A Super Mario…Thing

Version 3.64

A Cataquack Warrior Production



Hey there everyone! Welcome to another *Super Mario* game. This is the Mushroom Kingdom you know and love, with a just few minor differences. Mario is nowhere to be seen, Koopas have been replaced with shelled alien slime worms, the Yoshis are at war with the Charging Chucks (“Charlies”), cycloptic cyborgs go on grocery excursions for vegetables…

Okay, so it’s really different. This is a collaborative fan game we’re talking about, so what were you expecting? Don’t expect much of a story that makes sense, and get ready for plenty of craziness, as you travel all about this incredibly wacky

world. For more information on the setting, please see the *What Is This Game?*, *Species Guide*, *Worlds and Levels*, and *Other Notes* sections at the end of the document.

You have 1000 Leek Points (LP) to spend, and five lives to start out.* Good luck, and try not to get too many demos! You've got ten whole years ahead of you, so make the best of them.

Location

There are a lot of strange and dangerous places to explore. Roll a 1d8 or pay 50 LP to determine your starting location.

1. Grocery Market- Plenty of vegetables to purchase. Please remember to return the shopping cart when you finish.



2. Yoshi Isles- This certainly isn't a grocery store. Instead, you have appeared 20 meters up in the sky. But don't worry – that Charlie right below you will cushion your fall! This chain of islands hides the Resistance Base of the last Free Yoshis.



3. Clouds- The clouds here are noted for their stout composition, but do be careful not to fall; it's a long ways down. With enough work, you can find a safe way to the ground below, but there is plenty to explore up here, from haunted outhouses to chocolate castles.



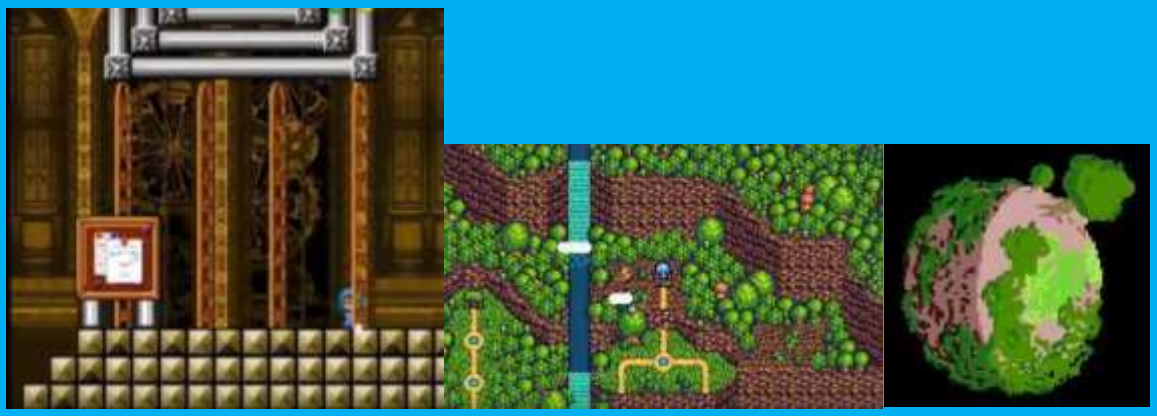
4. A2MT Mothership- A extremely large spaceship (large enough for many complex, full-fledged biomes and structures within) belonging to Demo's master. Feel free to explore and check out different amenities like the Starlight Resort, but watch out or you might get put in the zoo as the next exhibit.



5. Castle of Absolutely No Significance Whatsoever- A large castle with many doors leading to strange lands, it is said to contain many leeks and other vegetables. Is there anything worth all the trouble here? Probably not, but it'll be a lot of fun.



6. Farina Train Station- A train station with transportation across a heavily-forested world – when the trains are running, at least. Please feel free to also visit the adjacent library. Just keep in mind that violations such as bringing pets, trespassing into restricted areas, stealing books, or carrying more than 3 oz. of liquid will result in penalties ranging from a 100 coin fine to lifetime bans.



7. Mantreopolis- A booming city in Mantreol with all the usual attractions. Concert halls in giant trees, secret out-of-control laboratories, laundromats leading to other worlds… Okay, so it's not exactly the safest city. But there's lots of fun stuff to explore if you can stay alive.



8. Freebie- Lucky you! You can choose any of the above areas for free.

Background

Now then, it's time to choose what kind of character you're playing. For your age, roll a d20+8. Unless you pay 50 LP to choose your gender, you are the same gender as in your previous jump. For more information on in-setting races, please see the *Species Guide*.

Drop-In- You have been sucked into this bizarre world just as you are. You seem rather strange to the inhabitants here, but give into the craziness and you're bound to fit in. After all, you're not the only outsider to drop in unexpectedly.

Armless Bipedal Cycloptic Demon- Called an ABCD for short. These armless, single-eyed beings are in fact quite powerful. Somehow, they are able to store mass amounts of coins inside their bodies, gain power from eating vegetables, and have multiple lives. Also, you know how to deftly manipulate your legs for a variety of tasks to make up for your lack of arms. Most of them were wiped out by the Space Masters of Space after the ABCDs rebelled, but the Artist later cloned and brainwashed more of them. You, on the other hand, are a free ABCD, and hopefully you can make sure things stay that way.

Yoshi- Sometimes also called a "horse." Since the disappearance of their old plumber friend, the Yoshis have been forced into hiding by the Charlies. They are

waiting for a hero to save them, but perhaps you do not wish to wait for that eventuality. Or maybe you are instead collaborating with the conquerors.

Charlie- Used to be called Charging Chucks before they changed their name for some reason. Under the leadership of King Charles (IV), the football uniform-clad Charlies have conquered much of the Mushroom Kingdom, seized the food, and forced the Yoshis (horses) into hiding.

Generic Enemy- Take your pick from a variety of different enemies, most of whom have evolved to fill niches once held by other enemies. Perhaps you are a slimy, shelled Goopa, or a sessile yet dangerous Love Frog, or a yellow, banana-boomerang-throwing Bananasnake.

Toad- A mushroom-headed being that is fairly harmless yet has a knack for building different things. Since the disappearance of Mario, things have been a little tougher than usual, but you can still find Toads across multiple planets.

Koopa- A once-diverse race of turtles that has been driven to near-extinction and largely replaced by the Goopas in the aftermath of the Mushroom War. You're not dead yet, though.

Perks

You're going to need some new tricks in addition to whatever you've brought here if you want to last long in this bizarre world.

Spin Jump (Free All/100 LP)- A special jumping move in which you spin and bounce. This somehow causes many things you land on, from enemies to blocks, to simply shatter. The spin jump also sometimes allows you to damage things you could not hurt otherwise, or at the very least bounce off them without getting hurt. However, there are still things (lava, spikes, etc.) that the spin jump will not protect

against. You receive this ability for free when in the jump, but you will need to pay 100 LP to use it after the jump; plus, paying the extra LP ensures that you can still use spin jumps in occasional areas of the game that normally lock out spin jump powers.

Crouch Jump (50 LP)- An essential skill when you need to jump across gaps with tight ceilings. You are a master at jumping while remaining in a crouched-down position.

Item Juggling (150 LP)- The ability to throw items into the air and then catch them again. This skill is more difficult than it sounds – particularly when you are trying to carry important items across gaps while holding on fences between throws – so this will definitely come in handy at some point.

