An iron castle soaring in the sky

Super Robot Mazinger Z

An invincible power for all of us

Pilder On! Into your heart of Justice

Fly, Iron Fist! Rocket Punch

Now, here it goes! Breast Fire

Mazin Go! Mazin Go!

Mazinger Z!



Well here it is. The grandfather to all super robots: MAZINGER Z; or rather the Mazinger series. Yes, you shall be transported to the world Mazinger. Where Kouji does battle with the dreaded Dr Hell. Don't be fooled though despite the series started in the 1970s the series can get pretty dark at times. You will need this in order to survive.

1000 CP

Now go forth! Decide what you shall become: Devil, God, or something else entirely. the choice is yours jumper!

Era

You see the location tends to be the same so you shall decide when in the series you will be starting. Roll a d7 to see or pay 50 cp to decide for yourself

1. Mazinger Z
2. Great Mazinger
3. UFO Robo Grendizer
4. Mazinkaiser
5. Shin Mazinger
6. Mazinger Zero
7. Free Choice

Backgrounds

Drop In: You are…HELL!!!

Kabuto Family

Photonic Labs

Perks

Drop In

We are HELL! (100 CP, Free for Drop In): You have an air of intimidation to you. Like when you arrive with our without a mech your foes will think twice about engaging in combat against you.

We are in Synch (200 CP, Discount for Drop In): You are good at teamwork. You could be a copilot with a complete stranger and you will be able to understand each other's intentions and plans without much communication between you the two of you. Good for when a mech needs more than one person to control it.

Tough Son of a Gun (400 CP, Discount for Drop In): You can take quite the beating. You can get knocked around in while piloting you mech (Thrown against the walls and ceilings) and can still get up. It will take something particular brutal to keep you down, even more to kill you. But don't get cocky this perk does not give you a healing factor. You will still need medical attention to heal from said beating you have taken.

Psychic Powers (600 CP, Discount for Drop In): You are a psionic! However, seeing that this is a mech anime, this won't be on a spectacular level as Jean Grey. However, this can give you an edge with your piloting. You can telepathically predict your enemies' movement and produce a barrier around yourself for protection. And if your mech is equipped with the proper equipment, these psionic powers can enhance your mechs abilities. This particular boon scales with how much psionic power you obtain during your chain.



Kabuto Family

Hot Blooded (100 CP, Free for Kabuto Family): Unbelievable amount of courage and determination.

Instant Mech Pilot Expert (200 CP, Discount for Kabuto Family): Well, you are in a mech anime series so it makes sense to have some piloting skills. But the Kabuto Family is an oddity amongst the other mech pilots of this franchise. Koji has this strange ability to be to pilot a mech without any prior training. This now extends to you now. You can get in any mech or vehicle and instantly be able to operate no problems despite never being in one before.

Luck of the Kabuto (400 CP, Discount for Kabuto Family): This is actually a minor form of Plot Armor. Now this doesn't mean you will always win a battle no matter what. But this does nudge a bit closer to completing your goals. Fighting a mech that seems to be unbeatable? One part of its body will faintly glow revealing its weak point. Trying to impress a girl? You might over hear a place she would like to go to on a date. Trying to solve a riddle given to you? You'll stumble upon an object that gives the correct clue. That sort of thing. But rely on this too much. There is only so much that luck can grant you!

Mazin Flash (600 CP, Discount for Kabuto Family): Something terrible happened to you and your normal body was destroyed. Your brain however was transferred successfully into a new cybernetic body. This new body is outfitted with an Airborne Element Fixing Device that allows you to retain your original physical appearance complete with muscle, skin, and hair and can dress you in different outfits while powering the system with Photonic Energy. This technically means you can heal yourself instantaneously by activating this device, this is done by slamming your fist together and yelling "MAZIN FLASH". And before you ask, yes, all the organs and body parts created by the Airborne Element Fixing Device will work exactly like the original organic ones you once had.



Photon Labs

Trusty Goofy guys (100 CP): You look silly yes but that doesn't mean you are not serious about your job. With this perk people won't judge you on your silly and goofy appearance. Your actions however are not protected by this perk though. Only your looks.

