appearing in Super Smash Bros. can be added to matches, but cannot bring the total number of participants in a match above four. True death and chain-failure can never occur in these spaces.

You will never be able to bring anything out of these spaces that you did not take in, and anything you bring in with you, be it items or people, will never be lost within these spaces.

For an additional 200cp (undiscounted), the Dojo has additional door, with attached touchscreen computer. The door is presently inoperable, however by using the computer you can create custom stages, at which point the door becomes usable. The appearance of the custom stage must be something reasonably close to something you would be able to create within Super Smash Bros. Brawl. If you somehow have a copy of Super Smash Bros. Brawl, the computer has an import function to allow you to choose your custom-made stages within that game. Whilst the door can

only lead to one stage at a time, the computer can store as many saved custom stages as you would like it to.

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

[400cp] Solid Munitions Set

A set of equipment, perfect for the aspiring soldier of fortune.

First, you have a special RPG-7 rocket launcher. You can produce this rocket launcher whenever you need it, no matter how unlikely that might be. It will never run out of rockets. Surprisingly, it is incapable of firing the rockets a long distance. In fact, you will get the best use out of the rocket launcher when firing it at your feet. You will never be harmed by using your rocket launcher in this manner.

Next, you have an unending supply of (relatively weak) hand grenades. You can produce these grenades whenever you need them, no matter how unlikely that might be.

After this, you have a Nikita. This is a remote-controlled missile launcher, which you can produce whenever you need it, no matter how unlikely that might be. It will never run out of missiles, however it can only fire and control a single missile at a time.

You have a Cypher, a special type of flying reconnaissance camera. You can use this as a recovery or movement option by grabbing onto it. The camera will travel in the direction you prefer, however after a few seconds of travelling in this manner it will disappear. Whilst you are usually able to produce it whenever you need it, no matter how improbable that might be, you will find yourself unable to produce it a second time in a row without first landing on solid ground.

You have a supply of C4, and related detonator, which you can produce whenever you need it, no matter how unlikely that might be. However, you can only have a single brick of C4 out at a given time; you must detonate or otherwise permanently lose access to this brick before you can produce another one.

Finally, you have a helicopter, which waits in a special subspace when not in use. The helicopter is remote piloted, and when used in combat it will pick you up and move you to a good vantage point. Aboard the helicopter is a very powerful grenade launcher along with two clips of six grenades. The grenade launcher cannot leave the helicopter. You will have the opportunity to fire grenades at your enemies before you are returned to the battlefield. If you fire all twelves grenades, you will be taken back. Additionally, the helicopter only has a small supply of fuel, and will automatically take you back if you take too long to fire these grenades. Afterward, it will immediately return to it special subspace.

Whilst in its special subspace, the helicopter will slowly repair and resupply, recovering its fuel and grenades. You cannot retrieve it unless it has fully resupplied and repaired. In combination, this makes the helicopter and grenade launcher difficult to use more than once in a fight.

[400cp] Space Animal Set

A set of equipment, perfect for pilots who have been deployed for ground assault.

First, you have your trusty Blaster. This laser gun never seems to run out of ammo. On purchase of this item, you may decide that your Blaster fires at a lower rate than usual, in exchange for some additional power and knockback effect. You may also decide whether your Blaster comes with a small bayonet attachment, providing it some additional use in melee range.

Next, you have a Personal Reflector. This device creates a hexagonal energy shield or purple spherical energy shield (chosen on purchase) that can be used to reflect projectile attack. It can be deployed over your person, or thrown out a short period distance in front of you. The shield only lasts a short period of time, and can be temporarily disabled with sufficient damage.

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

Finally, you have access to a Landmaster, which waits in a special subspace when not in use. This high-performance tank features a large, powerful cannon that will never run out of ammunition.

For all its power, your Landmaster only has a small supply of fuel, and will automatically eject you and return to its subspace when emptied. It is unlikely that you will get even a full twenty seconds of use before this occurs. If the Landmaster is sufficiently damaged, it will also eject you and return to its subspace.

Whilst in its special subspace, the Landmaster will slowly repair and refuel. You cannot retrieve it unless it has fully refueled and repaired. In combination, this makes the Landmaster difficult to use more than once in a fight.

[400cp] Subspace Bomb

A large, spherical bomb. Whilst these normally require two R.O.B.s to lock into the sides to activate it, this item comes with a remote control that works with the Subspace Bombs granted by this item purchase (and no others) that will allow you to activate it from a distance.

When activated, it will countdown from three minutes before exploding. This ‘explosion’ in fact connects the world to Subspace, externally appearing as a large purple sphere. The explosion is large enough to encompass a stadium, but also slow enough that a Fighter could outrun the escape if they started running from the bomb with at least 90 seconds to spare.

In future worlds, the Subspace Bomb will instead connect to an equivalent dark dimension or realm to the world you are currently in. If none is known to already exist, the Subspace Bomb will ensure the presence of one nonetheless. Should the Subspace Bomb be lost or destroyed, unless it was activated properly, a replacement will appear in your Warehouse after 24 hours. The remote will always be replaced after 24 hours if it was lost or destroyed.

