Kirby™ Air Riders

v1.1 By James the Fox

One day, countless Air Ride Machines fell upon the Planet Popstar. They had no will of their own, and could not move… but if someone found one and imparted their will into the machine, its engine would spring to life, allowing it to travel at extraordinary speeds! The people who could do this were eventually called… Riders!

Soon enough, Rider and Machine pairs spread all over Popstar, incorporating the new vehicles into their everyday lives. And of course, many took part in thrilling races.

This is the time period you now arrive in, Jumper. You'll be spending the next ten or so years hanging out in this timeless world, made a bit more exciting by the racing craze happening right now. What kinds of thrilling races and adventures will you take part in? What kinds of trips and trials will you challenge?

You'll get **+1000 Miles** to celebrate your arrival (or return) to the wonderful world of Popstar!

Origins

You are a Rider – a racer at heart. Riders take all sorts of unusual shapes, and you may gain an Alt-Form based loosely (or tightly) on any of these shapes. You may choose to have a history in this world, or you may choose to be a Drop-In. Don't worry, this world is fairly relaxed, and you'll be treated kindly enough regardless of whether you're new here or not.

You start your time here in Skyah, a city full of Riders and their Machines.



Perks

Inhale/Capture (Free)



One of the hallmark abilities of Kirby himself. Nowadays, just about everyone has their own take on this ability – whether they suck them up and spit them out, swipe em with a ladle and throw them back, or just… grab and throw them, the system remains the same. Weak enemies can be drawn in, grabbed, and fired as star-like projectiles. The more enemies you pull in at once, the bigger the resulting projectile. On impact, the star will explode into its constituent enemies, scattering them into the skies above. You may take your pick of what method you use to Capture your foes.

You don't have to worry about the enemies you Capture and shoot being overly hurt – if you want, this will only knock them and any weaker foes they hit away. In sporting events, this effect will be on by default, knocking both your thrown enemies and any smaller enemies they hit off the track like this was… a very different game that Kirby's been involved in. It's all in good fun!

After this Jump, you'll be able to Inhale/Capture small objects of all kinds, not just enemies.

Copy (Free/100 Miles/200 Miles)



Once everyone figured out their own way of mimicking Kirby's iconic Inhale, it wasn't long before they all figured out his other iconic ability – the miraculous Copy Ability. This Perk lets you get in on the action. Simply Inhale or Capture a small enemy who has a unique ability, and you'll enter a form with a similar power for a few seconds. For free, you'll get to borrow this Perk for the duration of this Jump.



If you buy this Perk for 100 Miles, you'll keep this ability in future Jumps, and can gain Copy Abilities from items you Inhale/Capture that evoke a Copy Ability (such as Inhaling a fireball to gain the Fire Copy Ability). The list of Copy Abilities will also expand to the entirety of the Copy Abilities found in the Kirby series. Outside of racing events, your Copy Abilities will linger for a few minutes.

For 200 Miles, this Copy power goes even further, after this Jump. You can Inhale/Capture especially powerful foes. While you can't destroy them unless they're already nearly destroyed, you'll gain the ability to temporarily mimic your foe's abilities. Likewise, you can Inhale/Capture allies without harming them and borrow a Copy of their powers, too.



Like Shooting Stars In The Sky (100 Miles)

Several of the Air Riders you'll meet here have a unique method of getting about in the air, even without their Machines. There's super-high jumps, flapping wings, helicopter drones, or even just inflating yourself and hovering about. You may purchase any such ability. During City Trials, you'll find that you're limited to how these abilities work in Kirby Air Ride, but will find their capabilities expanded to roughly match how they work across the Kirby franchise otherwise.

You may purchase this Perk multiple times, to grab different methods of aerial mobility.

Fighting Fit (100 Miles)

Several of the Air Riders you'll meet here have some kind of means to strike out at nearby riders. Swords, claws, hammers, spears... lots of means to fight. You, too, are incredibly skilled at lashing out at nearby enemies.

Defeat and Accelerate (200 Miles)



This world seems to work on some unusual rules compared to other racing adventures. Machines rarely slow down as a result of taking damage... but instead, speed up when they deal damage. With this Perk, you may carry that unusual effect forward into other Jumps. Vehicles of all kinds will speed up for a little bit when you do damage to enemies while riding or piloting them, and won't slow down just because they took a hit. You, personally, are also a bit harder to make flinch from damage.

Star Slide (200 Miles)

In this world, you may notice that Machines tend to produce these little star-shaped particles that trail behind them. You'll also find that catching them with your Air Ride Machine will cause your Machine to speed up, allowing you to easily catch up to rivals. These are all innate qualities of Air Ride Machines, but by purchasing this Perk, you'll be able to do the same thing with any kind of vehicle. Other vehicles you're chasing will produce these particles even if they're not on Air Ride Machines, visible and usable only by you and anyone who has this Perk or is on an Air Ride Machine themselves.

