

Mario Hoops 3-On-3/Sports Mix Jump

Version 1.0 by Tri-Sevon

Well, you're either here by accident, purpose, or some other reason. Thankfully, you've arrived in the Kingdoms that Mario and Co. inhabit. And it seems that everyone is spending this chunk of time devoted to various sports competitions.

The biggest one during all of this seems to be Basketball, but in due time, Dodgeball, Volleyball, and Hockey will be joining the rounds being played around the stadiums across the lands.

That also said, there seems to be something new flying around in the skies during this time. Probably nothing to worry about. Anyway, here are **1000 Sport Points** to spend for your time here if you want to have fun or win some trophies.

Stadiums & Arenas (Locations)

These are a selection of various locations around this setting you find yourself in.
And in case you wish, you can roll some dice to determine where you start instead.
Take your time to pick where you wish to arrive.

Mushroom Tournament (Hoops)
Stadium Choices:
-Mario Stadium
-Koopa Beach
-Peach Field
-Sunset Beach

Mushroom Cup (Sports Mix)
Stadium Choices:
-Mario Stadium
-Koopa Troopa Beach
-Peach's Castle

Flower Tournament (Hoops)
Stadium Choices:
-DK Cruiser
-Luigi Mansion
-Daisy Garden
-Malboro Garden

Flower Cup (Sports Mix)
Stadium Choices:
-DK Dock
-Luigi Mansion
-Daisy Garden

Star Tournament (Hoops)
Stadium Choices:

-Wario Factory
-Jr. Street
-Bowser Castle
-Glare Desert

Star Cup (Sports Mix)
Stadium Choices:
-Wario Factory
-Bowser Castle
-Star Ship

Rainbow Tournament (Hoops)
Stadium Choices:
-Sherbet Land
-Bloocheep Ocean
-Pirate Ship
-Rainbow Ship

Free Pick
Includes other Stadiums:
-Western Junction
-Toad Park
-Waluigi Pinball
-Jr. Boulevard
-Ghoulish Galleon

Other
In case you rather be there in the lands outside of the stadiums or somewhere more specific in the Mario World, this is your option.

Playstyle Focus (Backgrounds)

Given the multitude of participants, you are allowed to determine the background of who you are if you wish to do so. This does include age and other personal details, if you wish to influence what exactly they may be outside of the competitions around here.

(You can also use dice to roll up whatever age you end up at as well.)

All-Arounder/Balanced
Like the tin can says, nothing is too high or too low. The nice middle ground to be adaptive to any game and any role needed in it. And their special shots are practical as well.

Technical
These are the ones that have good aiming with their shots and are perhaps not that weak in enough areas to find the weak points in others. That said, do expect them to either have lower power or speed to compensate (but to not to the extent as others).

Their special shots are a lot more gimmicky, shorter, or still possible to disrupt.

Speedy
The fastest ones in any game, but with their own share of downsides. While they got the speed, their aim, power and other factors may be far weaker. That said, sometimes you need the speed to avoid all of the hazards and items heading your way.

Powerful
Among the slowest, but also the ones with the best offensive game. In terms of stealing the ball/puck, these are the ones to rely on. And their aim ain’t that bad either. Their special shots also really sell their power as well, when that comes into play.

Tricky

The oddballs that are true specialists. And even if they aren't that, they still have their own special little tricks up their sleeve. Of note, a certain floating figure counts as one of these, as do most of the other flying/hovering players out there.

Sports Card (Origins/Species)

Mario World: Human
Well, this is a given. But still an option. Much like Mario, Luigi, Peach, Daisy, Wario, and Waluigi, you're human enough to be considered as such. And even then, all of them have their own quirks, personalities, strengths, and weaknesses.

So don't count yourself out when you're facing off against the other Mushroom Kingdom and Bowser Kingdom players out there.