If properly activated, you will not receive a Subspace Bomb until the following jump, so use it wisely. Post-chain, you will instead receive a new Subspace Bomb 10 years after the last one was properly activated.

[400cp/500cp] Ultimate Sword

A masterwork sword, which has been magically empowered to outperform mundane equivalents. It has been made specifically for you, and as such comes in a design of your preference. No matter your sword's size or weight, it will feel light in your hands, and you will never find it unwieldy to use.

Using this sword, you are able to perform a special technique, decided on purchase of this item. This is either a slash or combination of slashes with an added aesthetic effect of your preference. Whatever you decide, the effect is mechanically the same; it is a powerful attack that is likely to be a fight ender against most Fighters. Unfortunately, this technique is also taxing, making it unlikely that you will be able to use it more than once in a fight. Only you will be able to use this technique with this weapon.

For an additional 100cp (undiscounted), the sword comes with a counterpart shield. As with the sword, it comes in a design of your preference, will feel light for you, and is magical empowered to outperform mundane equivalents.

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

[600cp] Airship

An impressive looking airship, on par with the Halberd. You are free to choose any design you like for it, as long as it is roughly the same size as the Halberd, and offers no additional benefits. Perhaps you want your own face to adorn the ship's bow?

The airship boasts impressive defences, allowing it to be more than a match for individual fighters like the Arwing, and even the Great Fox. Its main gun is known as the Combo Cannon, which can fire both slow-moving shells and powerful laser blasts, and is equipped with a mechanical arm that can grab targets – making them easy prey for the other weapons. It also has a large hold, allowing it to easily transport large quantities of Shadow Bugs if you have them. You will never have to worry about it running out of fuel or its default ammunition. Inactive companions may even stay here, provided they remain in or on the airship.

Should your airship be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[600cp] Isle of the Jumper

A large floating island. From above it appears to be deserted, with ancient ruins dotting the surface. There is more to this island, however.

The insides of the island have been gutted, and replaced by a high-tech facility, which can easily be converted into research labs or factories as you require. This facility is manned by a small force of lesser R.O.B.s, which both maintain the facility and defend it from intruders. At the start of each jump, any of these R.O.B.s which have been lost or destroyed will be replacement. Post-chain, this occurs every ten years.

In addition to this island, you receive a set of schematics detailing the construction of Subspace Bombs. Unlike the bombs received via the Subspace Bomb item, Subspace Bombs created using

these schematics must be activated by two R.O.B.s locking themselves into it; good thing you now have some of these to spare, huh? In future worlds, the Subspace Bombs created with these schematics will connect to an equivalent dark dimension or realm to the world you are currently in. If none is known to already exist, these Subspace Bombs will ensure the presence of one nonetheless. Should the Subspace Bomb schematics be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

At the start of future jumps, you will be able to decide whether the island will be connected to your Warehouse by a special gateway or placed out in the world in an appropriate location. Post-chain, you can change between these two options every ten years. Inactive companions may even reside here, provided they remain in or on the island.

Should the island 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. The island will retain any modifications or upgrades applied to it.

[600cp] Shadow Bugs

You have obtained a large supply of Shadow Bugs. These small purple spheres typically must be extracted from Mr. Game & Watch, or another of his kind; fortunately, this step has already been taken care of. Your supply is equal in number to the quantity possessed by Tabuu prior to the attack on Midair Stadium.

Shadow Bugs are capable of combining together to create various creatures, most common amongst them being the simple Primid and its variations. By briefly enveloping another creature, the Shadow Bugs are able to form into a false clone of that creature, replicating its form and techniques. Such clones emit a distinct purple aura, making it easy to tell the clone from the original. This process can be resisted, meaning the Shadow Bugs can only do this with a willing party, or one unable to fight back (such as a Fighter in their Trophy Form). Occasionally, they can even create a clone by replicating technology; they were able to use Samus' Power Suit in order to create Samus clones. The strongest being Shadow Bugs were able to become was Duon, which could be defeated by six Fighters working together, and took an excessive amount of Shadow Bugs to create. Generally, it is more useful to employ them as fodder troops rather than high powered threats.

Shadow Bugs provided by this item are completely loyal to you, though depending on their form complex orders may be beyond them. These Shadow Bugs do not count as either followers or companions, and as such will not be able to follow you between jumps under the power of this item alone. At the start of each new jump, you may choose to receive a new supply of Shadow Bugs. Post-chain, you may choose to receive a new supply of Shadow Bugs once every ten years.

You may not import an item into this option.

[800cp] Subspace Gunship

You have obtained a copy of the prototype gunship employed as the ultimate weapon of the Subspace Army.

This behemoth of an airship, approximately as large as the entire Isle of the Ancients, is dominated by its main weapon, which comprises the front half of the vehicle. This is the main cannon, allegedly

capable of ‘infinitely rending space.’ Practically, what this weapon does is fire blasts that create a ‘Subspace Bomb’-like effect on impact. Whilst this cannon does require time to recharge between blasts, its advantages over standard Subspace Bombs are obvious. Rifts in Subspace can be created at distance, without any need for ground assault or risk of the bomb being disarmed. In future worlds, these main cannon blasts will connect to an equivalent dark dimension or realm to the world you are currently in. If none is known to already exist, these main cannon blasts will ensure the presence of one nonetheless.

