

LazyTown

V1.0

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Welcome to LazyTown, a place where the residents embrace inactivity and unhealthy lifestyles. Stephanie, an aspiring dancer and cheerleader, has just moved in to live with her uncle, Mayor Meanswell. Upon realizing how unhealthy the townspeople's habits are, she sets out to enlist the help of a legendary hero, Sportacus.

You begin with **1000 CP**

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Origin

Drop-in

You've just arrived in LazyTown, ready to explore all it has to offer.

Hero

You lead an active and healthy lifestyle, passionately advocating for fitness and well-being among the more inactive residents of LazyTown.

Neighbours

As a resident of LazyTown, you embody the spirit of leisure, embracing a laid-back, inactive lifestyle.

Villain

You thrive on indulgence and inactivity, fully embracing your unhealthy lifestyle. No one is going to take that away from you, nor will they disrupt the comfort of your perfect haven.

Location

You will be starting the Jump in LazyTown, Iceland, set in the year 2004, at the same time Stephanie is moving into the town.

Perks

Perks cost half for their origin, discounted 100 CP perks are free instead.

General

Icelandic [Free]
You possess fluency in reading, writing, speaking and understanding Icelandic, a North Germanic language closely related to Old Norse, as if you were raised as a native speaker in Iceland.

LazyTown Album [Free]
You own the complete collection of all 62 soundtracks from LazyTown, available in Icelandic, English, German, Spanish, Portuguese, Bulgarian, and Greek. You can play any of these songs in the background during your adventures and choose whether others can hear them as well. The music won't distract you or affect your focus, so you can fully enjoy the tunes without losing awareness of your surroundings.

Drop-in

Main Character Energy [100 CP]
Rocking an all-pink look—hair, hairband, clothes, socks, and shoes—isn't for everyone, but you pull it off effortlessly. Why? Because you have true main character energy. No matter how bold or outlandish your style is, it always feels natural and striking, drawing eyes and leaving an impression. People can't help but notice your presence, sensing there's something special about you.

Musical Number [200 CP]
You have a remarkable talent for music and songwriting, allowing you to create songs on the spot that perfectly fit any situation. Even better, you can spontaneously draw in those around you, turning any moment into a lively musical number with everyone joining in seamlessly—harmonies, choreography, and all!

Seamless Integration [200 CP]
Adapting to a new place is no easy feat, especially when the locals are anything but ordinary *humans*. Yet, you have an innate ability to fit in effortlessly. In any future setting, you'll find yourself able to embrace new cultures and people with ease, unfazed by even the most unusual customs. In return, those around you will readily accept you as one of their own, no matter how different or "alien" they may seem.

Spark for Change [400 CP]
Your presence naturally inspires transformation. You have an innate sense for recognizing issues within your surroundings or culture and are driven to take steps to improve them—should you wish to act on them. If you're unable to create change on your own, fate will guide you to the people or resources needed to make a lasting impact.

Eternally 8 [600 CP]
Like the residents of LazyTown, you now have a unique relationship with time. Instead of being stuck at the age of 8, you may choose any age, and your body will adjust—either regressing or advancing—to reach and remain at that age indefinitely. This resets your appearance and clears away any age-related ailments, while preserving all the hard work and improvements you've achieved over the years.

Hero

Apple for Gains [100 CP]
You've unlocked a whole new level to the saying, "An apple a day keeps the doctor away." Similar to how Sportacus was able to break a metal lock or lift a pyramid after consuming an apple, you too receive a temporary major boost to your physical abilities when you eat an apple, enhancing your strength, agility, and endurance. While each apple also grants a minor improvement to your physique, you'd need a lifetime's supply to see a major transformation—but every little bit helps!

Nutritional Awareness [100 CP]
You possess an innate understanding of the complete nutritional profile of any food you encounter, from calories to detailed micronutrient and macronutrient content.

Eye-Catching Flair [200 CP]
The difference between ordinary and extraordinary is all in the *presentation*, just like the line between villain and supervillain. Now, your every move, from simple flips to daring jumps, has an undeniable stage presence. What might be routine for others becomes a visually captivating performance when done by you, with a natural instinct for making even the smallest action feel grand and unforgettable.