Time-Out! (300 LP)- Whenever you are hurt by something, you briefly gain immunity to damage for exactly one second. Not much time, but enough to possibly tank past other hazards. Does not apply when the damage is instantly fatal.

Punctuated Time (500 LP)- Press a little button mentally, and you can suddenly "pause" the world around you. Everything will turn black and white as time freezes, except you. You can move freely around the frozen setting. However, while everything is frozen in time, you are locked onto your "screen" – an approximately twenty-meter radius centered around your location at the exact moment you froze everything. You cannot see or access anything off screen while time is frozen, so you will have to deactivate the effect to explore further. In addition, the power somehow turns water into solid ground (not ice), so make sure you don't use this when you are in the water.

LP'er (100 LP, Free Drop-In)- You are a whiz at LP (Let's Play), and can easily play through video games and find all the secrets with enough work, and all the while talk calmly about your adventures. As a result, talking is now a continual "free action" for you, such that you can talk without losing your concentration on other things no matter the situation you are in; you can easily maintain a

conversation even as you are jumping for your life. Furthermore, you have a photographic memory for all of the games you have played (including those LP'ed by *raocow*), and you can apply that information should they have respective jumps.

Enter the Matrix (200 LP, Discount Drop-In)- Play enough games, and you might get sucked into one yourself – same applies to computers. However, you can still survive inside these strange new worlds. This perks allows you to enter any digital space embodied by a computer or electronic game and ensures that the environment within will be able to sustain you. Sure, there might be various enemies and traps you never could have predicted, but you don't have to worry about the physics of the digitized world making your existence impossible from the start, even if the computer begins to malfunction from viruses, physical damage, and the like. Also, you can sometimes find interesting treasures and information inside that you could not regularly access from outside. To enter the digital space, just press random buttons or hit the machine a few times. Exiting is a little trickier, as you need to find the exit, but it's usually not too hard.

Level Complete (300 LP, Discount Drop-In)- Whenever you complete a "level" – which can be roughly defined in saner universes as a relatively compact area with a similar terrain or theme – you gain the ability to freely pass through the section covered by the level without actually experiencing it again. Even if the level required you to fall down massive pits or jump over seas of lava, you can now simply walk past on the map as if you were on a stroll. Even so, you'll first need to reach the end of the level. Furthermore, if you want to explore the landscape in the level and look for goodies, you'll have to actually enter the level and face its challenges again.

Similar Powers* (400 LP, Discount Drop-In)- In each jump, you can choose any general set of abilities, even ones that would not be normally accessible to you, and somehow be able to exploit that power yourself. That said, there are some big restrictions. First, the selection only applies to abilities that exist exclusive from jumpchain fiat – powers that only exist through jump purchases or are enhanced beyond the canon standards by jump fiat are not allowed (in the latter case you can still access those abilities but they will lack the enhancements that a jump purchase would give you). Second, you are only able to access the basic abilities associated with your choice, and your use of them is somewhat altered to fit your own context

– abilities such as power-ups work differently for you than they would normally, and some abilities in the set may not entirely work for you. Third, you can only choose one associated set of powers for the perk per jump. Fourth, the overall strength of the powers is restricted to Mario levels. Most importantly, unless you actually purchased those specific powers, you will be unable to use them outside of their associated jump.

Forgot About It* (600 LP, Discount Drop-In)- You tend to forget about your wounds after the fact. This would be rather dangerous, but whenever you forget an injury, it is retroactively erased. However, it won't disappear unless you stop paying attention to it – which can be a problem when it constantly hurts! Also, you can only (successfully) ignore one injury per minute.

Vegetable Hunter* (100 LP, Free ABCD)- You are skilled in grocery hunting for leeks and other delicious vegetables. Okay, that doesn't sound like much, but in a world where said vegetables often have powers (they took the place of the regular power-ups), they can be quite useful. Eating cacti lets you shoot fireballs, spinach leaves let you glide through the air, leeks give you temporary invincibility, etc. These vegetables will work in such ways for you for the course of the jump regardless of whether you purchase the perk, but the perk is the only way to get these same powers from them outside of this world. It also allows you to store a second vegetable inside of you for later use. Plus, the perk increases your chance of finding some of them wherever you go.

Super Demo 128 (200 LP, Discount ABCD)- Amazing what certain cheat codes can do for you, isn't it? By [mentally] typing the password SUPERBDEMO128, you automatically summon 99 weaker copies of yourself, their forms varying as each is in a particular power form you have available (without access to any other powers). They all act as independent, mindless AIs, but recognize as an ally and will not harm you. Every time you enter a new area, you will reset to 99 copies. That said, you have no control over your clones, and they can become a lot of trouble in narrow spaces. Therefore, by entering the code RAOMODE, you can cause all of your copies to harmlessly explode, thus deactivating the power.

Psychic (300 LP, Discount ABCD)- You can use mind powers to fool yourself and the reality around you. For instance, you could make yourself temporarily disappear from people's vision when you jump into the air, or summon illusionary enemies that nevertheless can hurt you (however, this also means that you can destroy the phantasms). Furthermore, you can animate and summon various furniture and appliances to attack foes for you; they generally float through the air and behave somewhat like ghosts. You also gain the ability to levitate yourself.

Castle Wrecker (400 LP, Discount ABCD)- One constant quality of protagonists, no matter their quest, is how they can conquer and destroy even the most formidable strongholds. Whenever you reach a "castle" (any large structure at least the size of a traditional castle), you can draw upon this perk. By venturing all the way through the building and defeating the "boss" in charge of the castle, upon exiting the castle you can enter a cutscene in which you can, free from interruptions and logic, cause the whole castle to be destroyed one way or another (perhaps launching it like a rocket at an adjacent hill, or making it sink into the earth). Even if your technique wouldn't work with the architecture or special enhancements to the building, it's a cutscene, so you get more leeway. If the building in question is smaller than a castle, the perk won't work; however, it will still work if the building in question is undoubtedly the main "base" or fortification of this area.

Breaking Free (600 LP, Discount ABCD)- Despite their often simple nature, the ABCDs have proven to be very problematic slaves, as they have determined wills that resist being controlled when they don't wish to be. You have significantly strengthened will and resistance, such that you could even defy the universe if it tried to make you ascend to godhood (it still might try to kill you instead though). Moreover, if you are brainwashed or depowered, you still unconsciously desire to be free, and given enough time and luck (it works better if you are exposed to powerful attacks), you will regain your past memories and find a way past the blocks on your power.

Raw Horse Power (100 LP, Free Yoshi)- Noble steeds have an important role in adventures – that of carrying heroes to victory – but that sometimes means that you have to make sacrifices. When carrying someone on your back, you have a way of ejecting your rider into the air, allowing them to reach places that you are unable to

make it to. Even if you can no longer continue your journey, at least you can rest easy knowing that you gave your partner a boost in the right direction.

Sweeten the Pot (200 LP, Discount Yoshi)- You have good luck in finding heroes and heroines to solve your problems for you, such as taking out the king who has forced you into hiding. They may just care about getting back to their master with groceries, but you can find a way to point them at the enemy as a chaotic but powerful weapon.

Scrunched Up (300 LP, Discount Yoshi)- You can somehow scrunch yourself up so it seems like you really have only a head; actually, your feet and body are coiled up underneath your head, allowing you to waddle. You can use this perk to your advantage to deflect strikes to your head by scrunching up, thus avoiding damage. In addition, your scrunched-up head form somehow has the same aerodynamics as a football, such that you can bounce high into the air or allow yourself to be thrown as a projectile.