Acceptable Perversion (200 CP): This perk on the other hand, cause people not to judge you by your actions. As long as they are not malicious, you can get away with some pranks, or acts of perversion. Just don't take it too far. Besides you are not trying to hurt people, its just how you work on things, really.

Photonic Energy Expert (400 CP): Photonic Energy. Most of the plot of the Mazinger Franchise is based off of this energy. It would be completely embarrassing that you are member of the Photon Labs' science team and not know what it is or how it works. This perk grants you the knowledge of not only of Photonic Energy but also all the fields of science need to study and understand it on a genius level. With time and research discover new ways to use Photonic Energy outside of being an energy source to power up robots.

Mech Designer(600 CP): You do something amazing: You build giant robots. Seriously, it's one thing to make a working spaceship, but making a spaceship that can turn into a robot and punch an asteroid? THAT Is something amazing. You have a flair for Giant Robot design, able to almost single-handedly design every nut and bolt on them for whatever function you need in glorious detail. Most of your designs start at about the size of a motorcycle and scale up from there until you have building-sized behemoths beating aliens into the ground. You can also whip up a mean space station or spacecraft, if needed, to support your creations in space. Mind, this is only designing machinery. Getting a hold of funding? That's something else entirely...



Undiscounted

Piloting Skills (Free for the jump, 100 CP to keep): Well, it would be embarrassing to be in this setting and not have this. So, its free for the jump. To keep you have pay 100 CP. This perk grants you the basics in piloting a mech.

Driving Skills (100 CP): Well Koji does ride a motorized scooter. So might as well have driving skills too. With this you have skills needed to drive a car, bike, or a scooter. Happy motoring!

Items

Outfit (free): Just nothing unusual about this item. Its just a collection of clothes for you to wear. I mean you can go through out this jump naked. But I wouldn't recommend it.

Drop In

Sword (100 CP, Free for Drop In): Nothing special about this except that is unbreakable. Cut down some punks, jumper!

Guns (200 CP, Discount for Drop In): This is actually something odd. These pistols fire bullet shape beams of Photonic Energy as projectiles. As such they don't run out of ammo but need time to recharge.

Castle (600 CP, Discount for Drop In): Okay this is not really a castle but a headquarters with defense systems, a club, living quarters, force field generators, and a communication room. On top of everything that castle has. The only reason why its called a castle is because it has all the things that a castle has and that it looks like a Castle. Enjoy!

Kabuto Family

Pilot Suit (100 CP, Free for Kabuto Family): Okay Technically everyone who purchase a mech gets a pilot suit. But this one was specially made to pilot a Mazinger mech. Providing more flexibility and g-force protection than a normal pilot suit.

Scooter (200 CP, Discount for Kabuto Family): A normal motorized scooter that can be used to pilot a mech if attacked to the cockpit. Hey that's how Koji piloted Mazinger originally it can work for you as well.

A completely normal house (600 CP, Discount for Kabuto Family): Who are we kidding? This normal suburban home, is not a normal house. I mean sure it has a pool and nice pation, but that's not what makes it unordinary. It has secret underground laboratory; equipped with a mech bay that launches the mech from the pool.

Photonic Labs

Lab Tools (100 CP, Free for Photonic Labs): Well you need some tools to do your research. From mundane (ex: drill) to high tech (ex: robotic welder). You now have it. You are going to need them anyways.

Ore of Metal Z (200 CP, Discount for Photonic Labs): This is what is used to generate Photonic energy and you have a sizeable chunk of it. What you do with it is up to you. Study it, experiment it, heck forge a weapon out of it. The possibilities are limited by your creativity.

Lab (600 CP, Discount for Photonic Labs): A Lab, that is also a base. I am beginning to see a pattern here. Anyways this lab has defense systems, a club, living quarters, force field generators, and a communication room. In addition, you have a Photonic Energy generator that powers the entire facility. You are going to research the effects of Photonic Energy might as well use it for the benefit of your research and others.

Undiscounted

Mech (100): The bread and butter of the series. This one may not be as impressive as the Mazin type Mechs but it gets the job done. By purchasing this you will obtain 1000 Mech Points, or MP for short.