Of course, the Subspace Gunship is equipped with traditional weaponry as well. Five main turrets are housed on top of the main cannon. These turrets can fire impressive orange blasts of energy. A clean shot from one of these can penetrate a Halberd-tier airship from bow to aft. The Gunship is also outfitted with lesser turrets designed to keep fighter ships at bay.

Whilst the Subspace Gunship is by far the most powerful to be found in this world, it is not invincible. Taking the Gunship by surprise, a clean hit from Kirby’s Dragoon was able to punch a hole through it, eventually destroying it in its entirety.

Inactive companions will be able to reside here, provided they remain in or on the Gunship.

In addition to the Gunship itself, you will receive a copy of the schematics used to create it. With sufficient materials, you could one day command a fleet of these things. Gunships created with these schematics will have the same guarantee of connecting to a Subspace-equivalent that the ship provided by this item does. Should these schematics be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

Should the Subspace Gunship be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

-Companions-

[50cp per.] Standard Companion 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. A companion imported via this option may not also be imported via All for Brawl.

[600cp] All for Brawl

You may instead pay a flat fee of 600cp to import as many companions as you like. 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 the Giant Hand species for themselves, or purchase companions. Like you, they may Drop In, or have a background which matches their purchases. Any companions imported via this option may not also be imported via the Standard Companion Import.

[50cp per.] Create Fighter

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.] Canon Fighter

You may pay 50cp to allow a canon Fighter to follow you into future jumps as a companion. The canon Fighter 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 canon Fighter to journey with if you would like. Multiple characters in one Fighter (such as Pokémon Trainer, or Ice Climbers) only require one purchase, and only take one companion slot, but all purchases they make in the future are divided amongst themselves, lowering their potency. You may instead choose to take only one character from such a Fighter, making them function as normal. You may purchase this option as many times as you would like.

[100cp] Twin Climber

Cannot be purchased if you took the Subspace Being species.

This person, who appears to be your twin, though of the opposite gender to you (and if you took a background instead of Dropping In, this is actually the case), is eager to come along with you on your journey. They have the Trophy Form (base level), CQC, Lord of the Sword, Avian Eye, Elemental Attacks!, Fireball!, Recovery Special!, and Wind-Up Punch! perks if you have them (with the same specifics you have chosen for yourself), and are the same species as you. If you have Percentage System, you may protect them with it, causing any damage they would take to instead be applied to your percentage. You can toggle this effect on and off at will. They also seem to have a good understanding of you. They can be a bit simple in combat, generally standing near you and copying any attack you make that they are also capable of doing, and helping to propel you upwards when you need it. If you learn to turn this to your advantage, they may become a powerful asset for you. They do not take up an active companion slot, unless they are imported as a companion in a future jump.

Should you purchase Ice Climbers as a canon companion, you may elect instead to receive only one of them, and have them gain the advantages of this companion option, aside from species (You must purchase this option as well as Canon Fighter in order to do this.).

You may only purchase this companion once.

[200cp] Pokémon Team

You have a team of 3 Pokémon at your disposal. They are yet to fully bond with you, but they have been trained to be used in battle, and are absolutely loyal to you.

You may choose any 3 Pokémon, so long as your team meets the following conditions:

- All of the Pokémon are either Starter Pokémon, or an evolved form of a Starter Pokémon. They need not be from the same region.
- You have 1 Grass-type Pokémon, 1 Fire-type Pokémon, and 1 Water-type Pokémon.
- You have 1 Basic (not evolved at all) Pokémon, 1 Stage 1 (evolved one time) Pokémon, and 1 Stage 2 (fully evolved) Pokémon.

Each Pokémon comes in a standard Poké Ball. You may choose to have a Shiny or otherwise differently-coloured version of any of the Pokémon you have selected for your team. Their gender is likewise up to you. The Pokémon team has a shared version of Percentage System, meaning any damage they take whilst the percentage system is on will be split evenly across all three of them. Each Pokémon has a shared version of the base level Trophy Form perk, meaning if one of them is defeated they are all forced into individual Trophy Form states. If one of them is freed from this state, they all are.

The Pokémon in this team cannot be evolved during this jump. Post-jump, this restriction is removed. They do not take up an active companion slot, unless they are imported as a companion in a future jump. Additionally, should you decide to import them as a companion in a future jump, you may import them into the same companion slot, dividing the power of any perks they purchase between them, lowering the potency of the perks somewhat.

Should you purchase Pokémon Trainer as a canon companion, you may elect instead to receive only Squirtle, Ivysaur, and Charizard, and have them gain the advantages of this companion option. (You must purchase this option as well as Canon Fighter in order to do this.)

You may only purchase this companion once.

[400cp/300cp] Master Hand

A strange being, resembling a large gloved hand. Seemingly incapable of speech, he nonetheless emits an eerie laugh from time to time. Master Hand is an apparent manifestation of the creative spirit, and he enjoys battles against strong opponents.