Egg Runner (400 LP, Discount Yoshi)- You can encase yourself inside a small Yoshi egg, albeit one that is quite mobile. You are able to sense your surroundings, and can move about, running and jumping despite a lack of legs. Also, you can summon wings to temporarily fly or glide. Plus, when you are airborne, you can shoot down blasts that cause jets of plasma to erupt from the ground, or summon item blocks that turn into enemy grunts. In addition, as long as you are running away from someone, you can in essence start a time loop; whenever you get further than twenty feet from your pursuer, so long as he or she initially was within twenty feet of you, you can reset back to the start of the chase. However, the time loop only works while you are running away; once you decide to actually fight, the reset will not work.

Heir to the Munchiness (600 LP, Discount Yoshi)- As the Muncher civilization has become almost entirely extinct due to overextension, a unique breed of Yoshi has evolved to fill in that niche. At will, you can turn into a baby Yoshi with its mouth permanently fixed upward. Anything that makes contact with you will automatically take damage, and you have highly increased defense against all attacks; unless the attack is critical or of high intensity, you won't take any damage

at all. That said, you are immobile in this form, so you will have to transform back to move. Furthermore, in your sessile form you are unable to make any attacks, even long-range ones and others that you could feasibly do without moving. At most, you can stay in the sessile form for 24 hours; if you go past that limit, you will revert to your standard form and be unable to become a baby Yoshi for a month. In addition, it turns out that your near-invincibility and automatic damage counter fails to cover one part of your body: the part that is rooted to the ground (it's just kind of difficult to reach that area without dealing with your defended parts)! You can also reproduce via spores to create many more of your kind. Plus, you can root yourself to ceilings like a stalactite.

Aggressive Athlete (100 LP, Free Charlie)- For your kindred, sports are a way of life - and warfare! You now have a way of using any kind of sport as a means of attack.

Charlie Horse (200 LP, Discount Charlie)- The Charlies have been able to send all but the most determined "horses" packing. This perk gives you an advantage (slightly increased luck and stats) in fighting opponents that could qualify as mounts. Furthermore, whenever you hit a mount with an attack, it will automatically eject the rider; even so, if the riders catch up with their steeds, they can remount.

Helmet Protection (300 LP, Discount Charlie)- Lots of things in this universe are incredibly vulnerable to stomps on the head, including you, but you have learned to minimize the damage per attack with helmets. Whenever you are wearing headgear, it takes at least three hits on the head to do significant damage. With enough training, you can increase your resistance, though never to perfect invincibility. However, this perk does not protect you from attacks to other parts of your body; also, if you only have a head to begin with, your whole head is your body and you therefore have no individual "head" body part to be granted the perk's benefit.

Long Journey (400 LP, Discount Charlie)- One of the great benefits of conquering large chunks of territory across the world is that whenever a hero or heroine decides to oppose you, you can rest assured that they will have to fight through all

of your outer territories before they can ever reach your main base. You can claim up to seven large areas excluding your home territory as affiliated "worlds". For each world region, you must select a "boss" and a "castle" – the specific kind of structure isn't that important. Even if you don't have full control over the area, you can still find someone to act as the area's boss, though particularly intelligent and strong-willed individuals might resist following you. Any key opponents who wish to face you, unless you choose otherwise, will be encouraged by fate to start at the outermost territory and move through all of your claimed regions before they can reach you. They can take another route if they wish, but the overall play of events and their luck will make it unlikely that they will deviate from the path destiny has set for them. Furthermore, to progress from one region to the next, they have to conquer the castle and the boss (even with bosses who are defiant towards you, the perk will at least increase the likelihood that they will still come into conflict with the opponent you want them to stop). Surely this will be more than enough to keep pesky rebels away, right…right?

Screen Play* (600 LP, Discount Charlie)- No matter who questions it (a whole lot of people), you are clearly the star of the game. And action stays with the star, no matter where he or she goes. Whenever you activate the perk, you cause the "screen" boundaries to center on you (essentially covering a 20-meter radius around your position. Anyone caught in the screen when you take control of it are trapped within the boundaries and cannot see anything beyond the screen. If you charge off in one direction, the screen follows you, and no one else. And going with the mindset of "out of sight, out of existence, anyone caught off screen will suffer intangible damage, feeling a constant sense of wrongness and pain as their lifeforce vanishes until they finally die. It is impossible to stop this drain on your "hp", but the drain will stop when you get back on screen. However, people who were initially off-screen when you activated the perk will not be affected if the screen later comes to encompass them; they will still be able to see normally and will not be hurt if the screen moves past them. Also, the people caught within the screen instinctively recognize the borders of the screen and the danger of going outside the screen. Furthermore, you can only use this perk when going at most somewhat above your opponents' average speed (going by the speed of the fastest individual caught in the screen); you can push a little past the limit, but go too far and the screen pull will break and things will return to normal. Therefore, the speed you can go depends on how fast your opponents are. Most of all, if you take damage, you lose control of the screen, resetting things to normal. You can selectively adjust the perk so that your allies and other companions are not affected by the screen limits.

Schrödinger's Enemy (100 LP, Free Generic Enemy)- How do all those enemies end up in places that they could never reach on their own? Well, you never see how, and they're not telling. If you are alone with no witnesses to see you, you can place yourself anywhere within a twenty meter radius, even if it would be normally impossible for you to reach that location. Furthermore, once you are in that position you will be "off screen" and unnoticeable to people until they come within twenty meters of you. However, you will not be able to use the perk again for another hour, so hopefully you're not somewhere you can't get back out of.

Surprise! (200 LP, Discount Generic Enemy)- You can hide in a floating block or other innocuous object, and remain completely concealed. You cannot take any action unless you break free from the block, but you automatically sense when someone approaches you. You can also disguise yourself as a rooted vegetable, such that someone may haplessly pluck you out of the soil without realizing the danger.

Demon Living Inside the Toilet (300 LP, Discount Generic Enemy)- No, the name has zero significance. It does mean, though, that you can now turn yourself invisible. However, it does not block off any noises you make, and you might leave a small bit of dust behind when you first start to move; even so, once you begin to move, as long as you do not stop or change direction you will be perfectly invisible. If you ever stop, however, you will leave another trace behind when you begin moving again.

One Touch (400 LP, Discount Generic Enemy)- Whenever you normally touch a target, even through simple contact, you can instantly injure the person. In addition, if the subject is wearing some sort of protective armor or in a special form, while you will not damage the target, the hit will eject the protective item from their body or reduce them back to their standard form; this does not prevent them from returning back to that state by regaining the armor or powering up again, though. Does not work if the target is invincible or is directly attacking you. In addition, particularly powerful opponent may take less (though still at least some) damage with a single touch; likewise, especially powerful armors and forms will require multiple hits before they are removed from the targeted person. Also, you can

selectively turn this power on and off depending on how you wish to interact with people.

Enemy Swap (600 LP, Discount Generic Enemy)- A lot of the current baddies evolved to fill in niches left by previous races. Even so, despite many of the new enemies looking nothing like their predecessors, it's the same old, same old. Pick a generic Mario enemy (it cannot be a boss). You now can perfectly mimic the basic attack pattern of that enemy, though it is in your own style. In every subsequent jump, you may pick a single "enemy" in that world – it must have a stable population of 150 or more, its overall strength cannot be higher than Mario levels, and cannot be a boss – and adopt its fighting style for your own. You also take on the special traits of that enemy, such as resistance to head attacks or overall invincibility to physical attacks. You can keep old styles, but you can only use one at a time.