Perfect Landing (200 Miles)

You're now an expert pilot, especially when it comes to Air Ride Machines. Your skill at maneuvering vehicles that glide or fly is impeccable, and when you land a vehicle, barring interference it's always an easy and smooth landing. Considering that Machines speed up when they land like this, you'll have quite the advantage while you're here.



Hijack Machine (200 Miles)
There's your chance! By approaching a vehicle that's badly damaged, you can leap from your own vehicle and, in one smooth motion, knock its current driver out with a single kick, and take their ride for yourself. Your old vehicle will poof out of existence when you do this, ensuring your opponent can't turn the tables. Your boarding action also, strangely, partially repairs the damaged vehicle.

Rider's Durability (200 Miles)
It's kinda rough when your ride blows up right under your feet, huh? Thankfully, in this world these explosions rarely if ever are enough to really hurt anyone, but this Perk ensures that in future Jumps, you'll be able to take similarly hefty blows and keep on trucking along. You'll also be able to redirect attacks aimed at you or any fellow passengers to instead damage the vehicle you're driving, and ensure that any passengers you wish to protect will be able to disembark safely if the vehicle is totaled. This won't protect you from the enviroment outside of the vehicle, though – so be careful piloting your way through space.

Special Ready! (400 Miles)
When things reach a fever pitch, you can draw out your inner strength, and accelerate at high speed, while using your own powers to attack anyone who gets in your way. The exact shape of this power will depend entirely on you, but you can be sure of one thing – it'll pack a wallop, even compared to your normal attacks.

Faster Than Our Fears (400 Miles)
There will be a day when the call to adventure washes across Popstar. Sadly, most Riders and Machines will fail to notice it. But not you. You have a sense for adventure, and a strong will that is receptive to hardship. You don't give up easily, and you can share that willpower with others, sparking to life the (sometimes metaphorical, sometimes literal) engines at their heart. A simple touch from you can reassure and empower someone to overcome their worries and take charge of their own fate, and you yourself will never find yourself wanting for motivation. Fire up your machine, and let the engine roar!

Machines

Across this Jump, you'll find all sorts of Air Ride Machines being used by the people of Popstar. You're free to hop on any you encounter and use them in whatever races and events you see fit. However, if you want, you can also buy a few to Fiat-Back and bring with you on your Jumpchain!

By default, the **Warp Star** is on par with its purchaser in terms of strength, resilience, acceleration, speed, and maneuverability, accounting of course for the movement styles of these vehicles. All other vehicles retain their advantages and weaknesses, and scale in comparison to the **Warp Star**. All Machines can freely enter "Race Mode," wherein their stats are reduced to be on par with their in-game versions, or with vehicles from other Jumps, for fairness' sake.

They seem to have an innate quality that allows even uninitiated riders to hold fast to them when they're undergoing extraordinary stunts.

If one is destroyed, you'll get a replacement in 24 hours' time.

If you want, you can spend 300 Miles, and you'll automatically gain one of each Machine listed below.



Stars

The most common type of machine. They hover over surfaces, including water and other such hazards, and thus aren't really affected by terrain... unless, of course, you touch down. While Boost Charging, these vehicles press hard against the ground, which allows them to utilize buttons and like that are flush with the ground. They glide through the air when they go off ramps, with varying levels of control and speed, though again Boost Charges will send you straight down back to the ground. Try to land smoothly by leveling your vehicle with the surface, and you'll get speed boosts!

Compact Star (Free)



Has a modest top speed, but has fairly solid acceleration and cornering. Honestly, though, it's best swapped for anything else as soon as possible. The Jumper has 24 of these at a time, allowing you to provide Air Rides for a significant number of your allies.



Warp Star (50 Miles per Purchase)



An easy ride with no clear weaknesses, and the benchmark to which all other Air Ride Machines are compared. If you possess other versions of the Warp Star from other Kirby Jumps, they may merge with this version of the Warp Star, allowing you to have it swap forms freely outside of official events.



Winged Star (100 Miles per Purchase)



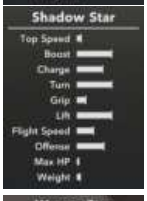
This bird-like star is about as you'd expect. Don't rely on it to be great on the ground. It's lacking in combat stats, strength and health, too. But it lifts off the ground incredibly easily, and proves an extraordinarily maneuverable vehicle in the air.



Shadow Star (100 Miles per Purchase)



This shadowy star was built for battle. It's significantly stronger than the Warp Star, and is an impressive glider. It's quite maneuverable on the ground and in the air, but lacks defenses.



Wagon Star (100 Miles per Purchase)



This looks more like it's suppose to be delivering food, not like it's supposed to be racing! While it can't use the basic Boost Charge all other machines use, it's got impressive defenses, handling, and speed. Unfortunately, it's not able to glide.



