
MARIO GOLF
SUPER RUSH
マリオゴルフ スーパーラッシュ

Mario Golf Super Rush

A Jumpchain CYOA by WoL_Anon

Ver. 1.4

Fore! Welcome to the world of Mario, Jumper. Recently, Mario and the gang have taken to playing golf. In fact, just about everyone has gotten into the swing of things, whether they are rookies just starting out at Bonny Greens, or seasoned pros playing Battle Golf in front of packed crowds.

You arrive in this world as the Mii Player first meets the other rookies. You will be staying here for the next six months, when this golf fad will finally die down.

You have 1000 choice points (cp) to spend.

-Age and Gender-

You may choose any age you would like for free, as long as it makes sense and does not provide you with any additional advantages you have not purchased.

Your gender remains the same, but you can pay 50cp to change it if you wish.

-Species-

There is a good selection of species to choose from, hopefully you can find something to suit your tastes. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will.

[Free] Human

You are an ordinary human. If you prefer, you may instead be the same variety of "human" as Mario or Luigi.

[Free] Mii

Largely resembling humans, Miis have slightly larger heads and smaller bodies. Occasionally a Mii will possess a truly bizarre face.

[Free] Koopa Troopa

You are a Koopa Troopa. These turtle-like humanoids are commonly found in the service of Bowser, though at this time many can be found as golf instructors. Koopa Troopas possess a protective shell. Typically, this is green, but you are free to choose any colour you like for it when purchasing this species. You are capable of ducking inside your shell, and spinning rapidly in order to travel quickly.

[Free] Shy Guy

You are a Shy Guy, a small humanoid creature. You possess a white mask, as well as a set of robes in the colour of your choice. What lies beneath the mask is unknown, with some speculating that the mask is in fact the true face of the Shy Guy.

[Free] Toad

You are a Toad, or Toadette if you prefer, a small humanoid species common to the Mushroom Kingdom. Your mushroom-like head comes in a colour of your preference.

[100cp] Ninji

You are a Ninji, a short, star-shaped creature. You appear to be wearing a black ninja costume, though there is some debate as to whether the outfit is in fact part of your body. Regardless, two large red buttons adorn your chest. Of the species playing golf in this world, you are among the fastest, giving you an advantage in Speed Golf.

[200cp] Chargin' Chuck

A strange variant of Koopa, Chargin' Chucks are bulkier than their counterparts. Their large body affords significant strength, which is sure to be a boon when driving. They also possess two spiky tufts of blue hair. You'll rarely see this though, as Chargin' Chucks typically wear American Football-style helmets and shoulder pads.

While this equipment is not part of your physiology, you will nonetheless receive a set of it upon purchase of this species. Should it be lost or destroyed, a replacement set will appear on your body after a period of 24 hours. Should you not be in your Chargin' Chuck form, whether via shapeshifting or alt-form switching, the football wear will instead appear the next time you return to your Chargin' Chuck form, after a period of at least 24 hours has passed since you lost it.

[200cp] Kong

You are a Kong, an anthropomorphic primate. Your large body affords significant strength, which is sure to be a boon when driving.

Kong actually refers to the species, not the family, but if you chose to take a background in this world, you may choose to be a member of the Kong family if you wish.

[200cp] Wiggler

You are a Wiggler, a strange caterpillar-like creature. A white flower grows from your head. You possess eight 'legs'; the back six are outfitted with small boots, but the front two instead have white gloves, and by standing up a bit you will be able to use them properly as hands. Your large body affords significant strength, which is sure to be a boon when driving.

Wigglers are usually yellow, but become red and enter a berserk state when enraged. In this state you are slightly more powerful, but it can be harder for you to control your behaviour. Fortunately, you will retain the sense necessary to play golf even when you enter this enraged state.

[200cp] Yoshi

You are a Yoshi, an omnivorous dinosaur of the colour of your choosing. You are capable of long, floaty jumps. You can extend your tongue out a long distance very quickly, allowing you to grab enemies and pull them into your mouth. You are able to almost instantly produce hollow eggs containing something you have just swallowed, and you can swallow pretty much anything whole. You are slightly faster than most of the species playing here, giving you an edge when it comes to Speed Golf.

[300cp] Boo

You are a spherical white ghost referred to as a Boo. As an undead, you no longer need to eat, drink, or breathe. King Boo himself claims that Boos cannot be truly killed. Whether or not this is true, having your body dispersed or destroyed will count as death for the purposes of chain failure.

As a Boo, you can move around by flying. You are able to become both invisible and intangible, though unfortunately it seems these powers are against the rules this time around.

Being a Boo isn't without any downsides; you are incredibly lightweight, making it easy for you to be knocked around or sucked into a vacuum cleaner if you aren't careful.

[300cp] Giant Bob-omb

Bob-ombs are living bombs, with short stubby feet. You are a unique variant of this species. Unlike most Bob-ombs, you lack a winding key coming out of your back, and instead possess arms. You are also much larger than most Bob-ombs, comparable in size to Bowser. Your large body affords significant strength, which is sure to be a boon when driving.

At will, you can choose to self-destruct. Once the process has begun, you will detonate after a few moments, and will be unable to cancel this action in the meantime. Exploding in this manner is safe for you, merely knocking you out for a few minutes. Your explosion travels a few meters in all directions from your body. Whilst the destructive capability of your explosion is strangely low, it possesses high 'launch power', capable of sending those nearby flying away at high speed. Unfortunately, sufficient agitation to your body can set off the explosion against your wishes. Getting hit by a golf ball from a stray shot would be enough to trigger this.

Finally, if you wish, you may possess a large, stylish moustache rivalling King Bob-omb's.

[400cp/300cp] Giant Koopa

You are giant Koopa, somewhere between a dragon and a giant turtle. You are comparable in size to Bowser. You have sharp claws and fangs, horns adorn your head, and you have a protective shell with spikes growing out of it. You are capable of ducking inside your shell, and spinning rapidly in order to travel quickly. Your large body affords significant strength, which is sure to be a boon when driving. You can also breathe fire at your foes.

If you wish, you may instead pay only 300cp for this species. Should you do so, you are but a child, approximately the same age as Bowser Jr. (you can no longer choose your age; it is chosen for you). You have not yet learned how to breathe fire, and you are much smaller and weaker than a full-grown adult. If you choose to take this option, as well as a background in this world, you may choose to be a sibling of Bowser Jr. if you wish, making you a child of Bowser. You will not grow into an adult during this jump. Post-jump, you may fully mature.