Harmless NPC (100 LP, Free Toad)- Despite the many upheavals in the Mushroom Kingdom, the Toads have remained relatively safe. This is in part due to their sense of harmlessness, such that they are completely ignored by fighters. As long as you remain unobtrusive and don't take any direction action against someone, nobody will try to harm you. You can still offer assistance to people who will attack your enemies for you, but you cannot take any direct actions or you will lose the protection of the perk. Moreover, particularly hostile, evil, or hungry beings might still choose to attack you, even if you act harmless.

Toad Brigade, Attack!!! (200 LP, Discount Toad)- Toads are usually pretty mellow beings, but they can be roused to anger when provoked. As long as you have the perk active, any attack that harms you will result in the summoning of a small army of battle-trained Toads. That said, they're only about as strong as a standard enemy, so don't expect them to be that much help avenging your injury; even so, they can be somewhat formidable in large numbers.

Construction (300 LP, Discount Toad)- Toads are the master builders of the Mario universe, and they have been able to oversee massive projects such as airships and castles despite a lack of adequate manpower. Essentially, the perk

halves both the time and manpower requirements for any construction project, though you still need the right resources at hand.

Item Babysitter* (400 LP, Discount Toad)- Toads lovingly raise young items for later use. You can now start "item nurseries", in which you can raise and breed items with each other. With enough work, your little items might even learn to talk and move on their own – though this might lead them to thoughts that do not necessarily agree with their assigned roles as items. Just make sure all of your items receive affectionate and attentive care for proper development! And take good care of them, or they might catch a cold and die.

World Hacking (600 LP, Discount Toad)- Toads are the primary builders in the Mario universe – more than you would think. In fact, they help to create new worlds and levels by tampering with the reality and moving land segments and other things about; they don't always get things right, which explains why everything is so wacky. With this perk, you can safely use various methods, whether through your own powers or mechanical lifting, to safely remove chunks of land and transport them to new locations. The inserted pieces will fit into the new level without the shattering, earthquakes, and other effects that normal people are used to. Furthermore, the various chunks can touch each other without damaging each other, such that you can even transplant icebergs onto lava fields or vice versa without problems ensuing. On the other hand, you'll have to practice to figure out how to get the different pieces to align with each other, or else you'll get a jumbled mess of a level. Still, with enough work you can create your own unique, Super Mario Bros.-style levels and worlds for people to explore.

Hovering (100 LP, Free Koopa)- Without any magic, wings, or power-ups for assistance, you can hover in and move through the air for a few seconds at a time

Bros. Barrage (200 LP, Discount Koopa)- Only the hardiest of Koopas have survived through the hard times of late, so it is no surprise that the most enduring species is the Hammer Bros. and its kin. You now know the brotherhood's secret technique of accessing a pocket space armory filled with an up to two-feet long weapon of your choice (hammers, grenades, even sentient ammunition such as

Bullet Bills) You can throw as many as you wish without running out of projectiles. However, you can only toss a few at a time.

Crazy Koopa Communists (300 LP, Discount Koopa)- You have studied under the great Dr. Lakituvich, a surviving Lakitu who now leads Communist operations in the frigid Russian territories of Colonial Seattle. Basically, the perk allows you to come up with crazy technology that would fit well with the Russian villains of spy and adventure movies. That said, said movies usually end with the Communists' defeat, so don't overestimate your new scientific inventions. It also makes it easier for you to recruit ninjas for some reason.

Portal Jumper (400 LP, Discount Koopa)- You know, a lot of interdimensional portals can instantly harm – even kill – you. Now, though, you and any people accompanying you are safe from harm when they travel through any portal. However, this does not come with an ability to create portals, or to control where they take you. Even so, the perk also gives you increased luck in finding existing portals as well as potential ways to open portals.

Second Chance (600 LP, Discount Koopa)- In the event that the world is about to be destroyed, you will travel back in time – anywhere from a month to a year – and retcon your existence such that the past you now has your future memories (don't worry; since you're still there, it does not count as losing the jump). Hopefully with your memories of the future, you can make things go for the better this time. That said, sometimes the full details behind the world's end aren't always clear, so don't be surprised if there are twists you didn't anticipate. And the temporal shift sometimes causes some memory dissonance, since you remember a timeline that is now being shifted by your current actions. You can only activate this perk once per jump – and, no, the time travel doesn't reset your count. If taken with Portal Jumper, you can now actively produce portals (the relatively normal kind, not time-space ones), though you'll need a powerful energy source to do so.

Items

In addition to whatever vegetables and other things you collect throughout the journey, we thought we'd throw in a few extra prizes, for the right price. If your items are destroyed, lost, or stolen, their free warranty will ensure that you will receive a replacement shortly.

Soundtrack (Free)- A complete set of the music in all of the ASMT games for your perusal as you please. In addition, appropriate music plays throughout the jump, and with the purchase you can learn the details of the music; given that the assortment ranges from various video games to classical music to original works, the sources can often be surprising. You can also make the music play around you in other jumps at will.

Treasure Chests (50 LP)- A bunch of various treasure chest carrying often worthless treasures such as a rubber duck, cake (that is a lie), or just air. Still, they're nice souvenirs to commemorate your adventure. Plus, a few of them actually make nice trophies, especially if you are familiar with the series they are callbacks to. And a couple of treasures have extra benefits, like how the Blue Orb upgrades your jump height



Raocow's Collection (100 LP)- A collection of all the games played by *raocow*. Fan games such as ASMT are given their own official cartridges and can be played on any game system of your choice.

Booster Depot (150 LP)- A large vault loaded with boosters, strange devices that can be made to boost whatever is standing atop them into the air. Package comes with the Boost Manager, an ancient tool said to have remote command over all boosters.



Red Sack (200 LP)- A giant single red boot that is immune to all forms of fire, lava, and magma. However, the opening at the top of the boot remains exposed, so don't get hit in the head. And hopefully you don't fall out of the sack in the middle of crossing a bunch of lava, or be prepared to be burned to a crisp. You get a new one in your Warehouse if you lose the previous one.



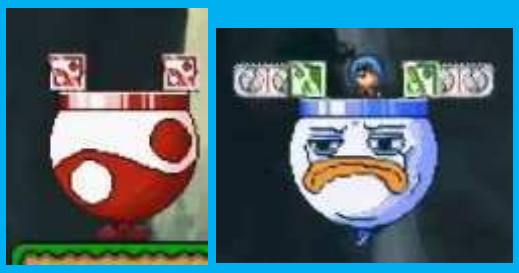
Blue Sack License (300 LP)- You now have the right to an unlimited supply of "Blue Sacks" – giant single blue boots with wings. A Blue Sack uses the "swimming glitch" so that you are technically swimming when wearing it, allowing you to swim freely even without any water (or land, for the matter). However, a Blue Sack becomes heavy and sinks when exposed to water. For some reason, the license also gives you free access to bars, though not to the televisions.



Library (100 LP, Discount Drop-In)- A bonus library with lots of information, some useless, some not, some understandable, some not. The information ranges from the information on marmosets and zebras to hints on how to find secret items in levels to the sad children's story of Six Little Furbas. Has infinite space, but can only be used for storing books. The non-Euclidean, 2D-oriented library exists as an attachment to the Warehouse; you can also open up an access portal to a building outside the Warehouse, but only for one building per jump.