Slick Star (100 Miles per Purchase)



This vehicle has pretty low combat stats, but is great with a Boost Charge and has exceptional turning speed... which combined with its incredibly low grip causes it to slide incredibly far even as it's turning for a powerful boost! This slippery style can be hard to master. It's fast and glides incredibly well.



Formula Star (100 Miles per Purchase)



If it can maintain momentum and avoid slowing down, its top speed is second to none! Just be warned, it has terrible acceleration, and its turning isn't much better. It's one of the few machines that move slower in the air than on the ground, so maybe avoid going off ramps?





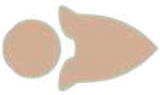
Bulk Star (100 Miles per Purchase)





This heavy machine is reliant on Boost Charge to move, using it as fuel as it plows on ahead. It's got amazing defensive stats, health, and a great top speed, though its turning leaves a lot to be desired. It doesn't much care about the roughness of the terrain it drives over. Try not to make a poor landing – the loss of Boost Gauge makes it a sitting duck!

Rocket Star (100 Miles per Purchase)





The orb on its back end grows as it charges its Boost gauge, and fires at great speed once set loose. Alas, its normal top speed is not nearly as good. It's not a great glider, but has a decent amount of health and can turn alright. Running over or through speed boosters and other similar effects has an increased effect!

Swerve Star (100 Miles per Purchase)





This odd ride stops on a dime, and hits top speed immediately after starting. Unfortunately, it's quite frail and poor in combat. Worse still, it practically can't turn while moving along the ground. At all. You'll need to stop, swivel in place, and go. It can turn better while in midair, but it's only average as a glider.

Turbo Star (100 Miles per Purchase)



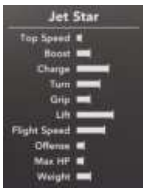


Charges Boosts very fast, and has good speed and acceleration... but its steering is incredibly hard to get used to. You'll find it has poor grip, decelerating quickly and turning at an exponential rate, until you're spinning out. It's also terrible at gliding, unless you find some way to bolster its gliding abilities. Get used to these traits, though, and you'll have an impressively fast vehicle.



Jet Star (100 Miles per Purchase)





This Star has a low top speed on the ground, but its speed spikes to great heights when lifting off the ground, before settling at a lower but still fairly good air speed. It's got great handling and turning. It's a bit heavier, so it's sadly not as good at staying in the air as you'd hope.

Hop Star (100 Miles per Purchase)





A well-rounded machine, with impressive health, weight, and grip, while maintaining a decent amount of offensive power. If you use a Quick Spin, it bounds into the air, and by halting the machine with a Boost Charge while it's jumping, it does a slamming attack. It's faster in the air than on the ground, and while it's a poor glider using various methods to bolster its gliding abilities will see its jump ability boosted in max height.

Vampire Star (100 Miles per Purchase)





It's apparently average at first glance, though it's HP, offense, and gliding abilities are somewhat decent. It's a bit slow on the ground, though... but it has one trait that gives it some bite – literally. It can bite foes nearby, and when it hits, this star enters a stronger state, wherein its handling, acceleration, and speed rise to impressive heights. The stronger the foe it bites, the longer this effect lasts. This effect also snatches away temporary powerups (such as Copy Abilities) or useful items the foe might be carrying. The bite's range is increased while you're boosting.

Paper Star (100 Miles per Purchase)





An incredibly lightweight machine. As you'd expect, it's easily pushed around, or even destroyed. That said, it's quite good at turning and charging boosts, and it reaches its (admittedly low) grounded top speed very quickly. Its true talent reveals itself in the air, proving incredibly maneuverable and very fast. It can't stay in midair as long as the Winged Star, but it's capable of controlling its movement in midair far longer.

Transform Star (200 Miles per Purchase)







A strange mechanical star with a unique function. It can swap between its Star form and a Wheelie form by performing a Quick Spin! It can even transform in midair. Its top land speed is identical between its forms, being fairly average. It lacks a lot of combat capability, but is fairly decent across the board otherwise. The Star form is an impressive glider, being almost as good as the Winged Star. Meanwhile, the Wheelie form is designed for superior ground maneuverability, being better at charging, turning, and accelerating than the baseline Wheelie Bike, but worse with its top speed.





Wheelies

Unlike stars, Wheelies race along the ground instead of hovering over them. They're not able to glide, and are susceptible to ground-bound hazards... but at the same time, they can make contact with ground based switches and such by default, instead of needing to do a quick tap of the Boost Charge to get the same effect.



Wheelie Bike (50 Miles per Purchase)



The archetypical Wheelie. While similar to the Warp Star, it's a little heftier and healthier. It sits firmly between its sibling unicycles in terms of stats.



Rex Wheelie (100 Miles per Purchase)



A heavyweight Wheelie, with impressive offense, defense, and health. It also boasts an impressive top speed, though its acceleration and turning leave a lot to be desired. Because of this, it does best on straightaways.