[Free] Import

None of these options appeal to you? If you've already been to a Mario jump, you may elect to carry through the species choice in that jump to this one.

-Background-

You may choose to Drop In to the setting with no memories or history in this world. Alternatively, you may design a background in this world, based on what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made.

If you took the Jumper History toggle, you may use your actions in other jumps you are applying to this one to help determine your background.

-Location-

Roll 1d8, or pay 50cp to choose.

[1] Rookie Course

A basic course perfect for beginners.

[2] Bonny Greens

A classic course featuring rolling hills and beautiful scenery.

[3] Ridgerock Lake

A windy course featuring steep cliffs and a majestic lake. The tornadoes can give lift to both balls and golfers.

[4] Balmy Dunes

A desert course featuring sandy dunes and rocky mountains. If you get stuck in quicksand, you can escape by jumping.

[5] Wildweather Woods

A woodsy course prone to heavy rain and storms. Don't swing too hard if a thundercloud is overhead.

[6] Bowser Highlands

A hazardous course designed by Bowser to challenge Mario. Beware of baddies, including Whomps and Thwomps!

[7] Super Golf Stadium

This massive stadium is host to two special variations of the sport: Battle Golf and Target Golf. It is reserved for those with a Platinum Badge.

[8] Free Choice

Lucky you! You may choose to begin in any of the above seven locations for free.

-Perks-

You may choose 2 100cp perks, 2 200cp perks, 2 400cp perks, and 1 600cp perk to be discounted. Discounted 100cp perks are free, and all other discounts are 50% off. For perks you may purchase multiple times, any discount applied only counts for the first purchase.

[Free] Basic Golf Ability

Dismiss any notion of golf not being a sport for athletes, it's certainly not the case here. This perk will give you what you need to join in the fun.

You know your way around a set of golf clubs. You can competently perform tee shots, drives, approach shots, and putts. You also know how to put a bit of spin on the ball, which will affect a ball's run. Topspin causes the ball to push further forward. Backspin will cause the ball to stop with little movement after it lands. Super Backspin will even cause a ball to travel backwards after it lands.

You also have a minimum amount of physical fitness and conditioning if you lacked it prior, ensuring you can maintain a comfortable jog on even the longest of holes in this world.

[100cp] Gorgeous Golfer

Want to be a Beautiful Girl like Pauline? This perk might be what you are looking for. Upon purchase, decide whether you receive a boost in either your natural masculine or feminine appeal.

You may purchase this perk twice in order to receive both effects. How these options interact with each other is up to you.

[100cp] Nice Shot!

From now on, you have access to two special effects which you can apply when hitting a golf ball. The first is a small burst of confetti that goes off when you perform a shot with perfect form. This may help beginners get a feel for their swing. The second effect is a trail of colour following behind your ball, showing both its flight path and run along the ground. This is sure to be a help in Speed Golf, where getting to your ball quickly is essential. You can choose which colour trails behind your ball, and you can change this choice at any time. Both effects will dissipate after a short amount of time, and you can choose whether these effects are visible to those around you, or just to yourself. Putting does not activate either effect.

Post-jump, you will be able to apply these effects to other types of balls, and hits from things other than golf clubs, allowing these effects to be utilised in other sports.

[100cp] Quick Draw

Speed is the name of the game around these parts, and with this you'll be able to golf even faster. You are now able to retrieve a golf club from a nearby golf bag, put it away, or switch between golf clubs almost instantly. While equipping or putting away objects of similar size won't be nearly this

fast with this perk alone, you will nonetheless be able to do so noticeably quicker than you could before.

[100cp] Righty-Lefty

You no longer have a "dominant" hand, and will be able to control any of your hands with the same degree of dexterity that was previously reserved for your dominant hand. This allows you to change your stance, which might give you an edge when undertaking certain shots on inclines.

[200cp] Advanced Shots

You have picked up a few additional golf shots. Whilst these will not always be required in day-to-day play, you may find opportunities for them to give you a large advantage over the competition.

The first of these is the Stinger Shot. This shot keeps low to the ground, and can even get a ball to skip across bodies of water. You will be able to skip a ball for about 200m before it sinks. You will have the easiest time performing this shot with a 3 Wood, but with time and effort you may be able to achieve similar results with other clubs.

The second of these is the Lob Shot. This shot goes high, and can be useful clearing an obstacle or getting out of a bunker. You will have the easiest time performing this shot with a specialty Lob Wedge, but with time and effort you may be able to achieve similar results with other clubs.

The last of these is the Super Lob Shot. This shot goes even higher than a normal Lob Shot, at the cost of covering less ground. This shot is best saved for specific obstacles or deep bunkers. As with the Lob Shot, you will have the easiest time performing this shot with a specialty Lob Wedge, but with time and effort you may be able to achieve similar results with other clubs.

[200cp] Curve Shot Champ

The things you can get a ball to do mid-flight are astonishing. When performing a shot, you can choose to apply curve to the ball's flight path. You can curve the ball left, right, high, or low, with a minor to moderate effect. Such curve can be utilised to avoid obstacles or hazards. What's more, you can apply this effect up to four time in a single flight. This could be used to drastically shift the ball in one direction, or even to make it 'zig-zag' back and forth. Naturally, you cannot apply curve in this manner to your putts.

While this talent is initially limited to your golf shots, you may learn to apply similar effects to objects you hit away with time and practice.

[200cp] Shot Prediction

A novice golfer may have some difficulties aiming their shot correctly. Fortunately, this perk provides various aids to assist you.

To start with, you have access to two different visual aids that you can make appear as you attempt to hit the ball. The first is a prediction line. This dotted, transparent line travels away from you at a

height and direction based off of your stance, the club you are using, and the power which you intend to hit the ball with. This line will not appear when putting, and does not account for wind or any spin you might apply to the ball. The second is a square grid that appears on the ground around you. Small pulses of light will travel down any inclines along these lines, allowing you to easily recognise any nearby slopes. This may help plan your shot, and is particularly valuable when putting – greens are often not nearly as flat as they may first appear. Both of these visual aids can only be seen by you, and only appear when you would like them to.

In addition to these aids, your predictive ability has improved in various ways. You will be extremely accurate in judging both the speed and direction of the wind. You also have a great sense for how any wind, or spin or curve you apply to the ball, will affect the carry and run of your shots.

While most of these effects are designed to solely apply to golf, you may learn to create similar effects for other activities with time and practice.