Mario World: Kingdom Resident
**Runs the gambit from Toads, Yoshis, Birdos, Koopas (and associate Baddies), and even the Kongs.*

Of course, why not be something else if you got the option. Want to be a Koopa? Go ahead. Want to be a Kong (even if the DK Crew aren't normally in the Mushroom Kingdom), go ahead.

That said, do be aware that players from all around can and will find the weaknesses you have if you got any in a competition or game.

Fantasy World: Human
**For those wanting to be of the following Classes: Ninja, White Mage, Black Mage*

In case you aren't aware, the strangers from elsewhere are perhaps familiar to those of Final Fantasies. While under the assumption of the three well-known figures being human…

…Don’t assume them to be unremarkable. Lest their mystical and magical skills trip you up. Or perhaps those skills are something you’d wish to explore making use out of.

Fantasy World: Other

**For those wanting to be a Moogle, Cactuar, and Slime.*

Of course, the strangers from another world aren’t the only beings to be found waiting in the sidelines. There have also been sightings of a flying winged creature, one made of green plant and spikes, and one sporting an infectious grin with a slimy body.

Wildcard

In case the options up are too limited for you, you can instead use this to be something that isn’t available from either set of worlds if they ain’t on the list up above. And yes, this does technically mean you can pull from Dragon Quest as well.

Special Tricks (Perks)

*You gain **2 Game Tokens** as Freebies for any of your purchases here. And in case you wish to go for an alternative option, forgoing the freebies will allow you to get a stipend of 300 SP to use.*

General Section (All Sports)

Sport Talent [Free-100]

While anyone can play games like these, it is a different matter in HOW well you can play them. This is a means to prove the ‘how’ in your case by giving you all of the knowledge needed for rules, terms, and even a few techniques in normal games of Basketball, Volleyball, Dodgeball, and Hockey.

Do keep in mind, however, that the games being played around the Mushroom Kingdom are not exactly normal…

Oh, and for **100 SP**, you get to keep all of these skills and practical sport knowledge across the new worlds and settings outside of this one.

Coin To Point [Free-100]
In the case for Basketball, Hockey, and Volleyball, you get a special rule to use where any of the gold coins (or equivalents) will now count towards adding to your score. This has a special condition where it'll either be up to 100 or 10 'Coins' depending on the game being played.

In the case of Dodgeball, each coin adds extra damage to knock out your opponents out of the game (and its limit is at 10). And yes, for **100 SP**, you can now have a special power where this can be imposed onto any game you host or make if you wish in the new destinations past this world.

Fantastical Anti-Harm [Free-200]
With the sheer amount of hazards, both in terms of items and environmental factors in the various stadiums, it is frankly absurd how no one gets permanently injured.

Thankfully, during your time here as long as you participate in these games and tournaments, the worst that can happen is feeling a small bit of pain and ego bruising.

As for the effect, you can spend **200 SP** to bring along this special quality in the form of a usable power to designate an area where no one can get during a game no matter how outrageous it may get.

Special Shot [Free-200]
No matter the game, you'll find that you now have two methods (under special circumstances*) to make a showy and powerful technique related to something special about you. If that ends up being elemental, technological, or some other strange thing, the better.

However, for a big note. These special moves cannot offer a perfect undeniable means to score/win. Either it can be stopped, blocked, or outright inerted with either really solid environmental hazards or stronger items to do the job.

Mutually Exclusive Perks

Ninjutsu [400, Can't Use Game Token]
While not as flashy as others, this skillset of the Fantasy Job is nothing to slouch about. While this would allow even a completely inexperienced individual to be able to eventually become a virtuoso of various weapons, throwing techniques, and other more mystical means…

…What it gives now is the balanced set of talents as seen by the lone figure in red that arrived into these tournaments if one would wish to make use of such during a game.

Dark Magic [400, Can't Use Game Token]
Destructive power is certainly a desire many would have. And while this skillset of the Fantasy Job is quite potent in manipulating various elements in combat for extremely well-practiced practitioners…

…Your journey will have to start from the beginning. At least with this, you do have access to some of the talents as seen by the tricky and mysterious figure roaming around the courts. Oh, and you can also make sure to obscure your face and voice if you would wish with this. After all, do you really want to take away from the nice hat you got?