> **Mazinger J (200 CP, Requires Mech):** Hmm either Juzo Kabuto had another Mazinger lying around or Photon Labs had constructed this. Either way you now have your own Mazin type robot. For the sake of theme, it's default name will be Mazinger. Some Mech Customization will be discounted if you buy this upgrade…Also you are given an additional 500 MP
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> **J Kaiser (400 CP, Requires Mazinger J):** Okay now this is a bit ridiculous. Normally your mech would be 15 meters tall and weigh about 20 tons. With this your mech is now 23 meters tall and weighs 39 tons. The reason for this is because your mech has been upgraded to the same level of power of MazinKaiser. Also, this purchase will give an additional 500 MP
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> **Getter Ray Upgrade (400 CP, Requires Mazinger J):** How…HOW?! How did you get this?! Okay this is quite the amazing thing you acquired here. This upgrade has infused you Mech with power of Getter Rays. This stuff is very powerful. Now your attacks are taken to a ridiculous level. For example: Your Photon Beam could pierce Mazinkaizer's Armor and even leave a dent in Mazinger Zero. Also, you're mech gains sentience and can use the STONER SUNSHINE! Which is an attack that, has your mech cupping its hands behind its back and creating a sphere of Getter Energy, which is tossed at its helpless foe often causing them to disintegrate from the intense Getter radiation. Here's an example of what this means. And here's Stoner Sunshine. You can purchase this and J Kaiser if you wish but expect people to ask question. Some Mech options will be boosted. Also you get an additional 500 MP for this purchase.

Time for an upgrade (Varies): This option will convert CP to MP on 1:2 Scale. Pay as much CP you want if you want more MP to build you mech.

Mech Section

Here is where you will build and customize your mech. However this sections requires for you to have purchase the “Mech” Item. You’ll use MP to purchase items in this section not CP.

Pilder (free): The flying cockpit of your mech. Not mandatory but Mazinger has them.

Aesthetics (free): Change how it looks to your liking

Import (Free): Import a Mech you already own to be customized here.

Alloy Z Exterior (100 MP, Free For Mazinger J and J Kaiser): This Metal is tough! Conventional weapons will simply bounce off of it like nothing. But this metal is nowhere as powerful nor as tough as the metal the Mazinger has. But it gets the job done

> **Super Alloy Z Upgrade (100 MP, Requires the Alloy Z Exterior, Discount for Mazinger J, Free for J Kaiser and Getter Ray Upgrade):** Now this is the good stuff! It is extremely robust (much harder and sturdier than steel), its unique molecular structure has no defects, and is highly resistant to hot and cold temperatures. It can also absorb Photonic Energy making it a versatile and powerful metal to use for Mech construction.
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> **Super Alloy New Z (200 MP, Discount for Mazinger J, Free for J Kaiser and Getter Ray Upgrade):** A superior version of Super Alloy Z used in the creation of the Great Mazinger and Venus A. It is four times stronger and lighter than the original Super Alloy
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> **Super Alloy Zα Upgrade (400 MP, Requires the Alloy Z Exterior, Discount for J Kaiser and Getter Ray Upgrade):** This is the metal that makes Mazinkaiser exterior. Somehow it is stronger than Super Alloy Z. This also due to the fact that it was constructed in zero gravity; and is able to survive a drop from a satellite. Mazinkaiser has been called “indestructible shield” because of it. Now your mech shall also have the same claim with this purchase.
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> **Regenerative Super Alloy Zα Upgrade (Requires Super Alloy Zα Upgrade and Getter Ray Upgrade):** The Getter Rays reacted strangely to the Super Alloy Zα metal. Now the Super Alloy Zα metal has the ability to regenerate damages that it has sustained.

Scrander (100 MP): Scranders are flying vehicles that attach themselves to robots to allow the robots to fly and/or unlock new abilities. While some are often a separated accessory such as the Jet Scrander, others can be piloted or remote controlled. Early Scranders were often armed with weapons or used as weapons themselves when separated from your mech.