Healthy Lifestyle [200 CP]
As a true advocate for wellness, you have an effortless knack for embracing healthy habits. Exercise invigorates you, leaving you feeling refreshed and energized, while nutritious foods naturally appeal to your tastes over junk food. Staying active and making wholesome choices becomes second nature, supporting your strength, stamina, and overall well-being in everything you do.

World Champion Gymnast [300 CP]
Much like the man behind Sportacus, you possess the physique and abilities of a world-class gymnast, achieving the pinnacle of human conditioning. Effortlessly, you can perform extraordinary feats of strength, balance, and flexibility with precise control over every movement. Additionally, just as Magnus Scheving maintains his athleticism through the years, your physical abilities will never decline below this peak level.
This perk is permanently integrated into your Body Mod.

Original Chad [300 CP]
You embody the charisma and drive of a true pioneer, setting the standard long before the term "Chad" even existed. Being a world-class gymnast wasn't enough; you took it a step further by visiting schools, producing and starring in your own show, inspiring kids worldwide to embrace a healthy lifestyle. In doing so, you became a global icon, known for your peak athleticism and charm. You radiate natural charisma and sexual appeal, and your magnetism only grows with your fitness and health.

Positive Reinforcement [400 CP]
You possess an exceptional talent for inspiring and energizing those around you. With a few kind words or by leading through example, you can ignite enthusiasm and drive in even the least motivated individuals to embrace healthy habits and stay active. Your influence pushes others to overcome challenges and reach new heights, helping them tap into their full potential with a fresh sense of energy and purpose.

Íþróttaálfurinn, Sportacus the Sports Elf [600 CP]
Just like the legendary Sportacus himself whose feats included the lifting of a pyramid, pulling back a flying airship, and hitting an apple to the moon, you possess athletic abilities that surpass the peak potential of your race. Whether it's sprinting, climbing, or lifting, you can maintain maximum physical performance for hours without fatigue.

You are also a master in all sports and have enhanced reflexes and coordination, allowing you to react to challenges in real time and move almost instinctively in any physical situation.

Neighbours

Ziggy's Cheerfulness [100 CP]
You radiate boundless enthusiasm and optimism, bringing a wave of positivity wherever you go. Your cheerful spirit lifts everyone's mood, inspiring those around you to feel happier and more motivated.

Jack-of-All-Trades [200 CP]
Much like Mayor Meanswell, you're a versatile helper who can fill any role as needed. This perk grants you basic training across a wide variety of jobs, from librarian to postmaster to shopkeeper, allowing you to handle each task at a competent part-time level. No matter the role, you're always ready to pitch in with the essentials.

Hearsay [200 CP]
Similar to Ms. Busybody, you have an uncanny knack for picking up on gossip and information about those around you. While this keeps you informed about the latest events and trends, not everything you hear is true, so you'll need to hone your skills in distinguishing between fact and fiction!

Avid Collector [300 CP]
You possess an extraordinary instinct for recognizing the value of items, understanding not just what is valuable but also why it holds significance. Additionally, you have a keen sense of direction when it comes to tracking down the items on your wish list, allowing you to effortlessly pursue your collectibles.

Trivia Master [300 CP]
Like Trixie, who may downplay her smarts but is incredibly knowledgeable, you now possess an extensive repertoire of trivia gathered from countless books and experiences. This wealth of knowledge automatically updates every time you enter a new world, ensuring you're always equipped with the latest facts and insights.

Tech Wiz [400 CP]
Much like Pixel, you are a computer genius with unparalleled skills in technology, seamlessly navigating the intricate world of bits and bytes. You have the ability to invent a wide range of gadgets and machines for various purposes—even integrating a step machine to a rocket to power it with the power of steps—making you an expert at crafting innovative solutions with ease.

Villain

Sneaky Antics [100 CP]
It should be impossible to carry out one's mischief alone, let alone in the middle of the day and public where everyone can see you in plain sight. But yet here you are pulling them off just fine. You have the talent for unnoticed interference, allowing you to perform small acts of sabotage—like loosening bolts, setting up traps, hiding tools, or causing minor distractions—that are difficult for others to detect or trace back to you.