Reimu-Mobile (300 LP, Discount Drop-In)- A Kappa-built clown car death machine with miko-powered chainsaws on the sides. Sadly, the cockpit is still exposed. Most unfortunately, although the Kappa managed to get the paintjob to be red-white yin-yang when unmanned, it turns to a blue, creepy clown's frown when piloted. Incidentally, it turns out that the miko-blessed blades embody the same spiritual power that a miko wields, which may be especially effective against certain targets and enemies.



Sword Collection (400 LP, Discount Drop-In)- Includes the Brave Sword, Thunder Sword, Laser Sword, Jewel Sword, and Alpha Sword. Their powers vary, but at the very highest (Alpha), you can shoot laser beams when swinging your sword. The swords were not fully utilized in the game mechanics (you really just see the doors they're behind before they power you up), so in time you might draw out greater potential in these great weapons.



Teleporter (100 LP, Discount ABCD)- A useful teleportation device that can be used to teleport yourself and companions to different worlds and areas within a jump. Don't worry, yours is very compact and can be carried in your pocket; on the other hand, that makes it easy to lose, too. Also, the device is incredibly temperamental, and it may occasionally malfunction; for instance, a trip to a grocery store might instead take you to some distant islands.



Suppression Container (300 LP, Discount ABCD)- Whether a capsule or a cardboard box, this can be placed around yourself or someone else to suppress their powers. It's useful when you need to limit the instability of your body from destroying you, or when you need to keep the powers of someone from breaking reality. The ability to take it off can be toggled depending on your needs.





A2XT Mothership (400 LP, Discount ABCD)- A full replica of the mothership owned by Demo and Iris' master (for the X prequels). It has many different areas to explore, and it is the perfect way to relax and refuel after a trying adventure.





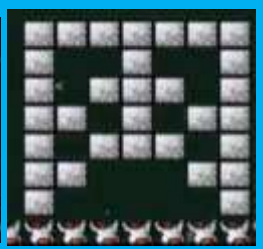
Communicator (100 LP, Discount Yoshi)- A pair of long-range walkie-talkie headsets. One piece could be used in the Warehouse to nevertheless communicate with someone outside the Warehouse. Furthermore, it comes with a tracking mechanism that allows you to determine where your partner is with the device. Unfortunately, it fails to work in underground areas as well as in other dimensions.

Metal Crusher (300 LP, Discount Yoshi)- A small, mobile, block-shaped transport with spikes on the side, with just enough room for one passenger. You can pilot the machine through the air and then have it crash down to smash intruders. You can also have the block move horizontally to trample opponents. In addition, the shockwave from each downward smash somehow summons a Bob-omb; just be careful, as the device is particularly vulnerable to explosions.



Kanji Factory (400 LP, Discount Yoshi)- A factory that assembles giant kanji of all sorts. Why? Don't ask.



Secret Storehouse (100 LP, Discount Charlie)- An open area that you can use to store vegetables and other items for your war efforts. Despite it appearing to be in the open, you can attach it to the back of any fortified base you own, and the storehouse will not be accessible to anyone except you and your allies unless the intruders first overcome all other obstacles. Cannot be accessed through the Warehouse.

Giant Pressure Platform (300 LP, Discount Charlie)- A large, Thwomp-like machine that you can imbed into the ceiling of a room. Despite the machine being sealed away by bricks, you can instantly seal yourself inside, and use it to rain shells, Homing Bullet Bills, and fire from above. However, enough damage will expose the Press; once fully exposed, the machine will give into its Thwomp instincts and crash down, crushing anything in its path. You will be unharmed from the crash, but the impact will rupture the cockpit, so you'll be on your own at that point.

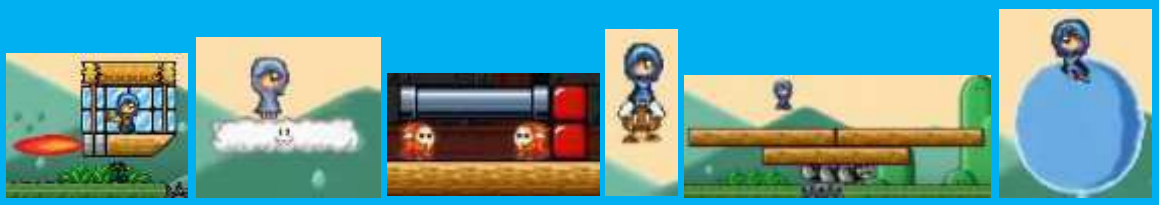


King Charles' Crown (400 LP, Discount Charlies)- The royal crown worn by the King Charles line. When this crown is worn, your head is nearly invulnerable to all attacks; any attack that is not critical or of high intensity will fail harm the area of the body covered by the crown. In the case that your entire body covered by the crown, the protection will not qualify. If you already own a crown, you can designate it as the royal crown, but you can't switch it out to another crown later.

Goopa Shells (100 LP, Discount Generic Enemy)- A lifetime supply of Goopa shells. Even if you are not a Goopa, the shells fit you like a glove. The green shells simply offer an extra layer of protection (unless you're not wearing it, at which point it can be anyone's weapon). The red shells come with wings, allowing you to fly as long as you do not take damage. The blue shells can be kicked at targets, and they can sometimes be utilized as the propulsion for alternate (and

dangerous) forms of transportation. The yellow shells allow you to travel across spikes safely, and boost your attack and defense stats; even so, they won't make you invincible. In addition, by wearing any of them as a hat, you can somehow make yourself slightly taller than normal.

Pimp Yo Ride (300 LP, Discount Generic Enemy)- A free rental service that allows you to select from a variety of "Pimp Ride" vehicles (see a few of the wide selection below). We have everything ranging from Paragoomba facsimiles to cloud platforms to floating water bubbles to clown cars to small airships and tanks. Whatever you pick each time, it is guaranteed to (theoretically – it might be a little harder than it first looks) carry safely you past all sorts of terrain and enemies. You can only use one vehicle at a time, but feel free to come back and swap as many times as you wish.



Lifetime(s) Goon Pass (400 LP, Discount Generic Enemy)- You know, minions actually get a lot of amenities, from expansive cafeteria facilities to exclusive concerts to general lounges where you can chat. Of course, non-minions who visit said attractions often get treated as intruders. With this pass, you can freely visit these areas without being harmed by anyone, and you get access to all of the amenities. You lose your special access if you attack anyone on-site, though. Works in following jumps as well.

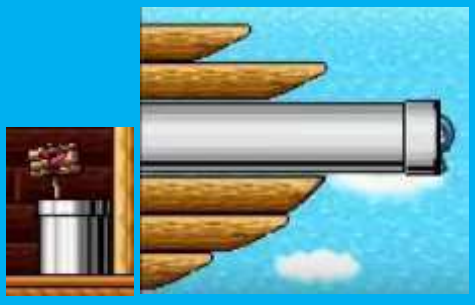
Disco Tank (100 LP, Discount Toad)- In a secret laboratory, Toads explored the uses of the disco shell – a fusion of the shells of all four main colors of Goopas. These near-invincible, chaotically-moving shells were seen as the key for perpetual motion machines, leading to the creation of the Disco Tank – a spike-covered, self-propelled small tank. Just make sure you are careful with it – the power of disco is dangerous, and your tank could go out of control if you're not careful.



Cut-Off (300 LP, Discount Toad)- The excess material from creating a new level. If left alone, it acts as a dangerous trap by acting as an especially swift moving screen barrier that will destroy you if you touch it. Very deadly, so be careful about using it.



