SUPER MARIO JUMP

Welcome to the world of Super Mario! These games cover the classic story of Mario, a plumber who must rescue Princess Peach from the evil clutches of Bowser. You will live here for 10 years, and depending on what background you select, you will end up replacing either Peach, Mario, or Bowser (unless you pick Drop-in, in which case all three will be present). If left unaffected, every 6 months to a year, Bowser will attempt to kidnap the princess. What you do about it (or if you plan to change up the formula entirely) is up to you.

This classic series has a large number of games under it's belt, and as a result, you can choose two different settings:

2-d: rather than reduce the world to two dimensions, this option keeps your adventures to the Mushroom kingdom. Don't worry! The mushroom kingdom has a variety of environments, so things never get dull.

3-d: Your adventures will expand beyond just the Mushroom kingdom. You'll travel to other kingdoms, and even into space!

Backgrounds:

Drop-In: You start off with a fresh slate. No past, but also no obligations. You are free to do as you wish. Just be aware that the main characters are quite used to their roles at this point.

Hero: You are the protector of the land, and as a result, it is your sworn duty to protect the monarch if ever they were threatened. Unfortunately for you, this happens pretty often. You receive all the prestige that comes with being the kingdom's hero, but also all of its responsibilities. As a minor bonus, you may pick a trade to be proficient in. You will never use this trade during this jump.

Princess: As ruler of the land, you are endowed with a great deal of power. In fact, you have absolute power over your kingdom, and your loyal servants deal with any of the unpleasant day-to-day operations of the kingdom. Unfortunately, your role as head of state makes you target to frequent kidnappings. You could hypothetically escape this, but it would require power not found in this universe.

Villain: You are a power-hungry individual who seeks to conquer the Mushroom kingdom. In order to do so, you must kidnap the reigning monarch. You have an army of underlings made up of Goombas, Koopas, Bob-ombs, and the like who serve you, but their competence is questionable.

Backgrounds get half off for corresponding perks and items

Perks:

Drop-In

E Gadd! (100 points, free drop-in background): Your ability to come up with and build new inventions increases dramatically. You'll become one of the greatest inventors in all the land. Occasionally, you'll even be struck by an idea for an invention that will solve a problem you don't even know about yet!

Your knowledge of electronic and mechanical engineering will also increase.

No Need to Breathe (200 points): While most folks need air to breathe, you don't now! Whether it's the depths of the ocean or the vacuum of space, you'll be able to survive both without issue.

Ground Pound (400 points): When you jump in the air, you will be able to perform a spin and drop directly down, landing on your butt. This won't harm you regardless of how far you fall, and sends out shock waves that stun enemies.

Warp Paintings (600 points): Painting a picture will create a pocket dimension that will include whatever is depicted in the painting. By leaping through the painting, you will enter or exit the pocket dimension. There are, however, some limitations to this ability. For instance, the pocket dimension is, at maximum, 5 $km^{2.}$. You will also have no control over what fills the dimension outside of the painting. You can use the dimension to store items, but you will have to make sure that no pests like Goombas spawn and damage your stuff. No living beings that are created in the warp dimension can leave. The perk does not come with actual painting skills. Get practicing!

Hero

Super Jump (100 points, free hero background): You jump six times your own height. You are also able to change the trajectory of your jump mid-jump.

Star Spin (200 points)- You are able to perform a spin move that both damages and stuns enemies that are up to 4 times your size. Also allows you to momentarily stop your descent when falling. Comes with a small Luma sidekick. This Luna takes the “No Need to Breathe” perk immediately and receives no extra points.

Coin health (400 points)- When you collect coins, your health is regenerated. With enough coins, you can go from near death to perfect health. Outside of the Jump, this perk will allow you to spend money to regain health. Thee coins (and all currency) only heal you if they are not made by you specifically.

1-up (600 points)- Once per jump, if you are killed, instead of ending the jump you instead are restored to half health and moved out of danger's way.

Princess

Increase Charisma (100 Points, free Princess background): You seem to have a way of being generally well-liked by just about everyone. Maybe it's your good looks, or the way you talk, or maybe just how you hold yourself. Regardless, expect to become more convincing, more attractive, and more charming. Even your enemies will be a little more merciful toward you.