[200cp] Overhead View

By focusing for a moment, your vision will zoom out and above you, providing a birds-eye view of you and your surroundings. This new perspective provides a new way to plan your shots, as well as other opportunities. You can return to your regular vision at will.

Should you also possess the Shot Prediction perk, you will be able to see the prediction line in this view as well. The total length will appear as a line with a dot at the end, and you will be able to distinguish between the predicted carry and the predicted run.

[400cp] You're Special!

It wouldn't be sports in the Mario world without some kind of over-the-top antics, and now you possess a couple of special techniques to join in the fun.

The first of the two, the Special Shot, requires you to tap into a unique reserve of energy uninspiringly called… energy. It can be best understood as a 'meter'; using the Special Shot requires the meter to be filled, and consumes the whole meter. This meter will fill gradually over time, but there are two additional ways to speed it along. Each time you complete a hole within the context of a game of golf, the meter will fill by 30%. As this must be part of a game, simply taking the ball out and knocking it in repeatedly will have no effect. The other way is to collect forms of currency. The amount of energy gained depends on the value of the currency; as an example, coins from the Mushroom Kingdom tend to fill the meter between 1-3%. Using a piece of currency in this manner will consume it; fortunately, this will only occur when you mean it to. Taking damage may cause you to lose some of your energy, it spilling out in all directions as Mario-style coins.

Your Special Shot is able to travel a bit further than you would normally be able to hit a ball, and is able to produce an additional effect, such as summoning a thundercloud that interferes with golfers in a specific area, or transforms other balls into harder to hit objects until they have been hit again. It can also blast other balls away a small distance. Different Special Shots travel in different ways, some stay low like a stinger shot, some go high and crash into the ground, others skip oddly along the ground. Your Special Shot could even be something truly bizarre, such as picking the ball up and throwing it instead. You are free to design the specifics of your Special Shot, as long as it remains in line with the Special Shots canonically demonstrated in Mario Golf Super Rush.

There is one other quality consistent across Special Shots. By manually electing to do so, you can imbue your Special Shot with some destructive power, allowing it to destroy small boulders. This only applies when you specifically mean it to, allowing your Special Shot to be safely used in regular golf play without fear of damaging the course.

The second technique is the Special Dash. Unlike the Special Shot, this draws from your usual stamina reserve. When using your Special Dash, you will move quickly forward and become more resilient, allowing you to easily knock other golfers out of the way. Should you approach another golfer's ball while using your Special Dash, it will automatically be knocked away a short distance. The exact movement during a Special Dash varies golfer from to golfer, and you are free to design the specifics of your Special Dash, as long as it remains in line with the Special Dashes canonically demonstrated in Mario Golf Super Rush.

Interference with other golfers or their balls via a Special Shot or Special Dash is considered entirely legal in this world. In future worlds, your Special Shot and Special Dash will continue to be considered entirely legal in any golf you are a part of, including the interference aspects of both.

[400cp] Way of the Duff

The Duff Shot. For most, such a shot is considered a mistake and usually results in mishitting the ball. You however, have learned how to employ it in another way, to great effect.

By hitting the ground with your club mid-swing, you are able to perform a Duff Shot (occasionally referred to as a Blast Shot). With correct timing, you will be able to reflect projectiles with a Duff Shot, without any damage being caused to your club. Whilst there is no true cap on the level of projectile you can reflect with this, the ability requires precise timing, which only becomes more precise as the speed or the power of the projectile is increased. An ordinary human could nonetheless use this to reflect large fireballs, such as the ones fired by the Sacred Flamebeast.

[400cp] Like A Vending Machine

The high-level golfers in this world are able to consume coins in order to fuel their best shots. You have learned to apply this feat more broadly.

By sacrificing currency in your possession, you are able to refill any forms of energy reserves that are not currently completely full. This can be an ordinary reserve of stamina, or something more esoteric or otherworldly. Should you possess multiple forms or reserves of energy, you will have to pay separately for each you wish to restore. Naturally, the more money you are sacrificing, the greater the effect.

Once the currency has been sacrificed, there is no way to reverse the process, so be careful not to overdo it. Fortunately, you will only ever sacrifice money in this manner when you mean to, so there's no risk of accidentally burning through your savings.

[400cp] Jumper The "Hero"

It seems the world is out to see the best in you, despite any ill-intentions you may have.

For starters, any incidental 'knock-on' effects of your actions will generate a positive reputation as if they were something you deliberately set out to do. Did you happen to defeat a tyrant in the process of setting up a death trap for your hated rival? Then expect to be heralded as a hero by the locals, even if they should know that you couldn't care less about their lives.

Additionally, those you have won over, intentionally or not, will be quick to ignore or excuse your less noble behaviour, under one of two conditions. The first is that this poor behaviour does not directly impact on them or those they have close relationships with. For example, even if you have attempted to kidnap a princess many times in the past, that village you saved may be removed enough that they simply don't care about it. The other condition would be that your poor behaviour is less significant than your good deeds. So, were you to depose a tyrant only to rule in his place, as long as the citizens are treated slightly better than they were previously, they will look upon you as favourably as if you had selflessly freed them from their oppression.

[600cp] Weather Wizard

You have gained control over one of three elements. Like Bowser, you could wield the Power of Flames. Like the Snow King, you could control blizzards. Or, like the statue known as the Legendary Hero, you could summon thunderstorms.

First, you will be able to summon a large ball of your chosen element. This is either a fireball, a snowball, or a ball of electricity. It is relatively easy for you to use this effect, though repeated use will exhaust you for a time.

Additionally, you can use your power to greatly affect the local area. Those with the Power of Flames could raise the temperature of the nearby area enough to melt ice and snow, and could even turn a single mountain into a volcano. Those with the Snow King's ice powers could cause the nearby area to snow, and could even freeze over a village if they wished. Finally, those with the Legendary Hero's lightning could cause the area to experience constant rain and thunderstorms. Your ability to affect the local area extends to about the size of a town or a small forest.

While the ability to affect an area does not exhaust you, nor does it require your active attention, there are a few limitations. First, whilst you are not required to remain within the designated area constantly, leaving it for longer than a few weeks will cause the effect to subside. Second, the effect requires you to remain conscious. Should you sleep, or otherwise lose consciousness, for a period of 24 hours, the effect will subside. Lastly, you may only apply this effect over a single area at a time. Attempting to apply it to a second area will cause the first effect to subside.

You may purchase this perk up to three times in order to receive each effect. Additional purchases will not allow you to apply your power to multiple areas; they simply provide you with more options.