Right now, he has been enslaved by the vile Tabuu, and must be freed before he can assist you. Whether or not he is freed, he will join you as a companion when the jump comes to an end.

He shares a special bond with Crazy Hand, and if purchased alongside Crazy Hand, he instead costs 300cp.

You may only purchase this companion once.

[400cp/300cp] Crazy Hand

A bizarre being, resembling a large gloved hand. Whilst Master Hand resembles a right hand, Crazy Hand resembles a left. Crazy Hand is an apparent manifestation of the destructive spirit. He is far more elusive than his counterpart.

Right now, his location is unknown, and he must be found before he can assist you. Whether or not he is found, he will join you as a companion when the jump comes to an end.

He shares a special bond with Master Hand, and if purchased alongside Master Hand, he instead costs 300cp.

You may only purchase this companion once.

[800cp] Tabuu

A powerful being. He originates from Subspace and as such cannot survive outside it. If you purchased The Jumpspace Emissary, he can safely reside there as well. Post-jump, he will lose this weakness.

In addition to his immense combat ability, and his dangerous Off Waves, Tabuu has considerable resources at his disposal, commanding his Subspace Army.

You may only purchase this companion once.

-Drawbacks-

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

[0cp] Jumper History

This toggle allows you to selectively incorporate your actions and history in prior jumps into this jump. These jumps must be settings which have canonically appeared in the Smash Bros. series. This incorporation is done on a jump by jump basis, and you either take all of your actions in a jump, or none of them. Super Smash Bros. Brawl takes place outside of the standard timeline of those settings, so no matter what your actions were, you cannot stop a Fighter from appearing here in some form.

[0cp] Full Stay

Was Tabuu defeated far too quickly for your tastes? By taking this toggle, should the defeat of Tabuu occur before your ten years is up, you may elect to stay for the remaining part of the ten years you still have left. Be warned: you are stepping into uncharted territory. Who knows what could happen?

[0cp] Hearing Voices

Cannot be taken with The Fanfiction Emissary.

Using this toggle, you can decide how common the lack of speaking is in this setting. You can have frequent speech, even when the events of unvoiced cutscenes are being replicated. You can have speech at any time except when the events of unvoiced cutscenes are being replicated. You can have near complete lack of speech at all times.

This toggle solely applies to existing characters in this setting; it does not apply to you or anyone you are bringing in to this jump. It does not grant human speech to characters otherwise incapable of it, such as Pikachu.

[0cp] The Fanfiction Emissary

Cannot be taken with Hearing Voices.

Over the years, there have been a few retellings of this setting. Using this toggle, you may instead visit one of these retellings. Whether it be a notoriously long written work, or a YouTube video series, or something else entirely, it is fine. However, this toggle will not allow you to sidestep any drawbacks you have taken, and it will not make any purchases here more powerful than they would otherwise be.

[+100cp] Distrusted

For whatever reason, those around you just can't bring themselves to trust you completely. At least once during your stay, some of your allies will stumble across you in a situation that leads them to automatically fight you. Fortunately, you will have an opportunity after this fight to explain away any misconceptions.

Whilst this drawback will not apply to any companions or followers you bring in with you, it will apply to any new companions you acquire in this jump.

[+100cp] Easily Lost

For the duration of this jump, you will suffer from a horrible sense of direction. If you find yourself in the Great Maze, you might never find your way out. Hopefully, you can find someone to follow around.

[+100] Tripping

Whenever you break out into a run, there is a very small chance that you immediately trip over and fall flat on your face! There is about a 1 in 100 chance of this happening. Should you attempt to turn around and run in the opposite direction, there is a slightly larger chance that this occurs, around a 1.25% chance.

[+200cp] No Talking!

For the duration of this jump, you are rendered mute. You will find it impossible to generate noise from your mouth, be it talking, singing, or even yelling. You will probably need to devise a new way of communicating with others if you are wanting to make new friends here.

If you purchased the Quiet Conversations perk, it will not function until the end of the jump. It won't be that easy to get around this drawback.

[+200cp] Forced Encounters

Often, when you encounter a group of enemies, a mysterious force will prevent you leaving the area until they have all been defeated. Matches against weaker enemies will serve to slow down your progress through an area. Matches against stronger opponents are especially troubling, as you won't be able to retreat if cornered.

[+200cp] Scrolling Stages

Occasionally, when exploring, you will get a strange sense that you need to keep moving. Almost as if you were in an eye of a storm. You will always be aware of where these boundaries are, and must move fairly quickly to remain inside them. Should you fall outside the boundaries, you will automatically be defeated. If you have the Trophy Form perk active, you will be forced into your Trophy Form. Otherwise, you will die. After this punishment, or if you can survive for a minute or so, this effect will disappear.

Unfortunately, everyone else will not be affected by this drawback, meaning enemies are free to ignore it and focus on fighting you. Fortunately, this effect will always offer you a way to move forward – it won't trap you in a room and then leave you behind.

Should you have also taken the Forced Encounters drawback, it will not activate whilst this drawback is active, though it can activate immediately before or after.

[+200cp/+300cp] Shadow Bug Jumpers

It seems that at some point a large group of Shadow Bugs were able to get a hold of you, creating a number of Shadow Bug Clones of you!