Light Magic [400, Can't Use Game Token]
Magic is perhaps more useful to help others, rather than pure destructive purposes. That is why you picked this, right? Either way, this skillset of the Fantasy Job is focused on helping, supporting, and healing others.

And while the most prestigious users are able to heal wounds and revive those who perished…You will have a long time to get there. But fret not, as you will at least be

able to replicate the feats of the robed individual for being the best technical team player. Well, if you wish to put your game plan on that play…

Thousand Needles [400, Can't Use Game Token]
A very elusive figure was seen running around the area…One that did look like they were vaguely human sized. That said, the green fellow wasn't really there for any purpose like perhaps some others.

Anyway, while this is not a standard skillset, it is perhaps a unique one. The main draw is the use of needles as offensive and defensive means, even with being able to shoot so many of them at once.

However, you will only be starting from the lowest level of these creatures, with a few 'gifts'. One being the use of a stunning version of 'Thousand Needles' and a speedy style to use in any games you wish to play.

Basketball Section

Dribble And Move [100]
Dribbling is how one will move across the court, but just doing that won't be viable out here in these games. Instead, you will get some help in the form of Quick-Dashes and Turns.

Quick-Dashes are small dashes that can allow you to skirt around the area while protecting the ball from getting stolen, while Turns allow you to do directed 90 or 180 degree turns to trick and outflank aggressive opponents.

Strike Steal/Jump Steal [100]
When trying to nab the basketball, having a quick and easy means to steal it would be quite handy. And with this, you can now channel your energy into a trio of three 'steal strikes' that glow green…

…Hitting the ball while doing this will allow you to steal it and also dislodge some coins that the opposing team may be carrying.

And as a bonus, you also get an aerial version of this strike that can also double as a sort of ‘Anti-Shot’ for a lobbed basketball or to disrupt someone trying to slam dunk into the hoop.

Ground Pound Steal [200]
Nothing like the classics. While it can be like the ones that Mario and Co. perform (and with their little flourishes), you can instead opt to use something like a form of energy to do the job. Do keep in mind however, the visuals of the energy (no matter how intense) will only inflict as much harm as a ‘Ground Pound’ would do and in dislodging the basketball.

Defense Barrier [200]
A special technique that projects a blue-square barrier that can help stop opposing players from advancing and also block any short-steps to swing around them. Even more interesting is that this can be guided around to lean more in a cardinal direction or at any angle.

This can also be performed in the air, helping to give you more aerial blocking if need be. This barrier will also change over time to a red color, allowing for a heavy strike steal that will knock an opponent down as you steal the ball.

For note, however…Different player types (Balance, Tricky, Speedy, and Powerful) all have different time limits till the red coloration kicks in for a heavy steal.

Dodgeball Section

Coordinated Passes [100]
Given these are team based games, this simple addition would be key to have. In essence, it helps one keep track of others on your side, but also to be able to perform strong multi-team passes and strategies…

…And also gain a stronger insight in reading the other team as well, even if they are a rather odd makeup of players.

Timed Aim [200]
With how much space there is on a Dodgeball court, having a key sense of aim is a massive boon. In fact, you have a sense for when you are in the right position in relation to a specific target to then launch a truly fast and powerful shot.

Even better, is that if you rely on either of your play-styles, you can tweak your aim to amplify more power, curve, or velocity as well…

Evasive Maneuvers [200]
The offensive game is one thing, but so is the defensive game. If you can't dodge, then you may as well be a sitting duck.

This gives a boost to your reaction speed, but also helps you create a means to escape, even if it is something as bizarre as Luigi firing himself from standstill like a green missile. But who knows…Perhaps with enough practice, you could find ways to steal the ball as well…or use it to save a teammate.