Master of Disguise [200 CP]
Just like Robbie Rotten, you possess an uncanny talent for disguises that defies all logic. No matter how absurd or poorly fitting your costume may be, an invisible aura surrounds you, convincing others to see you as the identity you're portraying. Even the most obvious disguises somehow fool those around you, allowing you to slip into new roles without suspicion.

Improvised Tinkerer [300 CP]
Like Robbie Rotten, you have a knack for building wildly complex gadgets and machines from whatever materials you can find. With limited resources, you can improvise ingenious devices, from elaborate traps to age-reversing contraptions. Though your creations might look eccentric or downright ridiculous due to minimal focus on aesthetics, they're highly effective at doing the job. And, of course, each invention proudly sports a name ending in "3000."

Lazy Genius [400 CP]
As the saying goes, "A lazy person will find the easiest way to get things done," and you embody this philosophy to perfection. When faced with a challenge, you instinctively discover clever shortcuts and efficient workarounds, achieving impressive results with minimal effort. Your knack for simplifying complex tasks lets you accomplish your goals without breaking a sweat, making you the master of effortless efficiency.

Comedic Failure [600 CP]
Not all plans go smoothly, and sometimes they backfire—spectacularly. Luckily, you have a knack for transforming even your worst mishaps into laughably entertaining moments. If a cannonball slams into you, it might just send you flying sky-high instead of smashing through your body like a piñata. This perk reduces the lethality of otherwise harmful mishaps or attacks, though they'll still sting and bruise both your body and your pride, often leaving you as the punchline to everyone else's joke.
This perk is toggleable.

We Are Number One [600 CP]
Villainy is rarely a solo endeavor; you need skilled hands to carry out your grand schemes. With this perk, you gain the unique ability to train your followers to a high level of competence through catchy musical routines, allowing them to pull off even complex plans without a hitch.

Additionally, you can summon three clones of yourself who share your physical form and body mods, though they don't carry your perks, items and experience. These lookalike minions are ready to assist you in whatever mischief you have planned, should you train them sufficiently beforehand.

Items

You get 4 floating discounts. Discounted 100 CP items are free instead.

Supply of Apples [100 CP]
When hunger strikes, nothing beats a crisp, refreshing apple! You can conjure an apple out of thin air whenever you need a snack, enjoying these healthy treats at any time you desire!

Pocket Candy [100 CP]
Though not the healthiest option, everyone deserves a sugar fix now and then. You can effortlessly pull out any candy from your pockets to satisfy your cravings whenever you like. Just keep in mind that Sportacus won't approve of your snack choice!

Gaming Hardware [200 CP]
Sometimes, you just want to dive into gaming. At the start of each Jump, you receive the latest games and high-quality gaming hardware from that world, guaranteed to be compatible with your existing and future systems, so you're always prepared to play.

Sky Chaser [200 CP]
This sleek vehicle combines a scooter with wings and features an integrated stair-climbing mechanism. When physically powered, the stair-climber enables this compact craft to take to the skies. However, don't expect high speeds; the Sky Chaser is designed more for leisurely travel than rapid flight.
This item can be imported and integrated into a backpack.

Hero Crystal [200 CP]
This crystalline emblem can be embedded into your armor or clothing, acting as a beacon of heroism. It has an innate sense for detecting people in distress within a certain radius, even if they're hidden or in unlikely spots. When it senses someone in need, it blinks and emits a soft beep, pinpointing the location of those in peril, so you can respond swiftly and effectively.

Memory Zapper 3000 [300 CP]
This intriguing metallic door frame is a memory-erasing device that once caused Sportacus to forget his identity as a hero. When you set up this frame, onlookers will admire its artistic design as they walk through it, unknowingly having their memories wiped in the process

Littlelizer 3000 [300 CP]
This comically absurd contraption is one of Robbie Rotten's inventions. When someone stands beneath the parasol and is targeted by the beam, they will be de-aged to the specified age. It also features a self-destruct button that activates a countdown, exploding ten seconds after being pressed.