For 200cp, these clones have access to any perks and personal equipment you have purchased here. Fortunately, they cannot access the Trophy Form correctly, and fall back into individual Shadow Bugs when defeated.

For an additional 100cp (a total of +300cp), these clones have access to *all* of your perks and personal items. Hope you didn't bite off more than you can chew.

In either case, there are only a half-dozen of these clones, and defeating them all will be the end of it, provided the Shadow Bugs are not able to capture you again and create more clones.

[+300cp] Targeted by Tabuu

Upon your arrival in this world, Tabuu was informed of your powers and abilities, as well as your nature as a Jumper. If he is able to capture you, he will devise a method to extract your nascent Jumper Spark. If he is successful in extracting it, you will fail your chain and he will gain his own.

[+300cp] Intense Difficulty

Anytime you fight an opponent (or a companion or follower fights an opponent on your behalf), they are noticeably stronger than they ought to be. This power boost only persists throughout the specific

battle, and you cannot utilise this to empower allies by merely claiming that they are enemies. Additionally, when facing hordes of enemies, there always seems to be a noticeably higher quantity of enemies than there would be otherwise.

-Scenarios-

You may take as many scenarios as you wish, provided you meet the requirements to qualify for them. Failing a scenario does not fail your chain, but you can still fail your chain if you choose to take a scenario. You are not obligated to accept scenario rewards you have earned; at your discretion you may choose to reject some or all of them.

Should you already possess any similar items to the ones obtained as a scenario reward, you may import these items, giving them any advantages the reward they are imported into offer. Items offered here are excluded from this option if they either are, or provide, followers or companions, if the reward is upgrading an existing item (in this case you must import when purchasing that item), or if the item itself specifically states that it may not be imported into. If a scenario reward already details import rules, those rules take priority.

Companions may be eligible to undertake scenarios themselves. This is clearly stated for each scenario where this is possible. They must meet the same requirements in order to qualify. In these cases, multiple instances of the same scenario can be taken (each participant can only take on one instance of the scenario). For scenarios with a portal starting point, the same portal is used for all instances; participants will only be able to reach their own instance of the scenario via that portal. If a scenario already details companion participation rules, those rules take priority.

Classic Mode

Requirements: Must not be a Giant Hand or a Subspace Being.

Companions are eligible for this scenario.

A portal has appeared close to your starting location. Accessing the portal will take you to a special challenge. The scenario will not begin until you enter the portal, and time will stand still on the outside whilst you are taking on the scenario, so don't feel rushed to take it on right away. Time spent in the scenario will only count towards total time spent in the jump if Jumper is present. You may only enter the portal by yourself; you must attempt the challenge alone.

In order to complete this challenge, you must clear 14 stages. These stages are:

- Stage 1: A match against Fighter(s) from The Legend of Zelda series, on a related stage.
- Stage 2: A match against Fighter(s) from the Yoshi or Donkey Kong series, on a related stage.
- Stage 3: A match against Fighter(s) from the Pokémon series, on a related stage.
- Stage 4: A match against Fighter(s) from the Fire Emblem or EarthBound series, on a related stage.
- Stage 5: A 'Break the Targets' bonus stage. You have a time limit to make your way around the area around break all the targets. Whether you succeed or fail, this will count as a clear, and you will proceed to the next stage.
- Stage 6: A match against Fighter(s) from the Kirby series, on top of the Halberd.
- Stage 7: A match against Fighter(s) from the Metroid or Pikmin series, on a related stage.
- Stage 8: A match against Fighter(s) from the Star Fox or F-Zero series, on a related stage.
- Stage 9: A match against Fighter(s) from the Super Mario series, on a related stage.
- Stage 10: A match against Mr. Game & Watch, Pit, Ice Climbers, or R.O.B., on a related stage.
- Stage 11: A match against Wario, Snake, or Sonic on a related stage.

- Stage 12: A second ‘Break the Targets’ bonus stage, tougher than the first. Again, either success or failure will count as clearing the stage.
- Stage 13: A free for all match against three opponents not previously an ally or opponent on the current run through these stages, at Final Destination.
- Stage 14: A battle against Master Hand. Rarely, Crazy Hand will also appear and team with his counterpart.

Between stages 1-4, and 6-11, there is a large degree of variance. In addition to the potential Fighters, you might be placed in several ‘gimmick’ matches. You could be put in a 2 on 2 team match with an appropriate Fighter as an ally. You could be put in a 2 on 1 match against a Giant version of a Fighter, with an appropriate Fighter as an ally. You could be put in a match against a Metal version of a Fighter. Finally, you could be put in a match against a horde of significantly weaker versions of a Fighter.

Your health will be restored after each stage. If at any point you are defeated, or are otherwise incapacitated, you fail. You will be given an opportunity to sacrifice a small amount of currency to retry from the current stage. Otherwise, you will be kicked out of the portal. You may re-attempt this challenge as many times as you like, regardless of any previous successes or failures.