[600cp] Their Minds Were Not Difficult To Crack

By channelling your energy into others nearby, you are able to take control of their bodies and read their thoughts. While there is not a limit on the number of people you can take over at once, maintaining a hold over someone in this way is quite exhausting to you. Those with strong wills can

resist this power; conversely, those with weak wills are easier to maintain control over. For a person with an 'ordinary' will, you could maintain control of them for roughly 15 minutes.

When your control runs out, the target will regain their senses. However, they will typically be somewhat dazed, and they will not remember any actions they took whilst you had control over them.

-Items-

You may choose 1 50cp or 100cp item, 1 200cp item, 1 400cp item, and 1 600cp item to be discounted. Discounted 50cp or 100cp items are free, and all other discounts are 50% off. You may purchase items multiple times, but any discount only applies to the first purchase. Free items are the exception to this; you may only get 1 of each. Discounts do not stack.

Should you already possess any similar items to the ones you purchase here, you may import these items, giving them any advantages the purchases they are imported into offer, unless the item in question states otherwise.

[Free] Golf Outfit

A set of stylish golf attire, just for you. If you have some kind of "signature outfit", this attire will take inspiration from it in terms of colour and design. Your golf attire is self-cleaning and self-repairing, ensuring you will always have it available when you want to get in some golf. You could even wear it your entire stay in this world, if that appealed to you.

Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[Free] Your Clubs

This is a standard collection of 'starter clubs', appropriately sized for your use, and in a colour of your choice. It contains a Driver, 3 Wood, 5 Wood, 7 Wood, 9 Wood, 3 Hybrid, 4 Hybrid, 5 Hybrid, 6 Hybrid, 3 Iron, 4 Iron, 5 Iron, 6 Iron, 7 Iron, 8 Iron, 9 Iron, Pitching Wedge, Approach Wedge, Sand Wedge, and a Putter. It comes with a golf bag capable of holding all of these clubs.

Note that a maximum of 14 clubs can be used at a time. Additionally, in Speed Golf or other forms of golf without the use of carts, a 'half set' of 7 clubs is often employed to reduce the weight a golfer has to carry around during play, though this is a common practice rather than a hard rule.

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[Free/50cp/100cp] Golfwatch

A special smartwatch employed by the golfers in this world. It provides a map of the local area. It displays your current golf rank along with the wearer's statistics, including maximum projected drive distance and various approximations of stamina, speed, control over shots, and spin that can be

applied to shots. It includes a golf guide that explains both rules and terminology. It can send and receive calls. As one might expect, it can also tell the time.

During your stay in this world, your golfwatch can be used as a means of identification, and it will be able to automatically record and upload your scores on any officially recognised golf course. It includes a Platinum Badge rank, ensuring that you are free to go where you like and play in any golf events you come across. If you took the 'Mii Jumper' toggle, this is instead a Steel Badge, and you will have to work your way up to Platinum over the course of your adventure.

Additionally, for 50cp (undiscounted), you can upgrade your golfwatch with one of the three options below. Alternatively, for 100cp (undiscounted), you can upgrade your golfwatch with all three of the options below.

First, is the Adventure Diary upgrade. With this upgrade, any time an important moment occurs in your life whilst you are wearing the watch, an image will be added to the Adventure Diary. This image is as if a high-quality photograph was taken by a third party, at just the right moment during the event. Along with the picture, is a small description of the event. These pictures can also easily be copied over to other devices capable of storing images.

Second, is the Range Finder upgrade. With this upgrade, simply aim the sensor on the watch at a target, and the watch will tell you how far away the target is from in, in your preferred unit of measurement. Measuring distance in this manner is prohibited in official tournaments in this world, but it can be a helpful tool when learning the ropes, and you may find uses for this outside of golf as well.

Third, is the Elevation Finder upgrade. With this upgrade, simply aim the sensor at a target. The watch will then display the change in elevation between your feet (or your ball if you are positioned to take a shot), and the target. By directing the sensor up an incline, the watch can even graph out elevation changes along a slope. Measuring elevation in this manner is prohibited in official tournaments in this world, but it can be a helpful tool when learning the ropes, and you may find uses for this outside of golf as well.

Should your golfwatch be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Mario Golf Super Rush Game Bundle

After some casual fun? Want to get a good look at the courses that can found in these parts? This bundle contains:

- A 2021-era television.
- A Nintendo Switch, with Joy Cons, dock, and all needed cables.
- A Nintendo Switch Pro Controller.
- An additional three controllers, in any combination of paired Joy Cons or Nintendo Switch Pro Controller.
- Either a physical or digital copy of Mario Golf Super Rush.
- Access to all Mario Golf Super Rush bonus content, including limited time alternate costumes.
- A lifetime membership to Nintendo Switch Online.

Should any of these be lost or destroyed, a replacement will appear in your Warehouse 24 hours later. Any saves made on the Nintendo Switch will automatically be backed up on Jump-chan's special cloud server, ensuring your save data is never lost. You will also be able to play online in any world with an internet connection, even ones where Nintendo does not exist. Who exactly are you playing with, anyway?

[50cp] Lob Wedge

This is a standard Lob Wedge golf club, appropriately sized for your use, and in a colour of your choice. Lob Wedges are quite scarce in these parts, the ones that do exist tend to be hoarded by an eccentric Koopa Troopa.

Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Medal Case

This small display case is designed to neatly display up to five medals. While it is empty now, it won't be if you start racking up accomplishments.

For the duration of your time in the jump, each time you accomplish something major, the display case will gain a new medal, featuring a design based on the nature of your accomplishment. Winning a major golf tournament, or mastering a new skill or talent are examples of a feat that would earn you a new medal. The medal case will stop gaining new medals once it houses five.

In each future jump you visit, you will receive a brand-new display case, ready to receive new medals. Post-chain, you will receive a new case every ten years. You will also receive a large crate. This crate can store any number of the medal cases received via this item, without becoming any heavier, and you will always be able to pull out the medal case you mean to. Strangely, the crate will refuse to store any other item, even when empty.

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Royal Crown

A small crown, befitting royalty. It has the unusual property of remaining fixed to the wearer's head unless the wearer intends to take it off. It is also lightweight, allowing the wearer to move freely without being weighed down or unbalanced by the crown. In combination, these qualities allow it to be worn whilst you play sports, without having to pay it any mind.