Volleyball Section

Jump Power [100]
While having the ability of high jumps is nothing to write home about in the Mushroom Kingdom, what this focuses on is a bit different.

In short, you can use the height of your jumps to add to the reach of your shots, spikes, and passes with an object. And best of all, you won't tire easily across an entire game with the amount of air time you'll be getting.

Recovery Action [200]
Sometimes, diving for the ball is not going to be enough. So this is a means to help you out. While you can still dive, this instead allows you to make use of a talent or factor about yourself to help recover a speeding projectile from hitting the ground.

If it is a mushroom, magical circle, or something else…Then this is what you want to use. That said, there is a noticeable cooldown for using this…

Aerial Spike [200]
One odd method that may come in a game of Volleyball is spiking the ball back onto the opposite court as it goes over the net. This, like the one above, allows for a special move of sorts to do this sort of spiking.

If timed well, you can slam the ball back in an area they can reach or even react to in time. If not, it may slow down and tumble around in a way that may be still useful.

Hockey Section

Blade & Wheel [100]
The games played on this sport actually envelop two different types, as in ones made on icy ground requiring ice skates, while others would require rollerblades. With this, you can easily switch from blade to wheel and also know how to effectively skate around in all directions with enough grace and form.

Also, help with checking others as well if you got a good balance as well.

Charge Strike [200]
The puck (even in the shape of a coin) is meant to be sliding around the court, so why not be able to send it flying when it needs to? With this, you can now channel more power into your hockey stick to send the puck flying (as said earlier), but also now aim with how it curves…

…And who knows, maybe with enough power on the swing, it'll skirt around the goalie or smack into them to knock them out for a few seconds. And don't worry, the Shy Guys won't be pained after the game is over.

Clash Maker [200]

Clashing is a descriptor for the fights that arise when contesting to steal the puck during the game. And for you, you seem to know the means to get it to happen when it is needed.

In short, you can effectively create a clash that can lock you and an opponent away, while allowing for your and their teammates to join in to distract and drag them in. And even better, is that if you can play your cards right, you can smack them all away and get a strong opening to advance or land a shot into the goal.

Athlete Gear & Trinkets (Items)

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc. Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Games Mix Collection [Free]
An entire set of handhelds and consoles to let you play all existing ports of Mario Hoops 3-On-3 and Mario Sports Mix. It also comes with all of the controller devices needed, alongside any hardware to play them on TVs, big screens, or anything else out there.

In case any get lost or broken, you'll find a new set in your Warehouse or equivalent ready to go.

Masterclass OSTs [Free]
This is a special set of collected music. In essence, you have the soundtracks to both games as they were originally made, but also the remixed/orchestrated versions they made of said music. And the best part of all is that they come in all forms of audio formats. Even the elusive vinyl albums if you wish.

Traffic Cones [100]
A special set of restocking giant road cones from Toad Park. These things can be placed around on a game field to act as breakable barriers (or an improv goalie in Hockey) if you want to have such things.

Also, any broken or still functioning road cone will clean up very easily and be easy for transporting around if need be.

Freezie [100]
This chunk of ice with a face on it is an item you can have, which when thrown…will slide and bounce around walls and the environment like a green shell. But rather than knock someone off their feet, this one will freeze them in place for a few seconds.

Fuse Bomb [100]
An odd item, since it isn't actually a Bomb-Omb. Instead, it is a metallic explosive bomb that can be used to cause a showy concussive blast to knock others around, if timed and aimed carefully.

Treasure & Mimic Chest [100-200]
A special undersea treasure chest that when thrown around, can break open to reveal red coins to add on to your coin supply. What is special about this one is that you will get a fresh one back in your inventory after the game is over.

Alternatively, you can get a similar but slightly discolored one that actually acts as a bouncing homing item towards the ball or puck's position. And while it moves, it bears spiked teeth…perhaps akin to a certain infamous haunted piano as it moves.