Special Delivery (200 Points): Need something delivered but can't do it yourself? With this perk you will be able to get something to someone in less than a day, no matter what the circumstances. Very useful when kidnapped.

Float (400 points): For 30 seconds, you will be able to float in the air. You will also be able to move about in the air, and can change your trajectory.

Emotional Powers (600 points): depending on what emotion you are feeling, you are able to use

different powers. When joyful, you are able to summon whirlwinds to defeat foes. When enraged, you will ignite on fire and your stomps will send tremors through the earth, stunning enemies. When sad, your tears will be able to cause plants to grow at an accelerated rate, and you will also gain a speed boost. When calm, you will be able to heal yourself of any injuries you have sustained.

Villain

Beast (100 points, free Villain background): You'll grow claws, horns, and sharp teeth, and you're appearance will become large and reptilian in nature. Only the bravest of souls won't be terrified by your visage. If you have shape-shifting powers, you may use this as an alternate form in this jump. Regardless, you will be able to use this as an alternate form post-jump.

You Haven't Seen the Last of Me (200 points): No matter how many times you've been defeated, you'll always come back with another plan. Your will is unbreakable. However, you can still die.

Fire breath (400 points): You are able to spew fire out of your mouth (or corresponding orifice). While you aren't affected by the heat the fire gives off, anything around you certainly will be.

False Clones (600 points): You are able to make up to seven identical clones of yourself. When defeated, they will disappear in a cloud of smoke. They are completely loyal to you, but can function on their own. They aren't very durable, and any kind of non-physical attack will cause them to disintegrate.

Misc

Sportsman (0 points): You'll need something to do in between Princess drama, right? Why not go-karts? The various friends and foes that you've met in this world will occasionally call a temporary truce to compete in some sporting activity. This can range from tennis to dance-offs to an entire Olympic competition.

Choose your Destiny (100 points): Rather than simply replacing Mario, Peach, or Bowser yourself, you may choose to fill all three roles with characters from the Mario franchise. Want to rescue a helpless Waluigi from an evil Rosalina? Or kidnap Lady Bow and fight off the hero Wingo? Go for it! You can select multiple characters to fill each role as well, in case you want to face more than one nemesis or save more than one princess at some point during your stay. You can also choose which mob enemies you'll be facing, in case you wanted to fight an army consisting only of goombas. This perk also allows for any companions you import to fill these roles as well. Power levels will be adjusted accordingly.

Items:

Yoshi Mount (200 points, discount hero): A pet Yoshi that you are able to ride. Not only can Yoshis run quickly, but they are also able to swallow enemies using their tongues to capture them. They may then turn these enemies into eggs that they can throw as a projectile to defeat enemies. You are able to pick what color your pet Yoshi is.

Parasol (200 points, discount princess): A sentient talking umbrella. Can be used as a weapon as well as a boat.

Star Power: (400 points): For twenty seconds you become invincible. You can use this power only by using Super Stars scattered across the world, and post-jump this becomes an ability you can use once a month.

Comet Observatory (600 points, discount Princess): This observatory allows you to travel deep into outer space. The observatory contains several areas, including a bedroom, a garage, a kitchen, and a garden. Also has Launch stars that can shoot you to new galaxies.

Starship (600 points, discount hero): A spaceship that appears to be a small planetoid. Smaller than the Comet Observatory, the Starship has it's own gravitational field. It is shaped like your head.

Starshroom (600 points, discount drop-in): A small spaceship that can travel the stars. Has no defensive capabilities, and holds up to 3 people (or five toads).

Airship fleet (600 points, discount Villain): An entire fleet of airships. These airships shoot cannonballs and bullet bills. While numerous, they only need a commander to be operational. Can also somehow travel through space.

Companions (100 points, Villain gets one for free): You can bring a companion as a side-kick for your adventures throughout this jump. Can be purchased up to seven times (free companions count as a purchase). Each companion gets 200 points to spend.