> **God Scrander (100 MP, Requires Scrander):** Originally the severed arm of Zeus, it served as a powerful source of Photonic Energy. Juzo secretly modified it to be an attachment of your mech with the call "God Scrander!" causing it to unfold and attach itself to the back of your mech to give it bigger and stronger wings than the Jet Scrander. It also features a transformation that changes your mech into a forearm by making three fingers appear with your mech's arms

serving as the other two. The head and other features are folded inward to change it into a form similar to Zeus' fist, giving it a golden glow.

Spazers (100 MP): Spazers are a series of vehicles used by the pilots of Grendizer which link up to the title mecha to give it an advantage, depending on the environment. These play a similar role to the Scranders of the Mazinger robots. This purchase gives your mech access to all of them. There's quite a number of them for the specifics go here.

Rocket Punch (100 MP, Free for Mazinger J, J Kaiser, and Getter Ray Upgrade): Mazinger Z's signature move, firing its forearm through the air powered by rockets smashing everything in its path. Its direction can be controlled in flight to either return the fist to Mazinger, or do more damage through a rocket on its finger. Both fists can be launched either simultaneously, or individually as the pilot deems necessary. You can pay an additional 50 CP to add the following upgrades to the rocket punch that you can activate at will.

Iron Cutter: An improved Rocket Punch designed by Dr. Morimori in which the forearm deploys a pair of razor-sharp axe-like blades, allowing it to cut and slash as well as bludgeon.

Daisharin Rocket Punch: Your mech spins its arms rapidly and builds up momentum before firing off both fists in standard Rocket Punch fashion.

Reinforced Rocket Punch: Before firing your mech's fist becomes reinforced with stronger armor allowing for a more powerful blow.

Chain Rocket Punch: A Rocket Punch, albeit attached below your mech's elbow, via a chain.

Navel Missile (100 MP): Your mech mounts a missile launcher in its stomach.

Finger Missile (100 MP, Free for Mazinger J, J Kaiser, and Getter Ray Upgrade): This feature allows your mech to fire the last joint of its fingers as miniature missiles.

Photon Beam (200 MP): Your mech can fire photons in the form of a laser through its eyes. This move is not very strong, and is usually used to get enemies attention, getting them off the your mech, or take out projectiles. However J Kaiser's version of this move is more powerful that it can actually cause damage.

Anti-Gravity Storm (200 MP): A rainbow-colored beam of concentrated, anti-gravity energy which is fired from the red crest on the torso of the robot. It is capable of launching foes upwards by thousands of feet, or crushing them instantly through the intense forces of anti-gravity.

High-Voltage Current (200 MP): Your mech can discharge bolts of electricity.

Breast Fire (200 M, Discount Mazinger J, Free for J Kaiser and Getter Ray Upgrade): Firing an extremely intense beam of concentrated heat (30,000 degrees Celsius) from the chest heat sinks, your mech can literally melt/vaporize enemies. Its power can be focused for even more intense heat. Occasionally the paint job melts off from the heat.

Fire Blaster (100 MP, Requires Breast Fire, Discount for J Kaiser and Free for Getter Ray Upgrade): Your mech's chest fin is a heat sink for the Photonic Energy reactor and can release

this thermal energy as a devastating ranged attack. This attack can completely melt even enemies missed by many yards. It can even burn through Earth's core.

Breast Triggers (100 MP, Requires Breast Fire): A pair of hand-guns attached to the chest of the mech. It can shoot enemies at mid-range. Magazines come from the arms of the mech to put into the Breast Triggers. Bayonets are also attached to the guns to allow stabbing and slashing. They can be used as hand axes for close combat. The guns can also be combined into a battle axe with a long handle. When in full power, the Breast Triggers can shoot lasers instead of bullets.

Great Hurricane (200 MP, Discount for Mazinger J, J Kaiser and Getter Ray Upgrade): Your mech uses turbines to generate powerful wind attacks.

Rust Hurricane (100 MP, requires Great Hurricane): One of Mazinger's Z signature attacks similar to the Great Hurricane. However, the difference is that this is compressed air mixed with acid/corrosive material. When this combination is released (Normally propelled from the mouth of your mech), it will instantly corrode the metals enemy robots are made of. It can even corrode Super Alloy Z.

Rust Tornado (100 MP, requires Rust Hurricane): An improved version of Mazinger Z's Rust Hurricane, your mech fires a trio of high-power tornadoes from its mouth grill, releasing corrosive particles along with the powerful winds.