The first time you complete the challenge, you receive a Collectible Trophy of yourself. The first time you defeat Master Hand within this challenge, you receive a Master Hand Collectible Trophy. The first time you defeat Crazy Hand within this challenge, you receive a Crazy Hand Collectible Trophy. Should any of these be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

Target Smash!

Requirements: n/a

A portal has appeared close to your starting location. Accessing the portal will take you to a special challenge. The scenario will not begin until you enter the portal, and time will stand still on the outside whilst you are taking on the scenario, so don’t feel rushed to take it on right away. You may only enter the portal by yourself; you must attempt the challenge alone.

When arriving in this challenge, you will find yourself in a maze of platforms. Around the area are ten Targets; you will have two minutes to destroy all of these targets. Regardless of success or failure, you will be kicked out of the portal. You may re-attempt this challenge as many times as you like, regardless of any previous successes or failures.

If you are successful, the next time you attempt the challenge, you will instead be sent to a more difficult level. There are five different levels, each increasing the complexity and making the targets smaller (and thus harder to hit). If you fail, you will simply have to repeat the current difficulty until you clear it.

Should you clear all 5 difficulty levels, you will complete the scenario. As a reward, a special door and connected touchscreen computer will be attached to your Warehouse or placed on a property you own. If you purchased the Smash Dojo, you may include it as part of that facility. Using the computer, the door can be connected to a special space that allows you to replay a Break the Targets levels of your preference. You will never be able to bring anything out of these spaces that you did not take in, and anything you bring in with you, be it items or people, will never be lost

within these spaces. The computer will create video recordings of attempts, which can easily be transferred to appropriate external storage devices. It will also track all times, and allow you to sort record times for each level by individual or overall.

Post-jump, 5 new levels, with the same difficulty scale, will be added for each new jump you visit, based on iconic locations from that setting. It will also retroactively do this for jumps you had visited prior to this one. In each future jump, you may choose to move this door and attached computer to your Warehouse (if not already there), or to an appropriate property you possess. Post-chain, you will be able to do this once every ten years.

Home-Run Contest

Requirements: n/a

A portal has appeared close to your starting location. Accessing the portal will take you to a special challenge. The scenario will not begin until you enter the portal, and time will stand still on the outside whilst you are taking on the scenario, so don't feel rushed to take it on right away. You may only enter the portal by yourself; you must attempt the challenge alone.

You will start the challenge on a wooden platform along with a Home-Run Bat (a baseball bat that has a very high knockback effect) and a Sandbag (a large sandbag with eyes, that operates on the Percentage System). You will have ten seconds to damage the Sandbag as much as possible, before knocking it away as far as you can with the Home-Run Bat. You will not be able to leave the platform until the challenge is over, and you will also not be able to hit the Sandbag again once it is batted off the platform during the same challenge. After the Sandbag lands, or if it doesn't leave the platform in time (you have some slight leeway in this), the challenge ends and you are kicked out of the portal. You may re-attempt this challenge as many times as you like, regardless of any previous successes or failures.

The first time you reach each of the following milestones, you received the associated reward:

- Participate one time: Sandbag Collectible Trophy
- 300 metres in a single challenge: Boo (Mario Tennis) Sticker
- 400 metres in a single challenge: A Clu Clu Land music track stored on a CD
- 500 metres in a single challenge: a Home-Run Bat Collectible Trophy
- 5000 metres over combined challenges: Bumper Collectible Trophy
- 8000 metres over combined challenges: Xananab Collectible Trophy
- 10000 metres over combined challenges: Shy Guy Collectible Trophy
- 12500 metres over combined challenges: An Ai no Uta (French Version) music track on a stored CD
- 15000 metres over combined challenges: Golden Hammer Collectible Trophy

Should any of the above rewards be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. Additionally, if you manage to collect all of the above rewards, a special gateway with attached computer will appear either on your Warehouse or on a property you own. If you purchased the Smash Dojo, you may include it as part of that facility. This gateway will take you to a special space that allows you to replay Home-Run contest whenever you like, as well as allows others to play. You will never be able to bring anything out of this space that you did not take in, and

anything you bring in with you, be it items or people, will never be lost within this space. The attached computer will track all scores, and allow you to sort high scores by individual or overall.

Boss Battles

Requirements: n/a

Companions are eligible for this scenario.

A portal has appeared close to your starting location. Accessing the portal will take you to a special challenge. The scenario will not begin until you enter the portal, and time will stand still on the outside whilst you are taking on the scenario, so don't feel rushed to take it on right away. Time spent in the scenario will only count towards total time spent in the jump if Jumper is present. You may only enter the portal by yourself; you must attempt the challenge alone.

Upon entering the portal, you will immediately be thrust into a 'boss battle', with a high-powered enemy. In fact, this challenge is a gauntlet of these battles, and you will complete the scenario by win all of them. Should you lose one of these battles, you will be forced out of the portal. Fortunately, you will be able to attempt this challenge as many times as you like, and defeat in this challenge will never result in death or chain-failure, so feel free to go all out.

Between each battle, you will be sent to a Rest Area. Here, you will be given a heads-up as to your next opponent. Additionally, three special Heart Containers can be found here. Using one of these will cause you to be completely healed, but it provides no other effects beyond this. These Heart Containers will not reappear unless the challenge is re-attempted from the beginning, so you will have to consider when to best use them.