Wheelie Scooter (100 Miles per Purchase)



This Wheelie has amazing handling and acceleration, though it isn't as fast as the other Wheelies. Its low weight makes launch off ramps and the like at a high horizontal speed comparatively, but also makes it quite fragile. Keep it away from battle, if you can.



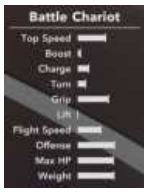
Chariots

Chariot (50 Miles per Purchase)



Like the Wheelies, Chariots are grounded vehicles that can't glide and are more affected by the terrain they're driving on than Stars. Unlike other types of vehicles, Chariot-type machines are incredibly capable of retaining their speed while turning. The basic Chariot is especially good at this, and also brings some decent health and offensive capabilities. Its acceleration is also solid.

Battle Chariot (100 Miles per Purchase)



An absolutely massive Chariot-type machine. It's got an impressive ground speed, but poor acceleration and doesn't turn very tightly. Its boosts also leave a lot to be desired. Instead, it prefers combat above all else, crushing foes with incredible offensive might while shrugging off incoming attacks due to its high defense and health.



Tanks

Tanks have an unusual trait when it comes to their Boost Charge – where other vehicles will skid to a stop, Tanks simply activate their treads to keep trucking along on the ground in a straight line even as they charge up, their rider swiveling around on the central turret as they please. Once you release the Boost Charge, Tanks quickly snap to whatever direction their rider was facing, and continue onward in that direction. Tanks also can't glide, at all.

Tank Star (50 Miles per Purchase)





The archetypical Tank. Like most heavyweight machines, the Tank Star has a solid top speed, but poor acceleration. It's a bit sluggish when it comes to turning normally, but its Boost Charge fills fairly fast for a vehicle of its size, and it hits pretty hard in a fight. If you can master the unusual movement style all tanks use, you'll find this to be a hefty vehicle that gets you where you're going.

Bull Tank (100 Miles per Purchase)





Another heavyweight vehicle, this Tank has another unusual effect – it drains its accumulated Boost Charge slowly, allowing one to reach maximum charge while doing several boosts in quick succession. This counters its statistically poor turning and charging abilities, allowing it to weave through tighter turns than other vehicles of its weight class. Its got a high top speed, though its acceleration is unfortunate. It's even more durable than the Tank Star, and while it's not as good at dishing out damage as the Battle Chariot, it's still fairly good at it.

Machine Upgrades

These modifications are not allowed in most official events, as a simple matter of fair play, but could be useful when you're using the Machines in your adventures elsewhere! Buying the upgrade once will modify all Fiat-Backed Machines you possess.

Freeflight Mode (100 Miles)

This mode allows one to defy gravity entirely, allowing you to dance endlessly across the sky. While in this mode, the machines have a strange gravitational effect that can be toggled at will, keeping their riders firmly onboard even while doing impressive tricks like flying upside down. They can fly into the upper atmosphere of any earth-like planet with relative ease. You can have your machine stop in midair, hovering in place, if you need a moment to assess your surroundings.

Warp Mode (Requires Freeflight Mode, 100 Miles)

Your machines can now travel through the vacuum of space, supporting their riders if they can't normally survive such environs. Once out in space, they can travel at speeds rivaling light, even if you yourself aren't capable of doing so.

Formation Mode (100 Miles)

You can now set your machines into an autopiloted formation, following a single piloted machine. The machines will match your speed and maneuverability, even if they'd normally be much faster or slower, or not able to match your agility. If you also have Freeflight Mode, you can lift machines that wouldn't normally be able to fly. Any machines that are occupied may be piloted in an "on-rails" style, strafing to the left or right, or up or down if you're in flight, as well as moving forwards and backwards in the pack, while still traveling in your chosen direction. After this Jump, you'll be able to install the autopilot functionality to any vehicle you own. Fly through the unknown, into the fray, with machines lighting the way!





Other Items

Music Player (50 Miles)

A little jukebox you can keep in your Warehouse. It can play any song that appears in Kirby Air Riders. Interestingly, you'll also find a little radio installed inside your Air Ride Machines, which can play the same songs, as well as any music you've acquired across your Jumpchain – all of which now has a peppy Kirby-styled remix. This effect spreads to any other music you acquire in the future as well.

Hats! (50 Miles)

Well aren't you looking sharp!? These hats are all the rage in Popstar, and if nothing else are fun to wear. This box of all of the hats found in Kirby Air Riders will appear on any of your properties you want, and includes powerless replicas of the hats seen with Copy Abilities. If any of them are destroyed, you'll find replacements in your Warehouse or another suitable area.

Item Spawner (100 Miles)

You'll find throughout your time here that items regularly appear on the tracks and in the City Trials. With this strange app on all of your electronic devices (and on a dime-sized button you can carry around), you'll be able to have the same items spawn in a 100 square meter area centered on the location you first activated it. The items spawned here will appear at random, and are only usable by someone driving a vehicle of some kind, for unclear reasons. They'll fade away after about ten minutes – enough time for an impromptu City Trial and improvised event.