Ambiguously Cannon (400 LP, Discount Toad)- Using the science behind warp pipes, the Toads built this unparalleled weapon as a transport system. When a subject is launched out the cannon at a determined destination, all events at the landing site (within a radius of 10 miles) for the next 24 hours are ambiguous for the *canon*. Meaning that after the time limit has passed, you can decide whether the previous events of those 24 hours really happened or not. If it didn't happen, it will be as if you did not land there. This can be very useful in case you accidentally destroy the world or something. Can only be used once per year.



Communist Mothership (100 LP, Discount Koopa)- The greatest invention in the Commies' space program. Unfortunately, they kind of fell behind in the space race in this timeline. It's basically a large space shuttle attached to a big missile. It also has a teleporter beam that you can use to capture test subjects. Just make sure that no one fiddles with the obvious self-destruct switch.



KGB Secret Weapon (300 LP, Discount Koopa)- A secret Communist, floating weapons platform that shoots payloads of spiky caterpillars below.



Random Bowser Statues, Inc. (400 LP, Discount Koopa)- The proud deliverer of statues to the Koopa royal family since 1988. The factory produces all sorts of Bowser statues, from jumping and fire-shooting ones to Bowser boss substitutes to prototypes that have not been seen outside the factory.







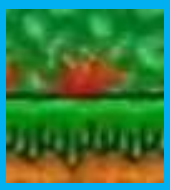
Companions

Who says this game has to be single-player? Everyone can use a little back-up now and then.

Multiplayer Option (First Free, 100 LP Each, 8 for 500 LP)- Want to import some past companions, or invite some new ones along for the ride? You get the first one for free, and you can pay 100 LP for each additional party member. If you pay 400 LP up front, you'll get a grand total of 8 companions. Each companion has a free origin and 500 LP to spend.

From the Game (200 LP)- With this option, you can recruit a character from the games to join you as a companion.

Blade of Grass (100 LP, Discount Drop-In)- A seemingly normal albeit red patch of tall grass that you can actually talk to. It is rather cheerful, and enjoys having someone to talk to. Since it was programmed as something to talk to, and not as an enemy, it is impossible to attack, damage, or even uproot it. Also, it can identify when the state of the reality has been "updated", though it can only provide limited information on what changes have occurred.



Dog (50 LP, Free ABCD)- A simple, normal-looking dog that you can pick up and carry. As an NPC, it is immune to damage (and can't hurt anyone either), but it has a peaceful and affectionate personality.

Yoshi Commie (200 LP, Discount Yoshi)- A Hikikomori Yoshi that stays just within your Warehouse. However, he constantly uses a communicator to update you on your location. He has a deep knowledge of this universe, and he gains additional information with each following jump.

Family (100 LP per member, Discount Generic Enemy)- Even common enemies have families that love them. You can have up to five family members of your basic species, though they can be of different variants.

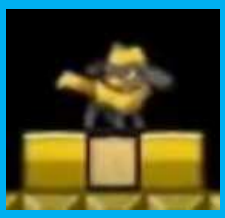
Furba (50 LP, First Free Toad)- Despite being the replacement for Goombas, the Furbas actually make very loving pets. All they can say is "meep", but they are nevertheless affectionate. However, they are very curious, so keep a close eye on them.

Mistery Luigi* (300LP, Discount Koopa)- Mario may be completely absent from the games, but at least Luigi is still here (even if he's in another dimension). With this purchase, Luigi is now an old battle buddy of yours. He's busy with his own adventures with the Chamillia Empire, evil cows, and other baddies, but he'll find the time to take some shore leave so he can hook up with you and your party (and he'll be willing to extend his leave even longer to follow you across jumps, if that is your plan). He's not quite the same as the normal Luigi, but he's still a great hero.

Cat Llama (200 LP)**-** A strange creature that is basically the same as a Yoshi, except that you won't find it anywhere except in this jump.

Goat (200 LP)- Okay, I'm not sure if it's an actual goat, but it says "baaah" and looks kind of like one. It craves the taste of cinnamon toast pottery.

Quantum Physic Man (300 LP)- ~Canis Riolus~ Possibly one of Dr Wily's (Mega Man) failed Robot Masters. Given how he only appears in a spin-off of the fan games (Superb Demo Sisters), nobody has gotten around to checking whether he exists or not until now. He can theoretically switch between all power modes of the different Robot Masters, but he can only continue to use one set of powers for 1 minute, and cannot reuse an expended power for 24 hours; he can technically use the powers for more than the single minute, it just means that there is an increasingly high chance that something will malfunction. Furthermore, he shifts through his power modes at random.



Yukkuri (+100 LP)- Who can resist these strange things that resemble the heads of Touhou characters? Unless you're creeped out, that is. Ranging from small Marisa and Reimu heads to giant Sanae heads, they make affectionate pets or free range guard enemies. However, they have the breeding capacity of Tribbles, and they tend to enter a communal berserk phase in large numbers, so watch out! You start out with a dozen yukkuri of different breeds, but don't expect the number to stay low for long.

Drawbacks

It's going to be a taxing jump already, but if you want more handicaps than the ones in place by the designers of this thing, go right ahead. You can take up to +600 LP under normal circumstances, but *Full Walkthrough* and *No Demos* do not count against the limit; then again, you'd have to be *really* desperate to take either of those options.

Mario is Missing (+0 LP)- This is a fan-game, not an official title, but you can make it so that this jump coincides with other Mario-related jumps. Anyone you've met in one of the previous jumps will remember you – if they're still around, that is (Mario isn't, for one).

Criss-Cross Chaos (+0 LP)- This is meant to be a Mario game (sort of), but there are a bunch of other cameos (*Legend of Zelda*, *Touhou Project*, *Mega Man*, etc.). Any characters from jumps related to those crossovers will remember you.

Bored Now (+100 LP)- You have very little patience for exposition, even when the information is incredibly helpful, and you are likely to just move on and continue with your mission without thinking too deeply on these new revelations.

Anybody Listening? (+100 LP)- As a jumper, you're bound to have lots of useful information to share with everybody. Unfortunately, nobody seems to care. Any exposition you give that is more than half a minute results in most people simply walking away out of boredom.

What a Strange Person… (+100 LP)- You have trouble adjusting to this bizarre world, and you often stare into space trying to convince yourself that this is just a team. As a result, people will find you less approachable.

Annoying Pervert (+100 LP)- You have a tendency to unsettlingly stalk and gaze at pretty women. This gives you a bad reputation and makes it less likely for people to want to cooperate with you.

Empty Text (+100 LP)- The level designers had lots of important information they wanted to convey when you activate certain blocks. Unfortunately, they never got around to inserting the text. Hopefully you won't miss any important clues.

Filtered Out (+200 LP)- Every level now "filters" you by taking away any power-ups you had prior to entering the level. You can still try to obtain new power-ups within the level, but even then the selection is going to be slimmer than before.

Unstable Composition (+200 LP)- Your creation in this jump has distorted you in some way, though not fatally. Perhaps you lack appendages (more than usual), or your head is in the wrong place, or you are liable to collapse into goop, or you've just gone insane. Whatever the case, your disability is incurable during the jump.

Vegetable Allergy (+200 LP)- You are allergic to vegetables, as they give you indigestion. Physical contact will not hurt you, but you will not be able to properly eat any of them.