It will also respawn after the game is over, like its more benign counterpart.

Fantasy Bomb [200]
Now this is…weird. This is an explosive creature that ain't a Bomb-Omb. Instead, it seems to be a small floating spherical bundle of fire energy. In fact, this thing will

float around once deployed…setting fire to any who touch it till it ends up exploding some time later in a fire-heavy blast.

Thwomp [200]
A stone-like creature that will spawn out of a thrown item box and temporarily hinder any caught under it, either by crushing or pinning them in place till they disappear.

Also, any Thwomps that hang around after the game may invite you to a Backroom Ball event they may be holding, if you play your cards right.

Blue Shells [300]
A bit of a misnomer, since this isn't just only what one may think of. While there is the infamous Blue (Spiny) Shell here, an additional normal 'Blue Koopa' shell is here.

As for the former, this is an item that can and will home onto the main object in the game and cause a big blue explosion when it impacts with the object or a person carrying/transporting it. This will also be among the few options to easily disrupt a Special Shot in progress, assuming you still have time left.

As for the latter, this is actually a special 'Training Blue Shell' that can let you practice having to outrun or dodge the resulting shell chasing you…And in case you want, also help with avoiding the exploding blast. (Don't worry, this explosion is harmless and more like blue transparent energy to replicate the feats.)

Pinball Court [300]
A themed court based on the very unique inversion to the famous Green Plumber that can play everything except Basketball by default.

Set alongside a technical marvel with lights, speakers, and other bits of tech in the style of under the glass in a pinball table…This place just reeks of an odd style. And yes, this comes with a free custom Mecha-Robot… if you wish to have it be the one to send out the giant pinballs to spread chaos in the area.

Slot Street/Boulevard [300-400]

A themed court originally based on the designs of the son of the infamous Koopa King. A very glitzy place that can play any game except Dodgeball by default.

There's two versions of this special court, the 'Street' which is on top of a building with a blimp flying around, turning all Item Panels into purple coins to fund the slots along the court.

Another has a 'Boulevard' that replaces the slots with a LED Court with special zones to *add*, *subtract,* or *multiply* the scores being made. Though there are also rumors of an elusive period of time for making really big scoring games…

So make good use of these courts, unless you feel like hosting a rather glitzy party as well with all of the sights around for you and your friends.

Airship & Starship [300-500]
One of these is an Airship, but not the one you may be thinking of. Instead of an Airship used by Bowser, this is an entirely different one from perhaps a different world altogether.

Thankfully, this flying ship also can easily double as a high-altitude and thematically interesting Basketball court to play on. However, it can also be modified and aesthetically redesigned as you see fit.

In case you wish to have more, for an additional **100,** you can instead upgrade to a 'Starship'. One that can easily go further up into the sky beyond the clouds and horizon. And even better, this one can be easily configured to allow for more sports games to be played, like Volleyball, Dodgeball, and Hockey. Even better, it can also dispense colorful crystals to act as substitutes for coins.

*(If you want both, your purchase will add to an additional **100**…)*





Teammates and Opponents (Companions)

Companions can purchase Perks and Items.

Multi-Team Import [200-300]

You can bring along 8 companions for 200 SP. They will each individually get 600 SP to spend for themselves or instead receive 2 Game Tokens for use in getting Perks.

If you wish to bring in more than just 8, you can spend an additional 100 SP to bring in as many as you want.

Opponent Meeting [100]
If there is anyone you meet on your travels, this allows you to bring them along as long as you can convince them to join you. If they end up saying no at the end, you will be refunded for the SP you spent.

Invincible Ninja [200]
Despite their association, they aren't actually invincible. But then again, in terms of sports games…They may as well hold some serious claim to their name.

While their attire is all blue-ish in color (mostly), the fact their ninja attire is perfect for the delicate balance between their power, speed, and technique is perhaps the best boon for them. And as for you, never can go wrong with having them on your side.