Skutla [300 CP]
This single-seat vehicle resembles a canoe outfitted with wings at both the front and back. Powered by an integrated cycling mechanism where the pedals are located, it can soar through the sky—and even into space—at high speeds while also being able to hover in place. Additionally, it features a deployable hook for a secure grip during your adventures.

Inventor Microwave [400 CP]
This magical microwave lets you combine various items to create something new. Robbie Rotten once used it to fuse a collection of noisy objects into a baseball that would continuously disturb Sportacus throughout the night. Keep in mind that due to its size, you cannot combine items larger than the microwave itself, nor can it produce creations that exceed its capacity.

Sports Ship [600 CP]
This stunning sports-themed blimp is modeled after Sportacus's iconic airship. It comes fully equipped with all the essentials for comfortable living and operates on a self-sustaining system run by an AI. However, to navigate, you'll need to physically power it by using the built-in pedaling station. The pantry is stocked with a variety of healthy foods that replenish each day. Additionally, it features a drop chute with a long rope ladder, allowing for easy access to the ground, no matter how high you soar in the sky.

Underground Lair [600 CP]
You possess an underground lair concealed beneath a town, accessible via tube slides that blend seamlessly into the town's scenery. This lair is equipped with a periscope, enabling you to discreetly observe the world above without drawing attention to yourself.
You may choose the location of this lair at the start of each Jump.

Companions

New Players — 50 CP each, or 300 CP for eight
You can import companions as any of the stated origins, or create new companions, for 50 CP each or 200 CP to import up to eight companions. Imported or created companions gain 600 CP to spend. Companions cannot import other companions.

Sportacus 10 — 100 CP
Meet the original hero we all admire. Though he humbly refers to himself as a "slightly above-average hero," his extraordinary feats speak volumes about his true abilities. Embodying athleticism and a commitment to healthy living, he is always on the move, ready to assist those in need and promote his positive ideals.

Purchasing this perk doesn't guarantee that Sportacus will accompany you, but it increases the likelihood that fate will align to make him more inclined to join you on your adventures. If you help him restore LazyTown to its former glory, there's a good chance he will follow you, ready to spread a new legend as the one and only Sports Elf throughout the Jumpchain.

Robbie Rotten — 100 C
The charmingly lazy troublemaker of LazyTown. Known for his clever schemes aimed at keeping the townsfolk in their slothful ways, there's more to Robbie than meets the eye—he longs for acceptance and belonging. You could be the person to bridge that gap.

While purchasing this perk doesn't ensure that Robbie will join you, it does increase the odds that fate will favor your efforts, making him more inclined to accompany you on your adventures. With your influence, he might just surprise everyone by embracing a new path!

Lazy Folks — Free
There are plenty of folks that you will meet during your time in this Jump, perhaps someone has caught your attention? You may take any canon character as your companion for free, as long as you are able to convince them to join you on your grand journey across the Jumpchain.

Scenarios

The following scenarios are optional. Feel free to challenge the scenario(s) for extra difficulty, or ignore them. It's your decision.

Scenario #1: Redemption of Robbie Rotten

Though Robbie Rotten may represent laziness and indulgence and is an altogether difficult person to be around with, there's a hidden part of him that longs for connection and acceptance. Having missed out on typical social experiences such as school, his understanding of friendship and social etiquette is, unfortunately, quite limited.

Your mission in this scenario is to guide Robbie on a path to redemption. Help him develop the social skills he needs to connect with others meaningfully, and instill in him a sense of basic moral understanding. With your support, Robbie can learn to coexist with others in LazyTown in a way that uplifts both him and the town.

If you fail to achieve this goal by the end of the Jump, it will be considered as you failing this Jumpchain.

Reward:

- **+200 CP** for this Jump.
- **Redemption of Villainy**
  You've come to understand that not all villains are inherently evil—often, they are shaped by unfortunate circumstances. You have a unique ability to look beyond their actions and see the person they could become. Through patience and effort, you can guide these individuals to embrace their better nature. However, be cautious, as those with deeply ingrained darkness may require significantly more time and dedication to truly change.