Panic in the Outhouse (+200 LP)- How do you feel about sentient ammunition, Mr. Guy? Well, whether you're a guy or girl, sentient ammunition sounds rather unsettling, but you'll have to live with it. Everywhere you go, there will constantly be "bullet" enemies zooming in your direction. You can easily kill them by jumping on top of them or a similar attack, but they just keep coming. And since all of the launches are "off screen", you will never find, much less disable, the cannons that must be launching the things.

Boss Bass Ate the Drawback! (+200 LP)- In every place that has water or lava, you will be chased by Boss Bass – a giant red fish trying to eat you in one gulp! He will also eat the midway checkpoints of those levels.

Puzzle Muddle (+200 LP)- The number of puzzle-oriented levels has drastically increased. Whether it's a single area or the entire level, you'll need to solve the puzzle to progress, and hopefully you don't mess up the layout prematurely and have to start over from scratch – things need to be just right to work.

Time Limit (+200 LP)- With just a few exceptions, every "level" you enter has a time limit ranging from 100 to 600 seconds.

Quiet, raocow! (+200 LP)- As you go on your different adventures here, you will constantly here a man babbling off screen about one thing or another. Between his random rants and off-tune singing, it will be hard to concentrate – especially when one misstep could make you lose a life!

Engine Swap (+300 LP)- At the beginning of every new day, the "game engine" determining the physical laws of the universe will change slightly. For instance, in some versions you may be unable to switch between different power-ups, or maybe

one allows you to jump higher, or it may be as simple as adding a fish enemy to a small pond nearby. You have no control over which engine you get each time, but you will receive a little notice hinting about the change.

Door Filters (+300 LP)- Every door you enter has a 33% chance of taking away any power-ups you are currently using.

Find the Switch! (+300 LP)- You will need to find and activate the Red, Blue, Green, and Yellow Switch Palaces to complete the jump. Do the switches actually do anything? Well, they solidify blocks of that color – only they never really have much use. In fact, they will hinder you at certain points of the game.

One Hit (+300 LP)- Looks like you're in hard mode now, not that the games ever needed one. Whenever you make contact with something harmful, you will instantly die. And don't expect any of the power-ups here to work.

Carnophobia (+300 LP)- You have a very good reason to dislike meat: the slightest touch of one, living or dead, will instantly hurt you.

Noises Off (+300 LP)- A good lawyer never makes any noise when there is no music playing. Well, you're not a lawyer, but it still counts. There will be always be music intermittently playing around you, but every 15 seconds to one minute, the music will suddenly pause. During these silent periods, doing anything, from moving to speaking to activating a power, will cause you to receive damage as a penalty.

Off Screen (+300 LP)- You are unable to see anything beyond a 20 meter radius around you. On the other hand, it doesn't prevent the things from "off screen" from noticing you.

Raid on the Castle (+400 LP)- You are now going to know what it's like to be the happy owner of a castle who gets attacked unprovoked by heroes and other troublesome people for no reason whatsoever. Any bases and fortifications you own, whether your Warehouse or a home in the jump, will become widely known as a place with all sorts of money, vegetables, and other goodies, encouraging people to investigate and take whatever they can find, while attacking any "enemies" that try to stop them. No matter what you do to your attackers, more will keep coming (plus, given the way lives work in this universe, the ones you just killed might be back for another go).

Teleport Trouble (+400 LP)- All attempts to teleport you between two locations, whether using items or powers, have a 50% chance of failing, in which case you will get transported someplace far away from the site you had in mind. This includes not only teleportations you activate yourself, but also teleportations done for you by other people.

Power Suppressor (+400 LP)- Your powers are too dangerous for the stability of this dimension, so you are forced to wear a cardboard box for the entirety of the jump. The box restricts the majority of your powers, such that you are limited to your most basic attacks. Still, even those can be formidable if used properly.

Anaphylaxis (+400 LP)- You are deathly allergic to fish, and the slightest touch of one, living or dead, will instantly kill you.

Play to Pass (+400 LP)- There's no getting around it – this universe is composed of levels, and you must complete a level to reach the area beyond it. Furthermore, every time you want to pass through that route, you must play the level again.

Unleash the Copies (+400 LP)- It's a well-cherished habit in this universe for different people and their attack patterns to be copied for bosses and enemies, even famous heroes like Mario and Peach. Now you will get a similar honor. You have not lost any of your powers, but they have all been copied and distributed to a variety of new enemies who vaguely resemble you (emphasis on the vaguely). Each enemy type generally has access to only a single power of yours, though

there will be a fair number of "boss" enemies who will either have your stronger powers or up to three different powers. They also tend to use attack patterns resembling your own. In addition, all of them have been programmed to be fully hostile toward you and any allies. Fortunately, all of the enemies and bosses' AI (meaning overall battle tactics) is limited to a level appropriate to that of classic Mario enemies, so it shouldn't be too hard for you to beat them in theory.

Live Demonstration (+400 LP)- You are going to demonstrate what happens to things that get in Demo's way. At one point in the jump or another, you will come into direct conflict with Demo's goals. Given how she tends to have one main approach to problem solving (destroy), you had better hope you can find an alternate solution before it's too late.

Golden Swan (+500 LP)- Jumper, you are a golden swan. Betray the bed you lay upon. Your memories have been altered such that you do not remember anything before the jump. If you take either the Artist or Masters drawback, you have already been captured and brainwashed by that faction.

One World at a Time (+500 LP)- This universe is split into different worlds – which can sometimes refer to actual planets but can also be land regions or even different sections in a large castle. Whenever you enter a new "world", you cannot leave until you finish the end level and boss that grant you exit from that area. Hopefully you won't get in over your head, because there's no place to rest until you've reached the end of the world.

Tayce T. Ness (+500 LP)- A lot of things in this world can be eaten one way or another, but you're safe, right? Why am I staring at you like that? Just licking my lips, I suppose. You look especially delicious to beings ranging from Yoshis to ABCDs to Toads, so watch out.

Zombie ROM (+500 LP)- It looks like something went wrong when a bunch of the creators were submitting their designs for the game, and the whole thing has crashed. Expect lots of important material to be missing, tons of miscoded things, and for some levels to be entirely unplayable.

Trials of the Jumper (+500 LP)- Just as you are about to finish the jump, you will be transported into an alternate dimension and forced to undertake 8 ordeals based on the most memorable or difficult challenges you have faced in the past. They might be particularly strong opponents worthy of the title of "boss" or simply key obstacles or missions you have had to overcome. In any case, all of the challenges have been converted into 2D platformer formats. You will be unable to gain assistance from any companions or allies while you are completing the trials.

Item Quest (+500 LP)- Choose randomly from the top ten items in your inventory that you personally value the most. When you arrive in the universe, your item will be stolen by some enemy. You have a basic idea of where to go to retrieve the item, but you will have to travel through 8 "world" areas until you can at last confront those no-good thieves and regain your precious possession.

Artist's Collection (+600 LP)- The Artist has noticed your arrival, and he has made your capture the top priority for the ABCDs.

Might of the Masters (+600 LP)- The Space Masters of Space sensed your arrival, and they see that you are an even greater potential asset and threat than the ABCDs. They will stop at nothing to either enslave or permanently exterminate you.

Landed on a Zebra (+600 LP)- You have ended up in the terrible Zebraspace, a bizarre otherworld that often drives inhabitants to complete madness and physical breakdown (not necessarily in that order). Sure, the heroes got through it okay, but by then they had gotten through the rest of the game. Hopefully you're ready for this, because you're surrounded by some of the toughest (and most eldritch) levels yet.