After all, who doesn't want a 'Ninja' as a friend to fight in combat with AND play either Basketball or other things?

Light Mage [200]
A different sort of teammate to have possibly around. While known as a 'White Mage', this individual in white and blue colors of their robes has enough experience and wisdom to know that their talents with their connection to magic is useful if applied elsewhere…

…And while they may be more technically savvy in various sports, compared to raw speed and power…Their defensive magic gives them a leg up in their own way among the games in the Mushroom Kingdom. Oh, and don't assume they can't be aggressive. After all, a blast of Holy Light still stings, no matter who gets hit by it out in these parts.

Abracadabra Mage [200]

This mysterious figure has their face obscured in shadow, but they seem even odder than that. Their style is off from others in the different world they hail from, but it is still rather fitting for the intrigue.

While primarily in an outfit of red, especially with their big hat…This person is also a ‘Black Mage’, which is a very powerful sort of mage. But much like the other ‘Mage’ out there, their skill in playing the games out in the Kingdom is nothing to look down upon.

Their staff also counts as viable substitutes for some equipment, while also being a focal point for their magic. So best watch out for any fire, lightning, or even the power of Meteoric Might…

Metallic Slimeball [200]
Odd. This gooey fellow seems to be a bit of a goofball, given how it hops around everywhere with that smile on its face. But don’t be fooled for thinking this is a garden-variety slimeball.

This metallic colored Slime knows how to play all of the games being played these days and doesn't even need any sports equipment. As in, its slimy body can smack around Volleyballs and Pucks, while having enough dexterity for throwing and dunking Dodgeballs and Basketballs.

And even outside of playing games, it knows a thing or two about being able to make frizzy fire appear out of thin air.

Mini-Malboro [300]
A special monster from an entirely different world. And while this is a Malboro, this isn’t of the size and stature you may be expecting. Instead, this is a Mini-Malboro that will grow up to be one in the upcoming years of its life.

For now, this Mini one is friendly to you and your friends (if you got any), while also slowly developing its skills in learning its signature ‘Bad Breath’ attack. It also looks oddly charming with a nice hat on it as well.

Chaotic Factors (Drawbacks)

Take as many as you want. Just be mindful that you don't overwhelm yourself.

Tournament Pass [+0]
In case you don't want to be here for long, you can use this to make it where you can leave after completing a single tournament. Alternatively, this can be used to change things around where you can mix the time spent here dealing with more normal adventures around the lands if you wish.

Loose Wallet [+100]
You will end up losing more coins than is normal, if they got lost via steal strikes, hazards, or items smacking into you.

Item Attracter [+200]
A slight homing aspect now exists with any enemy items being thrown out around the court, if applicable. Meaning you best be on your toes to really dodge them. And if they already homing capabilities, then expect them to be noticeably faster instead.

Additional Conditions [+300-400]
Instead of just simple games where you would win to the max number of sets per game, you find that there are now 'modified conditions' impacting the games, such as everyone starting out with 10 coins per round or items being bigger or smaller.

For an additional **100**, you end up getting more lopsided conditions favoring the opposite team a lot more often. Though victory will always be in your grasp, as long as you play well.

Adaptive Competition [+400-500]
You'll find that during your time here, that the teams you'll be facing against will gradually become more and more competitive, to the point that you'll have to perhaps compete to just get into a tournament at all.

And with said competitiveness, their skills will rise accordingly to a challenge that will leave any beginners or trailing performers out in the dust. If you wish to go even further for an additional **100,** you'll find that the opposing teams will be pushing their skills further to rival professionals…

…That, and perhaps there will be even more newcomers and rising stars joining than the usuals and regulars out in these lands.

Duo Behemoth [+500]
Well, now things have gotten interesting. In the midst of everything, there are now two Behemoths roaming around the Mushroom Kingdom. With them not necessarily being out for you…

…But rather everyone else, especially the Final Fantasy Trio. And if they go down, well…You'll be next. So think about taking care of this soon, perhaps?