The powerful enemies fought in this challenge are:

- Master Hand
- Crazy hand
- Petey Piranha
- Rayquaza
- Porky
- Galleom
- Ridly
- Duon
- Meta-Ridley
- Tabuu (with his Off Waves crippled to their weaker state)

The order you will fight these enemies is random, and will change every time you reattempt it. The sole exception to this is Tabuu, who will always appear last.

As a reward for completing this scenario, you will receive each of the following Collectible Trophies: Subspace Gunship, Jyk, Winged Tabuu, Subspace Bomb, Shadow Bugs, Dark Cannon, Porky Statue, and Galleom (Tank Form). Should any of these be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. Additionally, you will receive a set of three Heart Containers. As with the Heart Containers in this challenge, these can completely heal you from any amount of damage, but provide no other benefits. These Heart Containers will only work on you, or anyone you

allow them to. At the start of each jump, you will receive a new set of three. Post-chain, you receive a new set of three Heart Containers every ten years.

Trophy Hunter

Requirements: n/a

Companions are eligible for this scenario.

Got a collector's itch? Can't get enough of Collectible Trophies? Here's a scenario for you!

In order to complete this scenario, you must collect 50 unique Collectible Trophies out in the world. Trophies generated by items or scenarios will not count towards this total.

Whilst this number may not initially seem that high (there are over 500 unique trophies canonically found in Super Smash Bros. Brawl after all), it is important to note that Collectible Trophies are quite rare, and it will likely take some dedicated searching to reach this total. Look for them in every nook and cranny, pray you don't get too many duplicates, and you may just pull this off. If this scenario is taken multiple times, then any given Collectible Trophy can only count towards a single scenario.

As a reward for completing the scenario, you will be bestowed with a special type of luck. When pursuing collectibles, it will be very unlikely that you receive or find unwanted duplicates. This luck kicks in all kinds of circumstances, be it opening packs of cards, playing gacha games, or just looking through a treasure chest. This luck cannot cause you to get results outside reasonable outcomes; if a pack has certain rarity quantities you won't be getting a pack of all rares just because you already own all the commons. It also won't allow you to gain collectibles outside expected 'pools' – you won't be getting gacha pulls from a different banner just because you already got all the things from the one you paid for. Importantly, it only makes unwanted duplicates less likely; if you are after lots of copies of a certain collectible, this reward won't make that any tougher than normal. If you purchased the Coin Launcher, luck like this would be a great help in filling out your collection.

Sticker Collector

Requirements: Must have the Sticker Album item.

Companions are eligible for this scenario.

Whether you are intrigued by the power afforded by Stickers, or just think they look neat, this is a scenario for those interested in collecting a whole lot of them.

In order to complete this scenario, you must store 500 unique Stickers in your Sticker Album. You may obtain these Stickers in any way you like, but they must be the special Stickers that can found in this world – ordinary stickers or other types of magical stickers do not count. If this scenario is taken multiple times, then any given Sticker can only count towards a single scenario.

As a reward for completing this scenario, you receive an infinite supply of a Sticker of your likeness, in your preferred art style. The effect conferred by this Sticker can be chosen by you, but must remain in-line with the effects of other Stickers. Your supply of your Sticker can be found in your Sticker Album. In addition, should multiple copies of the Sticker Album be obtained from this jump

(for example if imported companions also pick up a copy), then each of these other Sticker Albums will also become a source of infinite supply of this new Sticker.

Gotta Catch 'Em All!

Requirements: Must have the Pokémon Team companion option.

Ah, it seems you haven't quite managed to put your Pokémon Team together. In fact, by choosing to take this scenario, you will only have your Basic (not evolved at all) Pokémon with you at the start of the jump. The other two Pokémon are out in the world somewhere, and in order to complete this scenario you must find and catch them. Until a Pokémon has been caught, or returned to you at the end of the jump, its shared versions of Percentage System and Trophy Form will act as the usual individual version of those perks.

In order to catch these Pokémon, you will be provided two regular-looking Poké Balls to catch your missing team members. These Balls cannot catch any other Pokémon under any circumstances. They will also fail to catch your targets unless they have been forced into their Trophy Form. Fortunately, a replacement will immediately appear nearby should one be lost or destroyed somehow.

In order to force these Pokémon into their Trophy Form, they must be defeated in battle. However, you are not able to fight these Pokémon yourself; you must rely on the Pokémon you do have, or other allies accompanying you, to defeat them on your behalf.

If you fail to catch the other 2 Pokémon by the end of the jump, you will fail the scenario. Any missing Pokémon will be returned to you.

If you are successful, the camaraderie built by your team over this journey will allow them to learn a new, combined move. This attack, known as Triple Finish, incorporates Water, Grass, and Fire (from the respectively-typed Pokémon). Not only is it powerful, but it is somehow able to bypass elemental resistances and immunities, ensuring that it will always be "Super Effective". However, this move is exhausting to your team, and it will be unlikely that they will be able to perform it more than once in a battle.