Drill Missile(100 MP): A barrage of small, needle-like missiles fired from ports in mech's upper arms. Useful if you used the Rocket Punch feature of your mech and still need something to utilize while you wait for the fired arms to return to you.

Reito Beam (100 MP, Free for Mazinger J, J Kaiser and Getter Ray Upgrade): Your mech unleashes a blast of intense cold of -180 degrees Celsius that is capable of freezing even flame.

Fire Abilities (100 MP): Your mech has furnaces that is built into your mech's body. With them your mech can use fire related attacks. This includes but not limited to fire punches, fire kicks, and a tackle with ignited arms.

Thunder Break (200 MP): Your mech' sends energy into the atmosphere stimulating the process that creates natural lightning. Your mech then calls the lightning down onto the antennae on its head and redirects the energy towards an enemy. It can also be used with bladed weapons as well.

Space Thunder (100 MP, Requires Thunder Break): Your Mech can release a burst of electric energy from the horns on its head. This attack can unleash up to 60,000 degrees worth of volts for up to 10 hours continuously, if you so wish. Like Thunder Break this can be channeled through a bladed weapon.

Thor Hammer Breaker (100 MP, Requires Thunder Break and Ganzanto): By using electricity in the clouds, the mech uses the Ganzanto to shoot a huge bolt of lightning at enemies.

Thunder Bolt Breaker (Requires Space Thunder, and Getter Rays Upgrade): Those electrical attacks are child's play when you have the Getter Rays. Lets take it a step further. For now, you

have **Thunder Bolt Breaker.** With it your mech can create a sphere made of pure electricity. Point at a target and fire the sphere as powerful beam.

Knee Impulse Kick (200 MP, Discount Mazinger J, J Kaiser and Getter Ray Upgrade): Your mech can sprout a spike from its knee, making its kick attacks more lethal.

Backspin kick (100 MP, Requires Knee Impulse Kick: Your mech can also sprout a curved blade on the front of its leg for stronger kicks.

Mazinger Blade (200 MP, Discount Mazinger J, J Kaiser and Getter Ray Upgrade): A sword that is equipped on the mech, typically hidden away within a secret compartment on the robot. It's made of the same Super Alloy Z so it can cut through nearly anything.

Kaiser Blade (100 MP, Requires Mazinger Blade): An upgraded version of the Mazinger Blade, though this is technically called Shoulder Slicers. Seeing there's a pair of them and they come out of the shoulders

Ganzanto (100 MP, Requires Kaiser Blade): WE ARE HELL! This Mazinger Blade is not a pair of short swords nor a single long sword but a Great Sword with shark teeth on it. And yes, while you can't hide it away but you can simply call it to you by using a rocket punch to grab from seemingly nowhere.

Final Kaiser Sword (100 MP, Requires Ganzanto): Now we're talking. This is a large sword emerges from Mazinkaiser's chest emblem. This weapon is part of Mazinkaiser's true power, unleashed when Kouji fought Baron Ashura's new body which was destroyed by one swing from this sword. So yeah, this thing is powerful.

Emperor Sword (Requires Final Kaiser Sword and Getter Rays Upgrade): Final Kaiser Blade? Its pretty good. But you want something better, don't you? Well, with the Getter Rays you can call forth **Emperor Sword.** This large claymore is twice as powerful as the Final Kaiser Sword and is charged with electricity.

OPM (200 MP): You're probably wondering what this is. Well, OPM stands for…Oppai Missile System? Yeah, it's literally missiles that are fired from the breast area of the robot (Specifically the 'female' robots). Besides missile attacks, there are also fans, liquid guns, and storage for melee weapons. There is a down side to this, purchasing this will make your mech look less intimidating as a result.

Psycho Gear (200 MP): If you happen to have psychic powers then this upgrade is for you. It can channel your psychic powers to enhance its physical attacks and create barriers. It also features a weapon that can change from a blaster to an energy blade and vice versa.