Garage (100 Miles, free w/All Machines)



An attachment to your Warehouse where you can display your Air Ride Machines... as well as any other vehicles you happen to have. The exact size and shape of this room can be shifted between a small nook for up to three display pedestals and a massive gallery that can display 9 vehicles. By fiddling with the kiosks at each pedestal, you may teleport any vehicle you own into the room. Vehicles that are bigger than an Air Ride Machine are shrunk down to a size where they can easily fit on one of the pedestals.



The garage can take on one of three themes – Sci-Fi, Pop, or Lab. These themes can be applied to your Warehouse as well, and this cuts both ways – the Garage can adopt any Warehouse themes you've acquired on your Jumpchain.



In addition, this garage serves as the perfect place to customize your vehicles. Every paint color, every decal, every decoration, every customization part you can find in Kirby Air Riders is here for you to use to dress up any kind of vehicle you bring in here. You want to make your Death Star look like Kirby's face? Have fun with that!



Air Ride Caller (200 Miles)

This application, which comes on all of your phones and electronic devices, and which comes with a phone if you don't already have one, is used to call your Fiat-Backed Air Ride Machines. There are two modes. In the first, the Machine will deploy from behind the nearest unobserved location possible and race to your side, safely weaving through any obstacles it needs to. If there's no such location, or all other paths to you are closed off, or if you just want to do it this way, the second mode has your Machine deploy from just outside the nearest planet's orbit (read, the one you're on) and come down to you like a crashing meteorite. Anything friendly in its way will be avoided if at all possible, but anything *unfriendly* in its way – be it satellites, airplanes, sentient weather patterns, giant flying monsters – will be smashed through at supersonic speeds on its way to your side. Ceilings will probably be destroyed regardless of allegiance, so maybe be careful where you call your ride.

You can also deploy Air Ride Machines to your allies' position using the same app.

Paddock (200 Miles)



A large lobby where friends gather to prepare for a day of racing. It has places for everyone's machines, kiosks to organize events, a jukebox that can play any music you've acquired in your Jumpchain, couches to relax on, big TV screen to watch the races happening right now (or any other media you happen to have), and a generous dining area. There's an oval-shaped track just outside of the Paddock that you can use to do some short warm up races with friends, or watch others take part in their own events.

Track Collection: Air Ride (100 Miles Per, 300 Miles for all)



You acquire one of the 18 Air Ride courses found in Kirby Air Riders. You'll find a portal that can take you to any and all of them that you've bought sitting in your Warehouse, as well as within any garage you use to house vehicles. While races are happening on these tracks, items will appear here as if through the Item Spawner.

Track Collection: Top Ride (50 Miles Per, 150 Miles for all)



You acquire one of the nine Top Ride stages found in Kirby Air Riders. You'll find a portal that can take you to any and all of them that you've bought sitting in your Warehouse, as well as within any garage you use to house vehicles. When you step onto these fields, your field of view shifts to a bird's eye view for some reason, which can be disorienting at first. With even a single purchase, you also gain the ability to create other race tracks that follow this strange behavior, based on properties you own. While races are happening on these tracks, items will appear here as if through the Item Spawner.

Skyah (200 Miles)



A copy of the massive floating island where City Trials happen. When you're not running a City Trial here, the island quickly recovers from any damage it took, and you'll find nondescript denizens of Popstar living here as Followers, with fairly mundane malls and shops opening in the city at the island's heart. If you want, you can replace or combine these relatively normal shops with any Property you own that could reasonably fit, or with outposts or franchises of those Properties. Any Fiat-Backed machines you acquire will park in an underground lot you can find here, if you want.

In any future Jump, you have a variety of options for how to place this property. You can set this island in the Jump itself, floating somewhere near any starting location in the Jump. Or you can keep it in its own pocket dimension, accessible through your Warehouse. Or you could turn the tables, by putting a mundane, vehicle-accessible entrance to your Warehouse in any part of the city you like.

Galactic Nova (500 Miles)

"READY >"

"I will grant you one wish... >"

"OK > 3, 2, 1, BLAST OFF!"



No no whoa whoa whoa chill don't blow it up, don't worry! This one won't go around trying to destroy Popstar with twisted wishes. Once a Jump, you can make a wish on this copy of Galactic Nova, and he'll attempt to make it happen. It won't always play out exactly how you expected, but you'll always get something close to what you asked for, or at the very least confirmation that he can't grant a wish for whatever reason. He's not omnipotent or unstoppable (Kirby's proven that more than a few times), and is bound by the rules of whatever Jump you're in. That said, he is basically a moon-sized factory capable of waging war on a planetary scale, and has been seen summoning forth long-sealed super-warriors in pursuit of granting wishes given to it. Surely you can find some use for such a thing.