Sport Lock [+600]
You have no access to any outside Perks, Gear/Equipment, or your Warehouse. Anything you get from here will be all you get, outside of any companions you bring in/along (if applicable). Good Luck!

Special Challenge (Scenario)



Bahamut

To go over things, the means to start this is technically simple. You just have to compete in about 3 tournaments (like say, the Mushroom, Flower, Star, and Rainbow Tournaments), with each trophy carrying a fragment of a special crystal.

Once you have enough for three crystals, you will find that the trophies will float in the air and have their crystals merge into an even larger crystal. This ‘Super Crystal’ will then transport you and your team in the middle of a seemingly barren land in the middle of some cosmic dimension.

Normally, this would have resulted in fighting the beasts known as Behemoths in due time when arriving in this dimension. However, instead you will be fighting a much more dangerous adversary when they arrive…

…The one known as Bahamut. Compared to the ground based Behemoths, this Draconic Entity is perhaps going to be a real challenge.

Right away, Bahamut will take to the sky to keep out of the way for anyone trying to melee him up close. And even then, his claws, tail, and wings will make sure to slash and swipe at anyone trying it whenever he is stuck on the ground.

While in the air, said wings can also deflect or slam down any Volley Passes or ill-timed thrown Dodgeball throws. And with the movement available to the Dragon, the battlefield available for you will be perhaps more of a blessing and hindrance at times.

And of course, with this being Bahamut…There is still Megaflare to worry about. The Dragon will have a visible countdown to when this powerful spell will be unleashed. If not stopped by either doing enough damage or canceling his focus…

…Well, good luck escaping the resulting display. Thankfully, when it is in the midst of final casting, Bahamut will be forced to stay still in the air and with landing some 'Special Shots', the Dragon will have to be forced to land to complete the casting, allowing for chances to get a barrage in before Bahamut takes to the skies again.

(You do have till the end of your time here to defeat Bahamut, but be warned. The more losses you have against the entity, the more powerful it becomes from each 'Super Crystal' used to challenge it again.)

Reward

For defeating Bahamut, you get a set of rewards for the trouble and tribulations you underwent. As for the first one, you will have the special **Companion** designated as ***Mix Bahamut***. This may or may not be the same Bahamut you defeated earlier, but this one will be joining you in your future travels.

However, not as a Summon as you may think or would learn to expect. Instead, this Bahamut will act as perhaps a challenging means to test your mettle as it will grow in power alongside you and your Companions. You will never be at risk of meeting your

end while in the midst of the tribalation against this version of Bahamut in the special dimension that will be holding it.

Another reward to mention, however, is perhaps a strange one. While this is yet one more Companion…

…It takes the form of a much smaller Bahamut. To designate it, this is the ***Sports Bahamut***, acting more akin to the strangers and creatures from the world of Final Fantasy. This Bahamut is not much for fighting at heart, but one more befitting competition against allies and rivals. And as such will use its Powerful form and style to achieve its victory.

And as your last reward, you have gained the original power of the broken crystal found in the Mushroom Kingdom. In essence, this power grants you and two others the abilities seen in the Behemoth Fights. Such as summoning the hockey sticks of light as melee weapons and having small meteors to use as conduits for charging power for Dunks, Passes, and Dodgeball Shots. So take your power of the ***Mix Crystal*** with you as you see fit…



Post-Tournament Paths

You have a path to travel going forward…

Onward To A New Fantasy

With your time here done with your wins and/or losses, it is time to see what else is out there…

Defending Champion

Perhaps you can find that your time here was rather worth it. And even better, you have more than just one world to visit if the strangers and creatures from the other worlds were any indication.

The Final Game

With the games over for now, perhaps it would be best to head on out back home. So make sure to work out with whoever you got with ya before you head off…

Change Log

Version 0

-Doc Created

Version 1.0

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Credit Section:

-**SoftAnon**

-**William_Jumper**

--Bahamut Scenario