MAJIN POWER! (700 MP): WHAT?! Jumper are you sure you want to do this? Because this is dangerous! Okay what this does it give your Mecha the ability to become a literal 'Majin' that can wipe out humanity and all of existence. You mech can now repair itself instantly, evolve itself and other equipment that it uses, gives future prediction to its pilot and most scary of all 'Majin Change'. When Mech goes through the Majin Change it transforms into a more vicious and demonic looking state that is much stronger, tougher and faster; in addition, it will have access to much stronger versions of its normal attacks. Now normally this will put the pilot in a frenzied state. But seeing you're the jumper and you are willing to pay for this upgrade I can make an exception. But after using the Majin Change for

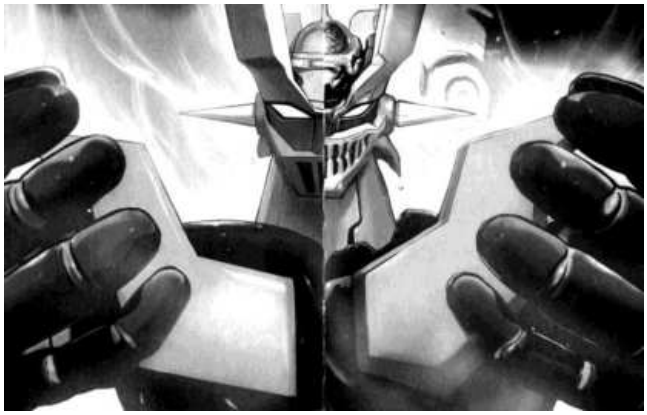
about an hour your mech will turn back to normal but you will be exhausted. In addition, your Mech will have sentient artificial intelligence. In which case it can somewhat operate on its own, but it needs you to use all of its functions. Should you be rendered unconscious while piloting it, it will take over until you wake up. But this is not on the same level as Mazinger Zero. To get to that level of power see the scenario below.

Companions:

Import/Create (-50 CP/-200 CP): You might need some help to survive this place so why not buy some! Spend some of that CP to get some companions to help you. Pay 50 CP to import or create a companion or pay 200 CP to import or create 8 companions. They get a background of their choice, 800 CP to spend on perks, and items; and 800 MP to spend on the Mech section. You can pay more to give your companions more CP.

Canon Character (100): You can NEVER have too many friends and chances are you are gonna make some while you're here. So why not use some of your CP to get some of the locals to join you on your journey.

Scenario



MAZINGER JUMPER VS MAZINGER ZERO! (Requires Mazinger J and "Majin Power"):

Mazinger Zero is an advance super robot created by a version of Dr. Juzo that is deranged and savage. Normally Koji will discover the true secret of the Photonic Energy in order to defeat it. But this isn't the case anymore Mazinger Zero seems to obtain some upgrades making much stronger than it should be. There is hope however; a version of Dr. Juzo knew that there would be an evil version of himself that would try to corrupt his greatest creation. So, he created another sentient robot for this exact reason. But this robot is special and Juzo knew that he needed a special individual to use it so he sent across dimensions in order to find the proper pilot. Now it has found said pilot: YOU! But it tells you that its real goal is to stop Mazinger Zero and the only way Mazinger J sees that happening, is to go through the entirety of the Mazinger franchise. You will be put through a large amount of battles. But as you do Mazinger J will begin to evolve and obtain upgraded versions of its current capabilities and even get new abilities and attacks. That being said Mazinger Zero and Dr. Hell are not gonna let that happen so easy. Dr. Hell might be joined by some enemies from your previous jumps to create more vicious and powerful Mechnical Beasts. By the time he and Kouji face off during the Mazinger Zero Timeline, He will have his own super robot: Death Emperorah. This maniacal mech was created with aid of your previous enemies and (If they have any) their mechs; creating what Dr. Hell believes to be the perfect counter to the Mazinger Army. Press on and beat this vile mech. Zero on the other hand will treat you with disregard at first. Viewing you as inconsequential but a time goes on, it will eventually feel offended by the existence of Mazinger J. In response he will manipulate the reality around you to hinder you. But if you are able to get to the showdown between Mazinger Zero and Great Mazinkaiser; Mazinger Zero will abandon its battle against Great Mazinkaiser and focuses on you. Now you face Zero and clearly you are out matched. But when all hope is lost a something will trigger with Mazinger J. Mazinger J will begin to evolve and gain the abilities of any other mechs and power armors you may own (Either by absorbing them or simply copying their functions through its evolution is up to you to decide); adding their capabilities to its own. That is not all, it will somehow be able to use the abilities of the previous Mazingers that you have encountered up to this point. When the process is done a voice is heard.