Scenario #2: Return LazyTown To Its Former Glory

Unbeknownst to many, LazyTown was once known as SportsTown. It was home to a young boy named Alex Busybody, who faced bullying from Robbie Rotten. One day, he encountered Sportacus 9, who inspired him and helped him become the beloved Sportacus 10. However, as Sportacus 10 departed to fulfill his destiny, SportsTown gradually fell into decline, transforming into the LazyTown we know today under Robbie Rotten's influence.

Your mission in this scenario is to revitalize LazyTown, restoring it to its former glory as SportsTown by encouraging its citizens to embrace a healthy and active lifestyle. You must ensure that this positive change takes root and endures even after your departure.

If you fail to achieve this goal by the end of the Jump, it will be considered as you failing this Jumpchain.

Rewards:

- **+200 CP** for this Jump.
- **Sportacus 11**
  You gain an alternate form of the Sports Elf race, **Íþróttaálfurinn**. While this race appears indistinguishable from a human athlete, this form embodies athleticism and fitness, granting you peak physical prowess equivalent to the top 10 races in any world you visit.

Drawback

Sbob [+100 CP]
You've been affected by Robbie Rotten's Littlelizer 3000 and are now stuck at the age of 10 for the rest of this Jump. As a result, your physical abilities are limited to what is typical for that age group, and the effectiveness of your perks and other abilities is significantly diminished.

Unbalanced Diet [+100 CP]
You have a strong craving for sweets that easily distracts you. Eating sugary treats provides a sugar rush, making you hyperactive and irritable towards others. Additionally, you're on the brink of developing diabetes, as you're just a few candies away from facing this health issue.

Greedy Hoarder [+100 CP]
You embody the essence of greed, driven by an insatiable desire to collect and possess everything around you. You believe that the belongings of others should rightfully belong to you and have a strong aversion to sharing. Despite your longing to fit in with others, your tendency to flaunt your hoarded treasures often stirs hostility and resentment among those around you.

Power Lock [+100 CP]
During the duration of this Jump, any out of context perks and abilities are inaccessible to you.

Item Lock [+100 CP]
During the duration of this Jump, any out of context items and warehouse are inaccessible to you.

Companion Lock [+100 CP]
During the duration of this Jump, your companions may not join you in this Jump. They can still be imported and purchase perks and items, but they are unable to step into this world. You have to experience this Jump by yourself.

Rule-breaker [+200 CP]
You have a blatant disregard for others and their rules. You prefer to chart your own course, often going out of your way to approach problems in unconventional ways, even if it means bending the rules. While some may admire your rebellious spirit, most people around you will find your antics obnoxious and disruptive.

Diabetic [+200 CP]
You lose strength and pass out when you consume sugary food such as candies. You will remain feeble and locked from your perks and abilities until you consume healthy food such as apples.

Incompetent [+300 CP]
Despite having a diverse array of talents and skills, Mayor Meanswell still somehow allowed LazyTown to fall into disarray. While you're in this Jump, don't expect any of your endeavors to succeed easily. Achieving even the simplest goals will require monumental effort and determination on your part.

Lazy [+400 CP]
Like the residents of LazyTown, you are a true embodiment of indolence. You find it incredibly difficult to get out of bed or muster the energy for any activity. Even the simple act of eating feels like a chore. Don't expect to accomplish much during your time in this Jump.

Memetic We Are Number One [+400 CP]
Throughout your time in this Jump, the song "We Are Number One" will play continuously in the background at a volume that you can always hear. While it may be enjoyable at first, the repetitive tune will quickly become irritating. Additionally, whenever you attempt to think deeply or focus, your mind will be bombarded with a mental image of the "We Are Number One" music video, leading to frequent distractions and mental fog.

Notes

While **[World Champion Gymnast]** and **[Íþróttaálfurinn, Sportacus the Sports Elf]** may appear similar, they are distinct perks. The former bestows the physical abilities of a world-class gymnast at peak human performance, whereas the latter grants capabilities that exceed the limits of your race, allowing it to scale across your alt-forms.

Endings

Stay in LazyTown: Stay here
Return Home: Return home
On to the next Town: Move onto the next Jump