Should the crown be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Gimmick Club

This special golf club, of a type of your choice, confers some minor effect or benefit, typically to balls that it hits. For example, it could be a Driver that applies some kind of guaranteed curve to your shots. It could be a Hybrid that ignores the effect a particular type of terrain, such as ice, typically has on a ball. It could even be an Iron that does not attract lightning to it, making it safe to use under

thunderclouds. Whatever your choice, the club looks a bit strange, borrowing some aesthetic cue from an element of the Mario universe, like a distinctive item or creature type.

Regardless of your choices here, your gimmick club will always be considered legal in any type of golf you participate in.

Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Golf Ball Supply

You have an infinite supply of golf balls, each marked with a distinctive 'M'. I wonder what it means? In any case, you will always be able to produce these, no matter how improbable that might be. With these, you will be able to get in some practice at almost any time. Of course, you could always just throw them at people, if you were so inclined.

[200cp] Special Attire

This is a special set of golf attire. Like the Golf Outfit item, it is self-cleaning and self-repairing, ensuring you will always have it available when you want to get in some golf. What sets it apart, is that it confers two additional minor effects on the wearer, chosen upon purchase of this item.

The golf shoes are designed to reduce speed loss over a specific type of terrain, whether that be rough, inclines, bunkers, snow, or something entirely different. This is particularly useful when playing Speed Golf, or similar variations of the sport.

The rest of the outfit, when worn as a set, confers some additional benefit to the wearer. It could be reducing the stamina costs of dashing or Special Dashes, a minor level of protection from damage, reducing the rate at which you dehydrate, or something entirely different.

While you don't have to use the examples above, nor do you have to choose effects shown in Mario Golf Super Rush, you must choose effects that are within the same scope of those demonstrated by the alternate Mii attire in Mario Golf Super Rush. In this and future worlds, your special attire will always be considered legal in any type of golf you participate in.

Should your special attire be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Lightning Orbs

You have a box of lightning orbs. These balls of electrical energy, about the size of a golf ball, can be safely handled and hit with a golf club. Should one be hit into the air and come back down to the ground, it will explode shortly after landing. This explosion releases electrical energy about 10 metres in all directions. Whilst the damage from these is not particularly high, the ability to fire off electrical pulses at a distance may be appealing to those looking to weaponize their golf skills.

The box never seems to run out of lightning orbs, no matter how many you use, and you'll always be able to find it nearby when you want it, no matter how improbable that might be. The lightning orbs cannot be activated whilst still in the box.

[400cp] Super Star Club Set

This is a special collection of golf clubs, reserved for the elite, the best of the best. You won't find better clubs here than these. They are appropriately sized for your use, and in a colour of your choice.

This collection contains a Driver, 3 Wood, 5 Wood, 7 Wood, 9 Wood, 3 Hybrid, 4 Hybrid, 5 Hybrid, 6 Hybrid, 3 Iron, 4 Iron, 5 Iron, 6 Iron, 7 Iron, 8 Iron, 9 Iron, Pitching Wedge, Approach Wedge, Sand Wedge, and a Putter. If you also purchased a Lob Wedge, then this collection additionally includes a Super Star level Lob Wedge. Naturally, this collection comes with a golf bag capable of holding all of these clubs.

These clubs drastically improve your golf performance compared to standard clubs. As an example, with the Super Star level Driver, you will be able to drive as much as 25% further than you would ordinarily be able to. At any level of skill, the Super Star club set is sure to improve your game. In this and future worlds, your Super Star Set will always be considered legal in any type of golf you participate in.

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[400cp] Clubhouse

This large building contains various amenities, which are primarily geared towards making you some money. It is staffed by Toads. In future worlds, their odd appearance will go unnoticed by others unless you specifically bring it to their attention.

Heading left from the entrance, you will find a Pro Shop. This shop sells various golfing equipment. Most of it is of a standard make and quality, though rarely it may stock a special club or set of attire, along the lines of the Gimmick Club or Special Attire items, though with a random appropriate effect and lacking any respawn clause. It will never stock Super Star level equipment. If you like, you may ask the Toads to put aside any non-standard gear, either for you to take, or simply to keep it out of the hands of others. Straight ahead from the entrance is a large locker area. These lockers can be rented out, or kept for your personal use. To the right is a small café. The selection here is about what you would expect from a high-quality café, though some of the menu items take aesthetic cues from the Mario universe. On a second floor is an upscale manager's office. Beyond general upkeep, it is rarely used, freeing it up for any use you might have for such a room.

The upkeep and running of these facilities are taken care of with no need for intervention on your part, with the stock seemingly materializing out of thin air. Even if you choose to keep these facilities to yourself, it will not cost you a thing.

In future worlds, you may choose for it to be attached to your Warehouse via a special gateway, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like. Naturally, if it is not placed out in the world, it will unlikely to make you any money.

Should the stadium be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse via a special gateway.

Additionally, a special offer exists for those who also purchase the Jumper Golf Stadium or Jumper Greens item, allowing you to combine your Clubhouse with one of them. For Jumper Greens, the Clubhouse is combed with the registrations building, and the manager's office will feature a nice view of your course. For Jumper Golf Stadium, the facilities will be split up and placed around the stadium as appropriate, with the manager's office becoming a skybox with a wonderful view of the action. Combining in this manner will override the placement and respawn rules of this item; it now follows the rules of the item it has become a part of.

[600cp] Jumper Golf Stadium

Congratulations, you are now the owner of your very own Battle Golf stadium! This stadium boasts a large capacity, giant television screens, and a small army of Mario world natives (primarily Toads and Koopas), which take on every role from ground maintenance to concession stand worker. These helpers are followers, but will not be able to leave the stadium. In future worlds, their odd appearance will go unnoticed by others unless you specifically bring it to their attention.

This stadium features a large, artificial golf course, which can quickly be transitioned between several different configurations. This allows for Battle Golf that favours strategy, Battle Golf that favours technique, as well as Target Golf. Transitioning between courses only takes a few minutes of prep work, and can be done as often as you like without risk of damage to the grounds.

To spice things up, you are free to allow your courses to be outfitted with various hazards. These hazards will never be lethal, causing minor injuries at most. As long as you remain within the scope of the stadiums shown in Mario Golf Super Rush, you are free to determine the specifics of this. You can even use different hazards for different configurations. Should you employ living hazards, such as Chain Chomps, note that they will be unable to leave the confines of the stadium. In future worlds, the odd appearance of your hazards will go unnoticed by others unless you specifically bring it to their attention, and their inclusion will not impact any tournament legality your stadium may possess.