“Zero…meet your doom. MAZINGER JUMPER!!” Now the its even fight. Defeat this Demon and end this challenge!

Reward- Mazinger Jumper: This Mazinger was created to counter Zero and now it’s yours. If you have imported a mech into this jump and it is a part of a combining mech (like a megazord), then this power will extend to all part. If the other parts are mechs that belong to your companions’ mechs then those mechs will receive the upgrade as well. Anyways, Mazinger Jumper is capable of everything that the previous Mechs of Mazinger franchise can do. It also has copied the abilities of your mechs and power amors. But most impressively is that you mech can now enter its Majin state without any negative after effect towards you. In addition, its evolves as you get stronger gaining new abilities to compliment your own. Use it wisely jumper. Become God or Devil. The choice is yours.

Drawbacks

Comedic Sidekick (+100 CP): Now will take you serious anymore. During your stay people will undermine your skills and abilities.

Clumsy (+100 CP): You can't take three steps without tripping.

Bad with machines (+200 CP): Not so much as bad. More like you tend to press the wrong button a lot. I don't mean you press the self-destruct button or anything like that. More like, you try to activate the rocket punch but you activated the laser beams. Might be a bit troublesome but won't put you in extreme danger.

Out of shape (+200 CP): You're a bit unfit. You get exhausted easy and piloting can be very tiring for normal person. So expect to come out of a battle really, really drained and out of breath.

Dr. Hell Anger (+400 CP): Dr. Hell finds you presence an insult to him. Now he wants you to die. Considering that he makes the mechanical beast that Koji fights in the series he will be a tough adversary to deal with. Don't think that he is a push over if you fight him one on one. He was able to kill the president of the United States of America with his bare hands. Hope you know what you are doing jumper.

Enemy to Kuzo (+400 CP): I don't know how you did it but Koji hates you. This is the guy who pilots the Mazinger Robots. And you are now his enemy?! Heh, good luck. Even if you kill him, his friends will try to avenge him.

Getter Robo? (+600 CP): You know some people theorize that the events Getter Robo are taking place at the same time as Mazinger Z; parallel to each other. Well, they are no longer parallel to one another. In fact, they are happening in the same universe. Now Dr. Hell getting aid from the Dinosaur Empire. On the plus side Photonic Labs will be receiving aid from Saotome Institute. But still be on guard jumper.

Devil Man?!! (+600 CP): Normally this would be just a super robot genre jump but by taking this the events of Devil Man will occur. Devil Man Crybaby to be precise. Now you will have to contend with the likes of Lucifer and his forces invading. Stay strong Jumper

Super Robot Wars (+600 CP): Now the enemies from the super robot wars series (All Entries of the series) are now invading the world. Prepare for much more grandiose battles, a wide array of heroes and tough adversaries. This will affect the "MAZINGER JUMPER VS MAZINGER ZERO!" Scenario. Death Emperorah will be using data and schematics based on the mechs and enemies that are present in that setting. Upside this also help with Mazinger J's evolution.

> **INSANITY Robot Wars (+200 CP):** What the previous option is too easy??? Well try this on for size! Any series that was released between 1973 and 2013 that features Mechs in anyway is now going to be a part of this setting. This is not limited to anime. Cartoons, Video Games, Comics, Literature, and so on. So yes, expect to see Ultraman, Godzilla, Sentai and Power Rangers getting involved in this jump. This will affect the "MAZINGER JUMPER VS MAZINGER ZERO!" Scenario.

Ending:

Go Home

Stay Here

Next Jump

Notes:

Sonic Cody12

Mazinger Jumper is identified as being the son of Mazinger Z and Minerva X. Juzo used the data he amassed about Mazinger and then had Minerva added some of her personality matrix systems to it. At one point of the fight Jumper will address Zero as Father.