Companions

Online Lobby (Free)

You may Import up to 16 Companions for free. They receive 600 Miles to spend, and gain half the Miles you do from your Drawbacks.

Old Racing Buddies (Free)

Beyond that, you may Import any Kirby-series characters you already have traveling with you, without any numerical limit. They get a full 1000 Miles to spend, and receive the same amount of Miles as you do from your Drawbacks.

New Racing Buddies (Free or 100 Miles)

Or maybe you want to grab a few new friends! If you can convince any character from this universe to travel with you, you may get them for free. For 100 Miles each, we can see to it that someone you want is absolutely willing to go on an extended road trip with you. The only character not available this way is the mysterious rider, **Noir Dedede**.

Wind Rider (300 Miles)

This green, bird-like Rider arrived here through some kind of golden ring, and is very interested in dominating the racing scene. They brought their own, entirely custom Air Ride Machine, which functions similarly to the **Formula Star**, and though it handles a bit differently than others they aren't to be underestimated. They have **Capture**, **Copy**, **Fighting Fit**, **Defeat and Accelerate**, **Perfect Landing**, and **Special Ready!**

*(If you possess **Jet the Hawk** from the **Sonic the Hedgehog Series**, he may import into **Wind Rider** for free.)*

Mail Mage (300 Miles)

This young human – a rarity, here in Popstar – and their cat familiar came to Skyah to make a delivery to a Mr. Escargo, and ended up registered for the races. Though a bit out of their depth, they've stepped up to the challenge, proving to have a fair bit of skill in racing. They ride around on a broom, of all things, which seems to function similarly to the **Wagon Star**. They have **Capture**, **Copy**, **Like Shooting Stars In The Sky** (they can rocket into the skies like Starman), **Star Slide**, and **Special Ready!**

*(If you possess **Kiki** (and optionally **Jiji**) from **Kiki's Delivery Service**, she may import into **Mail Mage** for free.)*

Drawbacks

Here are some opportunities to get some extra Miles.

Continuity (+0 Miles)

If you've been to Popstar before, you may choose to have this Jump be set in the same version of Popstar as that one.

Not My Machine (+100 Miles)

Someone keeps *vandalizing* your Air Ride Machines. Every time you turn away, you come back to find them colored and decorated in the most garish design someone could have come up with that day.

Tryhard (+100 Miles)

Oh, good, you're one of those types. You take every race and event way too seriously, like it's your life or something. Your attitude makes you not the most fun to be around, so it's inevitable that you're not gonna make a lot of friends.

No, Really, TRY. HARD. (+100 Miles)

... Oooookay, maybe you have a reason to be that way. Your Jumpchain will fail if, at the end of the Jump, your win rate is less than 70%, or your overall number of events in Air Ride, Top Ride, or City Trial are less than 100 events in each category.

Fragile Star (+200 Miles)



Ugghhhhh. It seems that any Machine or vehicle you try to use starts breaking down the moment you hop aboard. You'll need to be careful, because any stray hit can break the machine you're riding on.

Energy Tanks Running Amok (+200 Miles)

AAAAAAA someone stop this thing! Each minute you're riding on them, your vehicles have a 50% chance of spontaneously entering a Super Charge state where the machine suddenly speeds up far beyond its usual limits, becoming nigh uncontrollable. You're gonna need to be a heck of a Rider to not be constantly crashing wherever you go.

Explosive Boxes (+200 Miles)

Every container you interact with now has a one-in-ten chance of self destructing if you break or open it. This doesn't just apply to the boxes you regularly see in your City Trial runs, but also to any container. That cardboard box you just saw someone put your hamburger in? Yeah, the moment it's closed and in your hands, there is a 10% chance it'll explode the moment you open it. Best be careful.



Endless Events (+200 Miles)

It seems that even when you're not doing a City Trial, you're continuously having to deal with Field Events. Mysterious pillars bursting from the ground around you, getting caught in someone else's Dustup Derby, your machine suddenly being pushed to the brink of destruction only to be randomly healed a few seconds later. Meteors or Gordos falling from the skies at the same time that the ground suddenly gets slippery. Multiple Grand Wheelie, Kracko, and Dynablade encounters all on the same day. You just. Can't get a moment to rest.



Wild Air Ride (+200 Miles)

You… are not an Air Rider. You're now an Air Ride Machine – specifically, one of the ones you bought. You're currently masterless and free to move about, which almost certainly will make you interesting and thus desirable to the people of Popstar. Unfortunately, you can't speak conventionally in this form – only able to send impressions to your Rider. And of course, you won't be able to swap out of this form by any means. If you end up mounted, you'll be bound to the whims of whatever Rider caught you. Try to get someone who will actually listen you and not get you wrecked. Post-Jump, you'll be able to turn your Air Ride into an Alt-Form.