Power-ups (100 points each, Heroes get 2 for free): These power-ups will give you powers, but can be lost if you are injured (a Goomba charging at you is the force needed to lose a power-up). Only one power-up can be used at a time, but you can find them scattered across the land for you to consume when they are purchased. Post-jump, you will find an infinite supply of purchased power-ups in your warehouse. The purchasable power-ups are:

- Mushroom: doubles your height. Is the only power-up that can be used with other power-ups
- Fire flower: gives you the ability to throw fireballs from your hands
- Tanooki suit: Allows you to fly for a short period of time (assuming you are running fast enough) as well as glide. You can also turn into a statue, which will make you impervious to physical attacks, but you cannot move. You can also strike enemies with the Tanooki suit's tail as an attack.
- Metal cap: You become pure metal, increasing your weight and making your physical attacks more powerful.
- Mini Mushroom: Shrinks you down to 5 cm.
- Boomerang Flower: Allows you to throw unlimited boomerangs, but only one at a time. These can be used to damage enemies or to bring items to you that are far away
- Ice Flower: Can throw iceballs that freeze enemies. You will also freeze any water you come into contact with, allowing you to walk across bodies of water easily.

F.L.U.D.D. (200 points, discount drop-ins): A device worn on the back that can spray water, which can give the user a speed boost, the ability to hover, or strike enemies with a stream of water. The water is not infinite, and will need to be refilled occasionally. The F.L.U.D.D. can hold up to 20 gallons, which is surprising as it is so small and can easily be worn like a back pack.

Poltergust 3000 (200 points, discount drop-ins): A vacuum worn on the back that can suck up ghosts,

and can turn these ghosts into portraits. Can also spray fire, water, or ice.

P wing (300 points): Gives you the ability to fly. Unlike the Tanooki suit, this power-up allows you to fly for an unlimited amount of time. This power-up will be scattered across the land, waiting to be found. The power is lost once you are injured. After the Jump, you will be able to find this item in your warehouse. A new P wing will appear once a week.

Hammers (400 points, discount drop-ins): You receive a bag full of an infinite number of hammers. Despite this, it is very light. You are able to throw these hammers or use them to construct things twice as quickly. The bag can only carry hammers.

Magikoopa Scepter (400 points, discount Villain): Can be used to shoot fireballs, as well as a blunt magic attack. Can also summon minions to battle for you.

Toad Attendant (400 points, discount Princess): A toad that will advise you on all matters. Very wise, and can give you information on the world of Mario that you might not know about, including enemies and their weak points. Also can be used to deflect projectiles.

Drawbacks

Can take up to 600 points of drawbacks.

Shrunk (+100)- You are now half as tall. When consuming a mushroom, you become normal height. Your jumping distance adjusts to this.

Coward (+100): You are scared of just about everything. When faced with any situation that might get you harmed or killed, you tremble in fear, and your powers weaken. You are especially terrified of ghosts.

Minion (+100): Rather than a a great hero or monstrous villain, you instead be a simple toad serving Princess Peach or a Koopa Troopa in Bowser's army. You're significantly weakened in all regards, and people don't assume much from you.

Luigi Time (+200): Someone close to you quickly emerges as your rival. They'll have similar powers to you, and have a similar background. No matter how hard you try, no matter what you do, you'll always be one-upped. Sometimes, they'll even gain the credit for something you did. They won't actively antagonize you unless provoked, but you'll always play second fiddle.

MS-DOS (+200): Rather than going on adventures to save/kidnap Princesses, you are instead forced to educate some unseen being on various topics, ranging from typing to the geography of earth. What little adventure you will partake in will be a sad shadow of what was originally to be found in this jump. Also, everyone you meet is horrifically ugly and speaks in stilted dialogue.

Your Princess is in another Castle (+200): All your goals seem to have unforeseen complications along the way. If you're a hero or a princess, it will take months instead of weeks to accomplish a rescue. If you're a villain, expect any resistance to your kidnappings or other dastardly plots to be much stronger. If you're a drop-in, expect anything you try to do to be more challenging, and any big goals will frustratingly long to finish.

One hit KO (+600)- If so much as a Goomba runs aggressively into you, you're done. Dead. That's it. Game over. 1-up perk still applies.

Conclusion:

After ten years of playing, you've beaten the Super Mario Jump! You now have three options:

Game Over: While this whole Jump has been fun, it's time to go home. You return to earth and end Jumpchain. This option is immediately selected if you die in this jump.

Continue: Rather than leaving, you decide to stay in the Mushroom kingdom for the rest of your life. Have fun!

New Game: You decide to move on to the next Jump. On to the Next big adventure!