In future worlds, you may choose for it to be attached to your Warehouse via a special gateway, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like. Should you choose to place it out in a world where golf is an established sport, and you allow others to come and play here, Battle Golf and Target Golf will quickly become accepted and popular variations of the sport.

Should the stadium be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse via a special gateway.

[600cp] Jumper Greens

You are now in possession of your very own, 18-hole golf course. The course is maintained by a small force of Toads, allowing you to use it at your leisure. In future worlds, their odd appearance will go unnoticed by others unless you specifically bring it to their attention.

You are free to design the specifics of your course, as long as it is in line with the courses featured in Mario Golf Super Rush (with the exception of New Donk City – while making your course an urban environment is okay, an actual functioning city is beyond the scope of this item). You can even

include various hazards in your course if you like. These hazards will never be lethal, causing minor injuries at most. As long as you remain within the scope of the stadiums shown in Mario Golf Super Rush, you are free to determine the specifics of this. Should you employ living hazards, such as Ty-foos, note that they will be unable to leave the confines of the course. In future worlds, the odd appearance of your hazards will go unnoticed by others unless you specifically bring it to their attention, and their inclusion will not impact any tournament legality your course may possess.

In addition to a small building that takes registration for the course, this item comes with a small fleet of golf carts, which are used and maintained by the Toads in the course of their duties, but can also be rented to those who visit your course if you allow it.

In future worlds, you may choose for it to be attached to your Warehouse via a special gateway, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like. By placing it out in a world where golf is an established sport, allowing others to come and play here, and encouraging (or instructing the Toads to encourage) them to try Speed Golf and/or XC Golf, those variants will quickly become accepted and popular variations of the sport.

Should the course be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse via a special gateway.

[600cp] Jumper Sword

This blade, which comes in a design of your choosing, performs no better as a melee weapon than any other ordinary sword. However, what makes it special is that is in fact an extension of yourself. This allows it to provide several advantages.

First, you gain a level of awareness around the sword, which allows you to see and hear what is going on, even if you are half a world away. You are also able to communicate with others who keep your sword in their possession, coming off to them as a disembodied voice.

Second, you are able to grant the use of some or all of your powers to those who wield the sword. Using these powers exhausts the wielder, rather than yourself, which can limit which powers that they are able to use in practice. An ordinary human would not be able to use a power on a greater scale than summoning a thundercloud; they simply lack the resources to do so. You always maintain complete control over which of your powers the wielder can draw upon.

Lastly, should you possess the ‘Their Minds Were Not Difficult To Crack’ perk, being in close proximity to the sword is just as valid as being close to your body proper, allowing you to take control of beings quite a distance away from you.

Should the sword ever be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

-Companions-

[50cp per.] Import

You may pay 50cp to import a companion you already have. They get 600cp each, to spend on a species, perks, and items, and are entitled to the same freebies and discounts as you. They may not purchase companions. Like you, they may Drop In, or have a background which matches their purchases.

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive 600cp to spend on perks, items, and their species. They may not purchase companions. Their appearance, personality, and history are up to you, provided you do not grant them anything not reflected in their purchases. By default, they are absolutely loyal to you, but you may forgo this if you wish.

[50cp per.] Recruit

For 50cp each, you may take any named character appearing in Mario Golf Super Rush along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a 'slot', so you can ask around and find another character to journey with if you would like.

[Free] Toad Commentator

This suited Toad can't get enough of golf, but he is also happy to follow you around and provide commentary to any sports or competitions you involve yourself in. He is very enthusiastic, able to provide energy to completely one-sided affairs. He does not take up an active companion slot, unless imported as a companion in a future jump.

-Drawbacks-

You may gain up to **600cp** in drawbacks, but may take as many drawbacks as you like.

[0cp] Jumper History

Have you been to the Mario universe before? Well with this toggle, you can import the events of any previous Mario jumps you would like to, smoothing out any inconsistencies between them in a manner of your preference. Attempts to use this toggle to interact with prior versions of either yourself or companions will fail however.

[0cp] Select a Mii

Cannot be taken with Mii Jumper.

The name, gender, and general appearance of the Mii Player are not quite set in stone. Using this toggle, you may freely decide these for yourself, though it will not have an impact on the Mii Player's personality and general behaviour.

[0cp] Mii Jumper

Requires the You're Special!, and Way of the Duff perks. Cannot be taken with Select a Mii.

Up for an Adventure? With this toggle, you will be replacing the Mii Player, and your starting location is overridden to the rookie house at Bonny Greens. As a rookie golfer, the perks and items you purchase will not be given to you right away. Instead, you will acquire them as you make your way around the land. You do not have to be a Mii to take this toggle.

[0cp] Full Stay

Six months not enough golf for you? Taking this toggle will extend your stay in this world up to a full ten years. It will also ensure that golf does not go out of fashion amongst the natives as well.

[+100cp] Okay!

For the duration of the jump, you will be stuck with an obnoxious, high-pitched voice. Attempts to alter the sound of your voice will fail. Try not to annoy too many people, Jumper.

[+100cp] You Brought A ROOKIE?!

Wow, people can't help but look down on you. Expect to be mocked, overlooked, and ignored by those around you. Fortunately, any companions or followers you bring into this jump with you will treat you normally. Unfortunately, this mistreatment never seems to work in your favour either; they might call you a rookie, but they won't go easy on you. What's everybody's problem, anyway?

[+200cp] Ghostly Golf Nightmares

Like Boo, you suffer from terrifying golf-related nightmares. You will experience fitful, restless sleep every time you go to bed, and you will wake up disoriented and scared. Hopefully this does not take too much enjoyment out of your stay here.

[+200cp] Handicapped

We can't have you stomping those rookies too badly, Jumper. To make it a bit more balanced, you will have to play under special handicap rules for the duration of the jump. Should you play against those of a lesser golf rank than you, you will be able to use one less club for each rank of difference

between you and the golfer with the lowest rank that you are playing alongside. To ensure that you actually experience some form of penalty in Speed Golf, in any form of golf where a half set is typically employed you will be limited to a maximum of seven clubs. This is before any handicap is applied, and will be enforced even when you are playing others of the same or superior rank. Though it would be unlikely to occur anyway, this drawback will never force you to use less than 2 clubs. But hey, it's all for the sake of fairness, right?

[+300cp] Hazardous Hazards

The hazards in this world can be disruptive, maybe even painful, but they are ultimately non-lethal. Not anymore. Now, being hit by a fireball could burn you alive, and being struck by lightning could be instant death. Strangely, this only applies to you, so expect to get some odd looks if you start talking about the dangers of playing golf.