No Will Of Your Own (Requires Wild Air Ride, +400 Miles)

Oh. You'll start this Jump falling from space towards Pop-Star, only barely able to adjust your trajectory. You'll need to safely land somewhere that won't shatter you to pieces… then hope that someone finds you and wakes you up, because you'll find your willpower suppressed to the point that you can't activate yourself. If you're dormant at the end of this Jump, it's a Jump Failure.

Up To Old Tricks (+400 Miles)

Doesn't it seem… weird, to you, that so many prominent Riders were villains at some point? Didn't that one guy try to take over Popstar once? Well, turns out they're trying to do it again. Marx is planning another conquest, Dedede's stealing food, Meta Knight just woke up another world-ending superwarrior so he could have a duel, and so on. Your time here isn't going to be as restful as you'd have liked.

Noir Jumper (400 Miles)

In another timeline, a mysterious mechanical being resembling King Dedede would emerge from the furthest reaches of Popstar, attacking any who drew too close… including you, if you were to heed a certain call. However, the shape of this being will be different in this reality – namely, it will share *your shape*, Jumper. This being, **Noir Jumper**, will have all of your powers… though it may lack in skill at first. What does it want? For what purpose has it stolen your form? Perhaps you'll go forth… and find out.





Scenarios

Road Trip (Standard Ending)

So, you and your Machine, too, have heard the call. The call to a faraway place at the edge of Popstar. If you wish to go there, then let's go! What awaits you at the end of your journey towards the unknown?

You'll start your journey along Grassland Lane, and travel along the myriad roads of Popstar, working your way to the most remote region on the land. You'll bump into others making their own way there, who will challenge you to events, to test each others' worthiness to see what awaits at journey's end.

You'll also have the opportunity to find and collect machines that are wandering these roads on their own. These machines seem… somehow *different* from the ones you bought with Miles. Impart your will to these Wild Machines, and they will join you on your trip.

As you progress, you'll be harried by a powerful rider in the shape of King Dedede – Noir Dedede. Should you have taken the Noir Jumper Drawback, you'll find that instead of Dedede, this being took your shape and power to achieve its goals. This resolute racer will whittle down those approaching the Farthest Reach, and repeatedly attempt to destroy your machines as well. With each defeat you inflict on it, it will flee, leaving behind a purple shard that will reveal bits and pieces of Noir Dedede's memories.

You will learn that this creature's true name is Zorah, and that it has taken this form – the form of the being it deemed most suited to guarding Popstar – to halt anyone from getting too close to a dormant superweapon known as Gigantes – a superweapon that holds Zorah's core within it, trapped and unable to move on its own. And yet, you're already en route towards it, and it has to be destroyed, before someone activates it and dooms the world.



Alas, when you arrive, Gigantes will awaken. A massive tank capable of destroying the entirety of Popstar now rolls on its massive treads. It is horrifically resilient – its defenses proving more than even your mightiest attack and harm…

… except for a handful of weakpoints that seem to resonate with the Machines you've gathered along the way. Ride them to victory, and strike Gigantes down. Do this, and Zorah can fade away in peace, his duty complete.

It is a shame that such a noble soul should spend what little freedom it had fighting to stop anyone from destroying the world… but it had to be done.

As you return to the rest of your adventures in this Jump, **you'll bring with you all of the Wild Machines you acquired along the way, now Fiat-Backed and available for you to take with you on your chain**…

Road Trip – True Ending

But… what if you found them all?

There is one of each Wild Machine on the road to the Farthest Reach. If you had found them all before arriving, the combined maelstrom of willpower awakens Gigantes… and grants its full power – the power not just to raze Popstar, but destroy it utterly. A single laser is enough to knock you off your machine, and steal all of your machines from you, including your fiat-backed ones, further empowering it. With all this power… the tank becomes a world-ending threat known as Hyper Gigantes.

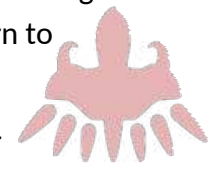


All is not lost, however. Noir Dedede joins you, bringing with him the two Legendary Air Rides – Dragoon and Hydra. Take one as your own, and ride with Zorah to put an end to the monstrosity built around its heart.

Upon defeating it, Zorah will use both Legendary Air Rides to reclaim its core, and with it, produce a beam – a bridge of light towards the true villain – Galactic Nova, who had twisted Zorah's wish for the ability to move on its own into something that would destroy Popstar.

Reacting to this dire need for Justice, a new Legendary Machine will arise – Leo, the Lion of Justice. Climb upon its back, and embark upon your Journey's End. You will face phantasms of past villains who threatened Popstar. Robo-Dedede, Marx, Zero-Two, Nightmare. Defeat them all, one by one, and make your way into Galactic Nova.

At its core, you'll find Nova's heart. Destroy it, evading all lasers and other attacks the living space station can deploy within its carapace, and you'll destroy Galactic Nova. Return to Popstar, and rest easy, for your victory has ensured peace will return to the land.