Secret Character Seeker

Requirements: n/a

Should events proceed as normal, there are three Fighters who will not make it to the final fight against Tabuu.

In order to complete this scenario, you must find and recruit these three fighters. While they do not have to fight against Tabuu, they must meet up with the rest of the Fighters before the end of the jump. The first Fighter, Jigglypuff, was allegedly last seen in a Pokémon Stadium. The second Fighter, Toon Link, was apparently last seen sailing on a Pirate Ship. The third and final Fighter, Wolf, was supposedly seen out in space. However, actually getting to these areas may prove somewhat more difficult than it may first seem.

As a reward for completing this scenario, you may recruit any or all of these Fighters as companions for free. You will also receive Collectible Trophies of these three Fighters, which may serve as

mementos of this time together. Should any of the Collectible Trophies be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

-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.

As a special reward for making it to the end of jump, you may elect to receive an Ancient Minister Collectible Trophy.

Choose one of the following three options:

Keep Playing: You choose to remain in this world. Your chain ends here.

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

Go Home: You choose to return back to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

On Trophies:

For the purposes of this jump, trophies are divided into two categories. Trophy Forms are life-sized statues, which a Fighter will turn into when they are defeated, and can be restored back into their proper state. These are greyed out. Collectible Trophies are smaller, and are simply a type of collectible that does not change. These have the expected colours. I have used this terminology whenever possible to make the distinction clear.

Within The Subspace Emissary's gameplay sections, both of these types of trophies appear and are both visually and mechanically distinct. The second tier of the Trophy Form perk is a novelty function for those that wish their Trophy Form was more in line with the Collectible Trophies.

How many Collectible Trophies are there?

The majority of Collectible Trophies available within Super Smash Bros. Brawl can be found out in the world here, though collecting more than a few may be tough. In total, there are 544 different Collectible Trophies (not including OC ones obtained from scenarios, use of the Trophy Stand, or post-jump use of the Coin Launcher). Of those, a bit over 100 of these aren't obtainable without the use of the previously mentioned items.

A full list can be found here:

https://www.mariowiki.com/List_of_trophies_in_Super_Smash_Bros._Brawl

What are Stickers?

Stickers are another form of collectible that can be found out in the world. Unlike Collectible trophies, Stickers have practical use. By applying them to your Trophy Base (see Trophy From perk for information on this), you are able to gain various passive bonuses. In Super Smash Bros. Brawl, some Stickers would automatically equip certain items – for the purposes of this jump, these Stickers do nothing. Other effect the drop rate of Trophies, Stickers, and Trophy Stands – these too do nothing. Stickers also tend to be far more common than Collectible Trophies; random enemies will drop them, and they are commonly found anyway you could pick up an item.

How many Stickers are there?

There are exactly 700 different kinds of Stickers (not including OC Stickers obtained from the post-jump use of the Coin Launcher), and all of them can be found out in the world. Multiples of the same Sticker can be found.

A full list can be found here:

https://www.ssbwiki.com/List_of_stickers_(complete_list)

What Sticker effects are there?

You can see the in-game effects here:

https://www.mariowiki.com/Sticker_(Super_Smash_Bros._Brawl)

Most of these carry through to the jump as normal. However, all of the Stickers that apply the 'Carry' or 'Drops' effects do nothing for the purposes of this jump. For effects that passively boost something you don't have, the Sticker does nothing until you acquire the thing it is intending to boost. Stickers only have an effect whilst they are applied to a Trophy Base, otherwise they do nothing. OC Stickers created through the Coin Launcher item have one of the compatible effects, which makes the most sense for the character the Sticker represents to confer.

On Fighter, Hand & Subspace Being Power Levels:

The strength of Fighters in many cases differs from what they are capable of in their source media. For example, Olimar is significantly larger and more powerful than he appears in his home series. Depending on interpretations of the plot, Kirby is noticeably weaker than usual, allowing him to (potentially) lose to Mario in a clean fight. This essentially acts as a sort of 'rubber-banding', that brings the Fighters into a close range of power. Within this range, there may well exist varying tiers of power, however whether these do, and who belongs in which tier are decisions I shall leave for you to determine for yourselves.

For Giant Hands, I am operating under the assumption that while an individual Fighter could defeat one, it would normally take two or three for the Fighters to consistently win against one. For Subspace Beings, I am operating under the assumption that they could easily beat any individual Fighter or Giant Hand, but are threatened when faced with many Fighters at once, especially if their Off Waves can be checked.

So, what exactly happens here, anyway?

The plot of The Subspace Emissary may be a little difficult to follow at times, as there are (mostly) no voice lines. You can find a detailed plot summary here:

https://www.ssbwiki.com/Plot_summary_of_The_Subspace_Emissary

-Changelog-

0.1
Created the jump.

1.0
(i) A television and three additional controllers of your choice has been added to the **Super Smash Bros. Brawl Game Bundle**. (ii) A television has been added to **Masterpieces**. (iii) An optional Slippy Toad AI has been added to the **Codec**. (iv) The **Wario Bike** now improves in performance when a Super Mode is accessed. (v) Minor typo fixes.

1.1
(i) Minor typo fixes.