[+300cp] Weak to Weather

You are extremely susceptible to the effects of the weather in this world. In mild areas, such as Bonny Greens, or very hot areas, such as Balmy Dunes, you will dehydrate much faster than normal, needing at least twice the amount of water that a normal human would require. In competitions such as Speed Golf at Balmy Dunes, which limit the amount of water you have access to, you will have to play very quickly or risk disqualification (or worse).

In areas with frequent rain, such as Wildweather Woods, or cold environments, such as Mount Snow, you will notice your body temperature dropping much quicker than usual. Again, you will have to play quickly, or risk serious health problems.

-Ending-

You have reached the end of your stay here. All of your drawbacks are hereby revoked. Any background memories you have acquired no longer have any influence over your behaviour.

Choose one of the following three options:

Continue Game: You choose to remain in this world. Your chain ends here. You may decide whether the golf obsession remains in effect indefinitely, or whether this world reverts to its usual cycles. You can alternate the world between either state whenever you like.

Next Game: You choose to continue your chain. Proceed to the next jump.

Quit Game: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

On differences between ordinary golf and the golf here:

There are a few differences between the golf you might be used to, and the golf here.

The first is that there are many different types of golf played here. The main ones are listed below, but it should be noted that within all of these types of golf, there are variations that are more or less common in different areas.

The second is that in addition to traditional courses, golf here regularly takes place on unusual courses. These often have hazards that interfere with the usual golf play, such as the Whomps and Thwomps at Bowser Highlands. Occasionally, these hazards provide new opportunities to a golfer, such as the tornadoes at Ridgerock Lake, which can provide additional elevation to a ball, or help golfers move around the course.

Finally, enforcement of the usual rules can be lax in places compared to the golf you may know. In Speed Golf, golfers can interfere with each other to a limited degree as they run between shots. Additionally, the use of Special Shots and Special Dashes allow interference with not just other golfers, but can also knock their balls off-course, or apply odd effects that make them harder to hit.

Types of Golf

Standard Golf

This is the form of golf most similar to the golf you may know. Sometimes golfers take turns, other turns all play at once. The winner is the one who took the fewest strokes to finish every hole.

Speed Golf

This variation of golf is a race. Each golfer will start each hole at the same time. Each stroke adds 30 seconds to the time the golfer took to get to the hole. The winner is the one who took the least amount of time overall at the end of all holes. The use of carts is forbidden; instead, the golfer must run to their ball to take the next shot. As a response to this, golfers often utilise ‘half sets’ – that is limit themselves to only 7 clubs – in order to reduce the weight they must carry with them. A typical beginner’s half set consists of a Driver, 3 Wood, 3 Hybrid, 6 Iron, 9 Iron, Sand Wedge, and Putter.

Battle Golf

Held at Super Golf Stadium, golfers play on a course of nine holes, and all play at the same time. The holes may be aimed for in any order, but once a golfer has claimed a hole, it will not count for any other. The first to three holes wins. As with Speed Golf, carts are not allowed, and the golfer must run to their ball to hit it again. Additionally, the stadium has various hazards and events which are designed to interfere with the golfers and cause chaos.

Cross-Country (XC) Golf

Primarily played at Ridgerock Lake. In this variation of golf, the objective is to get your ball in all holes under a certain number of strokes. However, each time you complete a hole, you must tee off not far from that hole, making it essential to properly plan your path around the course. Additionally, there is a two-minute time limit to take each shot, and carts are not used. There is a stroke penalty each time you miss this time limit. As a result, this variation is played in a similar manner to Speed Golf, and half sets are typically used.

Target Golf

Also held at Super Golf Stadium. This is a test of precision, as each golfer takes turns hitting their ball into a target area. Points are awarded based on accuracy, and the winner is the one with the most points after all golfers have taken five shots each.

So, what exactly happens here, anyway?

The Mii Player is introduced to the other new rookie golfers, Chargin' Chuck, Toadette, and Boo, as well as 'camp house mama' Birdo.

The next morning the new class of rookies attend the welcome ceremony outside the Bonny Greens Clubhouse. They each receive a golfwatch from the Head Coach. As a rookie, they begin at the Steel Badge rank. The Mii Player sees the Caddie Master and receives their first set of clubs. The Caddie Master explains that they won't be using a golf cart, and suggests the use of a half set to reduce the weight that has to be carried around during play.

The Mii Player takes some lessons in the Practice Area, before trying the Rookie Course. After passing some tests for the Head Coach, the Mii Player becomes eligible for the Qualifying Round at the Bonny Greens course. The Mii Player, along with the other new rookies, pass the Qualifying Round, allowing them to participate in the Bonny Greens Open beginning the next day.

The Open begins. The first day is an elimination round. Higher ranked players, including Donkey Kong, are participating. The handicap for them is additional limits on the number of clubs they can carry with them. The second day is the final round. The Mii Player places in the top three, earning them a Chrome Badge ranking. Their Special Dash also improves.

The Mii Player heads to Ridgerock Lake, where they meet up with Chargin' Chuck. Apparently, a storm the other day has done a bit of damage to the course, rendering it unsuitable for play. Fortunately, another form of golf is played at Ridgerock Lake, and this is still available. This is Cross-Country Golf, called XC Golf for short. After some XC Golf, the Mii Player is informed by Toad that the Golf Association has agreed that XC Golf will be used for the Ridgerock Lake Badge Qualifiers. The Mii Player participates and performs well, earning themselves the Bronze Badge rank.

Unfortunately, the road is still out. In the meantime, Toad suggests that the Mii Player visit Master Stinger to get some additional golf lessons. Master Stinger teaches the Mii Player the Stinger Shot, allowing them to skip a ball along the water's surface. He also teaches the Mii Player the fundamentals of energy, and how to perform a Special Shot.

With the road fixed, the Mii Player heads to Balmy Dunes. Bronze Badge golfers are not qualified to play Standard Golf here, but can play Speed Golf. The Speed Golf here is played under slightly

different rules. Each golfer is given a supply of water to combat the heat, and must complete their holes before they run out of it. After some Speed Golf, the Mii Player tries to register for play on the Back 9, but finds that there is flooding past the 14th hole rendering play impossible. The Mii Player goes through the holes that are available, finding a large rock that is causing the flooding by damming water. The Mii Player destroys the rock with a Special Shot, allowing the course by the used as intended. Toad informs them that whilst the heat is preventing Standard Golf being played at the moment, there will instead be a Speed Golf Badge Qualifier.