In the process, your machines, now freed of Gigantes' control, will gift some of their power to the process of rebuilding Zorah, repairing the damage Nova did. As a final gesture, your machines will launch Zorah into space, allowing it to continue its journey once more. Your Fiat-Backed machines will be returned to you, and bring with them your reward from the Normal Ending**, but now including Dragoon and Hydra**. Better yet, you get to keep the mighty **Leo, Lion of Justice**. These three Legendary Air Rides are far and away the best machines on Popstar, and should be of use to you on your Jumpchain.

You'll also be able to scrape through the rubble and take for yourself the **Gigantes Parts**. While without Zorah these parts will not have nearly their power… together they may allow you to build anew the superweapon that almost destroyed Popstar… or perhaps, you could find a better use for it.

… and yet, it seems off. Is there yet more to learn?



Road Trip – Sparkling Ending (Requires completion of Road Trip – True Ending, with the Drawback "Noir Jumper" taken)

Should you embark on the Road Trip with the Noir Jumper Drawback, Zorah will have recognized your might and power, and emulated it as best as it could. If, despite that, you arrive at the Furthest Reach with all Machines on hand, and defeat both Hyper Gigantes and Galactic Nova… you may discover a deeper truth.

Galactic Nova was not responsible for this wish being warped. It was not in his programming to corrupt such a gentle wish as what Zorah asked for. Someone else crafted this doom, by manipulating Nova. You and Zorah must go forth – you upon Leo, and Zorah's avatar, Noir Jumper, upon a combined version of Dragoon and Hydra. There is not much more time for Noir Jumper – with Gigantes destroyed, its core has no means of surviving for much longer. But trust in your machines, and race to this, the final end.

Your foe rests beyond the cosmos, beyond this reality, and you must push through, driven forward by your need for justice. Your foe will conjure villains from across Kirby's long history. Ultimate threat after ultimate threat. When that isn't enough, it will reach deeper – it will summon forth the greatest foes you have ever faced in your Jumpchain, made stronger than they ever were when you fought them, guarded against any and all attacks… save for that same resonance between you and your Machine. You will need to use your machines to their fullest potential, alongside your own power.

At Chain's End, you'll find your opponent – your Benefactor themselves. There is only one path forward: to properly punish and chastise your Benefactor, taking the fight directly to them. This may seem daunting, but you are not without advantages. They may or may not be holding back, a desire for conflict and entertainment crippling them. And you aren't alone. In addition to any Companions you've brought along with you, Noir Jumper rides at your side, having learned from you how to wield its copy of your power to its fullest extent. So ride forth. Win!

If you can defeat your Benefactor, you'll extract from their twitching, apologetic form a **Spark**. The end of your Jumpchain and your ascendance to the next stage of your existence. You may take it for yourself, of course… or you could return to Popstar, and give it to Zorah. In doing so, you will grant it, once and for all, the wish it longed for all this time – the power to move on its own terms.

Regardless of if you take this Spark, you will get to keep everything you would have gotten from Road Trip – True End: the **Wild Machines**, the **Legendary Air Ride Machines**, the **Gigantes Parts**. They're all yours.

If you take the Spark, you will have become a planeswa- no, a **Planesrider**. Your Air Ride Machines are capable of traversing from one Jump to another, and every multiverse in existence is now your oyster. And you yourself have become much more powerful. It's everything you could have asked for.

If you give the Spark to Zorah, you'll restore it to its original form, and then some, giving it true locomotion, and all the power that comes with a Spark… Eager to explore the omniverse, it will prepare to leave… only to make an offer to bring you along. You may abandon your current



Benefactor, and let Zorah take that role instead. In its wanderlust and gratitude for what you've done, Zorah will generally provide you **300 more CP** at the end of Jumps that you spent exploring and traveling.

Either way, through the power of this Spark, Zorah will be able to reinvigorate his avatar and give it new, separate life, that it may travel alongside you. This new Companion, **Noir**, can swap between its "Noir Jumper" form and a Noir version of any of the other canonical Riders as alt-forms. It will retain its own version of Perks you have at the end of this Jump, at about 70% of your versions' potency.



Ending

We've Finally Reached Our Long-Awaited Dream

Of course, why would you want to leave!? This is such an idyllic world, and there's so many more races to do! This world's long and winding roads call out, beckoning you on!

It Flashes And Fades Away Into The Stars

Your road trip across the multiverse is over. May tailwind propel you back to the people you left behind so long ago.

Meant To Be Weightless and Free in the Infinite Skies

Of course. You're not finished just yet. Don't look back, cause nothing can hold you down – you're horizon bound!

Patch Notes

1.0
Original Release

1.1
Adjusted Origins to make clear that you start in Skyah
Fleshed out the Machines
Adjusted the Item Spawner
Added some Drawbacks