When the Mii Player attempt the Qualifier, they encounter Chargin' Chuck and Boo. The two of them are disappointed that they have been left in the dust by another rookie, but they request they play with the Mii Player to train up. The Qualifier and this training occur at the same time, and the Mii Player earns a Silver Badge ranking. Their special dash also improves further.

The Mii Player heads the Wildweather Woods next. The Toads at the entrance allow them past after being shown the Silver Badge. The rain is too strong at the moment, which is postponing the upcoming tournament. Nonetheless, the Mii Player is free to play a Practice Round. Completing the practice round with the required score gives the Mii Player access to the Wildweather Woods Clubhouse's amenities. The weather has not died down enough yet, but the Mii Player is given permission to play Speed Golf on the front nine. Toad recommends that the Mii Player visit a trainer nearby and learn how to perform a Lob Shot. After learning the shot from the trainer, the Mii Player heads back to Bonny Greens to obtain a Lob Wedge for them to keep. The Mii Player meets Master Lob, and in addition to the Lob Wedge is given a letter of recommendation and told to go to Master Duff at the Balmy Dunes Practice Area.

Master Duff teaches the Mii Player Super Lob Shots, as well as Blast Shots. The Mii Player returns to the first Lob Shot coach at the Wildweather Woods. He tells them that two mustached weirdos have been seen around these parts lately, and asks the Mii Player to visit the nearby statue and make sure they aren't causing problems there.

The Mii Player sees Wario and Waluigi as they approach the statue. They talk to each other, revealing that the two of them were trying to obtain something called the Lightning Sword, but kept getting hit by lightning and had to retreat.

As the Mii Player approaches the statue, a disembodied voice speaks to them. The voice makes the Mii Player pass three trials as they make the way to the statue. The first is the Trial of Distance, where the Mii Player must drive consecutive Lightning Orbs to the target areas. The second of the Trial of Loft, where the Mii Player must use Lob Shots and Super Lob Shots to get consecutive Lightning Orbs over a wall of water onto target areas. For the final trial, the voice is revealed to be the statue itself, and the Mii Player must use their Duff Shots to reflect lightning attacks back at the statue.

For passing the trials, the Mii Player is given the Lightning Sword. Wario and Waluigi reappear. After they accidentally reveal they wish to use the sword to find a treasure, they ultimately decide to leave the sword with the Mii Player for the time being. After they move on, the statue claims that the Mii Player is the great hero needed to save the land.

It turns out that the nearby snowy peak known as Mount Snow has come under the rule of the evil Snow King. In the past, the Snow King would send blizzards down, until he was defeated when Bowser showed up wielding the Power of Flame. The Power of Flame turned the mountain into a volcano, which both defeated the Snow King and warmed the region. For this action, the statue considers Bowser to be a hero. Unfortunately, the warm weather caused strong winds, which

scattered pollen from the Tree of Sleep and lulled Bowser into a deep sleep. With Bowser asleep, his Power of Flame weakened, slowing the volcanic activity, and allowing the Snow King to return. The rest bad weather is a result of the Snow King, and the Mii Player is tasked with defeating him.

In order to combat the Snow King, the statue asks the Mii Player to seek the power of the Sacred Flamebeast, the Fire Gem, which can be found in Balmy Dunes. The Lightning Sword will allow the statue to keep in contact with the Mii Player.

At Balmy Dunes, the Mii Player creates a thundercloud using the Lightning Sword, but more is needed. Wario and Waluigi arrive. They ask for the sword, but are temporarily knocked out by some lightning from the sword. The Mii Player uses some Duff Shots to dig up the gem, and the Sacred Flamebeast appears. The statue controls the bodies of Wario and Waluigi to access their energy and create Lightning Orbs. The Mii Player uses these the battle the Flamebeast, finally defeating it by reflecting a fire attack back at it. The Fire Gem boost the power of the Mii Player's Special Shot. Wario and Waluigi come to, but are too tired to doing anything, so they leave.

The Mii Player must acquire a Gold Badge in order to head to Mount Snow. The weather is still preventing a tournament being held at Wildweather Woods, but Toad informs the Mii Player that a Special Match is being held that can get them the badge. The Special Match is Speed Golf, with a modified, point-based scoring system. Top Pros Luigi and Donkey Kong are in the area to investigate the strange weather, and play against the Mii Player. The Mii Player is able to defeat these pros, and earns the Gold Badge.

Proceeding to Bowser Highlands, the Mii Player finds the town almost completely frozen over. They use the Fire Gem to light the brazier in the centre of town, thawing out its inhabitants. In order to reach the peak of Mount Snow, the Mii Player must play through the first nine holes of Bowser Highlands. Wario and Waluigi show up, demanding that the Mii Player take them to the top of Mount Snow to help them get treasure to make up for having their energy stolen in Balmy Dunes. The first nine holes of Bowser Highlands are played under best-ball; that is at least one of the party must make par or the party are kicked off the course completely.

After the eighth hole, Wario and Waluigi decide to stay behind to deal with monsters on the course whilst the Mii Player goes on ahead. The statue shares some of his lightning power with them to encourage them to continue battling the creatures. After the ninth hole, the Mii Player encounters Mario defeating some snow creatures. Apparently, Toad had the foresight to call Mario and direct him to help you out. When the Mii Player and Mario confront the Snow King, Mario is immediately caught in a cage.

Using the Fire Gem, the Mii Player is able to defeat the Snow King. The Snow King attempts to recover using a blizzard, but is interrupted by Wario and Waluigi. Bowser appears. Toad reveals that when he reached out to Mario, it turned out that Bowser Jr. had also made efforts to resolve the situation, and had employed a Fire Flower to break Bowser out of some ice the Snow King had trapped him in, and wake him up. Bowser uses the Power of Flame to fully unfreeze Mount Snow and defeat the Snow King for good.

In recognition of the Mii Player's efforts, they are given a Platinum Badge, and encouraged to participate in Battle Golf at Super Golf Stadium.

-Changelog-

0.1
Created the jump.

1.0
(i) Minor clarification to **Golfwatch** pricing.

1.1
(i) Minor typo fixes.

1.2
(i) A television and three additional controllers of your choice have been added to the **Mario Golf Super Rush Game Bundle**.

1.3
(i) Minor typo fixes.

1.4
(i) Adjusted **Toad** species to be more lore accurate.