Eclipse (+600 LP)- Your entry into this dimension has taken you through the far ends of the universe. No, Jumper, you are the universe. Or, at least, that is what the current Universe wants you to become. Should you refuse, it will do everything in

its power to destroy you. And this time, there's no avoiding it, no matter where you run.

Full Walkthrough (+800 LP)- You must complete every level in the ASMT series, and in the case of multiple exits or goals you must fulfill all of them. If you fail to complete every level before the ten years are up, you will fail the jump. And some of them are really crazy, let me tell you.

No Demos (+1000 LP)- You only have a single life before getting ejected from the jump. And 1-ups perks and the like from other jumps won't help you either. Let me be honest with you. Are you **really** sure about this? Some of those levels are a doozy, so you had best be an ace – and extremely lucky, to boot – if you want to survive to the end – or as long as a year, more likely.

Fin



Okay, you survived ten years in this crazy universe and reached the credits, so what are your plans now?

Escape the Matrix- You've have enough of all this wackiness, and you are ready to return to the real world where things make sense. You return to your home Earth just after you left, with any powers, items, and companions you may have acquired coming with you.

Yet Another Sequel- You have decided to stay in this…unique place, as it has grown on you over time. You may not be able to go to more jumps, but there will be plenty more levels and adventures ahead.

New Game- It's time to go to the next jump. Whatever it is, it won't be quite as silly as this place was, right?

What *Is* This Game?



A Super Mario Thing was a collaborative work by fans of *raocow*, a video game whiz who has gathered a large following for his live plays of various video games,

both official and fan-made, on YouTube, complete with witty and funny commentary throughout. With *raocow*'s blessing, the fans created a fan game specifically for him to play, with each participant generally making an individual level. Given the sporadic design to the game and the many references to *raocow*'s past LPs, it is a rather eccentric, confusing, difficult, and amusing game. A second installation called *A Second Mario Thing* died prematurely, but fans moved their efforts to the *Super Mario Bros. X* platform for two additional sequels, equally ridiculous and challenging if not more so.

The first game, *A Super Mario Thing*, stars Demo, an ABCD working for an enigmatic master. After going on a run to grab groceries before the upcoming space battle, she has a malfunction with her teleporter device and gets transferred to this universe's version of the Mushroom Kingdoms, which appears to be on hard times. Almost all of the common enemies from canon Mario games have been replaced by different creatures. The biggest example is the Goopa, which looks like a shriveled alien head under normal conditions and like a tall slime worm when wearing a shell helmet; the different color variants have replaced the common Koopa.

Other than a few Hammer Bros. variants, the only Koopa type still around is the Charging Chuck, which is now called a Charlie. The Charlies, under the rule of King Charles IV (a title that all Charlie kings take, apparently) have taken over multiple "world" areas and conquered the Yoshis (also called "horses"). Some horses are allowed to join the army, while others are sent to the glue factory. Even so, a band of Yoshis in the underground continues to resist.

Where is Mario, you ask? It's never really clear. Some of the Yoshis mention how a plumber used to save them, but that they have not seen him in a long time. A video clip in one of the prequels suggests that the playable characters may have accidentally killed him when landing on a new world.

As for Demo, she doesn't really care about any of that. What she cares about is that she accidentally got into a fight with some of the Charlies, and they absconded with her teleport device. With the assistance of the Yoshis, Demo set out across the different strange lands until she finally defeated King Charles IV and retrieved

her device. After dealing with one more world, she managed to teleport back to the mothership, only to find it deserted.

Not too much is known about *A Second Mario Thing* due to it getting scrapped, but what we do know is that the whole adventure would take place on the massive spaceship of Demo's master – the thing is huge, containing environments ranging from castles to mountains to jungles. There was going to be a plot about the master's rival the Artist capturing and brainwashing Demo's sister Iris, but we don't know much more; even so, a number of the concepts such as Demo's other siblings and the Artist would be revisited in later games. This is also the game where chests were placed by the various designers to hold different (often worthless) treasures.

Later, using the Super Mario Bros. X system, fans made *A Super Mario Bros. X Thing: Prelude to the Stupid*. Set up to be a prequel to the original games, PttS doesn't offer too much in the way of plot. The only story here is that Demo and Iris are raiding the giant Castle of Absolutely No Significance Whatsoever for its many vegetables, as the ABCDs eat vegetables for power-ups. It's basically a 2D equivalent to Super Mario 64, with each door inside being a pathway to a different level and world. However, there are a couple key new additions to the series here. First, Toads, Shy Guys, and a few other canon Mario species appear for the first time. The Toads in the game are primarily featured in the level "Toad Central", a parody on fan game site SMW Central in which the Toads build levels. In contrast, though, the Yoshis have almost completely vanished, with the strange Cat Llamas taking their place. Second, there are a few new playable characters, though only in a couple of levels. First there's raocow himself, who gets sucked into the game universe after a virus wrecks his computer. Then there is Sheath, a character from raocow's web comic *Artificial Time XS*. And finally, there's Kood, a slightly perverted Koopa Troopa from a separate set of fan games called *Drama Mistery*; he traveled to this dimension tracking down "Subject J" – a dangerous dairy cow villain.

The second prequel game, *A2MBXT Episode 1: Analog Funk*, takes place right after Demo and Iris leave the Castle of Absolutely No Significance Whatsoever. Kood from the future travels back in time and warns them that the universe is going to be destroyed unless they do something to save it. Joined also by raocow

and Sheath on a permanent basis, the team sets out across multiple planets to collect the legendary Super Leeks, which normally power Demo and Iris' ship but were mysteriously stolen. Kood thinks that maybe collecting them will prevent the end of it all, though Iris and Demo only care about retrieving the leeks for their master.

At first, the adventure is just various shenanigans like rescuing giant turtles from crazy princesses and fighting Wild West duels against frog bandits, but things eventually change. Halfway through the game, after getting caught in a literal cold war between a fascist dictatorship and a communist army of Ninji and Lakitus, the party encounters new ABCDs: Demo and Iris' siblings. As we later learn, the ABCDs were going to be used by the Space Masters of Space as a slave army due to their special ability to gain power from vegetables, but the slaves revolted and were eventually wiped out. Later, a being known as the Artist replicated the ABCD race with various, experimental clones. The last ones were Demo and Iris, but they somehow escaped and ended up with a Space Master, who erased their old memories and obtained their loyalty.

You fight the various Siblings in the remaining worlds and take back the final Super Leek from the Sibling leader Science. However, Science reveals that he was actually using the Super Leeks to try to maintain the stability of the universe, which was threatened by multiple portals opening (as that was how the party moved between worlds). Then things get even worse when Pandamona, a paranoid and insane Sibling who had a cardboard box sealing away her incredible powers, overcomes the seal and seizes the Super Leeks, thus wiping out everything in the universe. Everything except Sheath, that is – it's a running gag in her original comic that she doesn't notice getting hurt and that her wounds actually vanish in time, so since she remains oblivious to what actually happened (she just thinks that they beat Science and saved the day) she wasn't killed like everyone else. A third installment is somewhere in the works, and will presumably involve Sheath restoring things. But that's how the prequels end.

I should also add that the different levels are highly diverse, since each one was made by a different designer. So there are a lot of gimmicks that make single appearances in the games, and a lot of crossovers and callbacks to other series. It's a difficult setting to truly understand, but it's also kind of fun to explore.

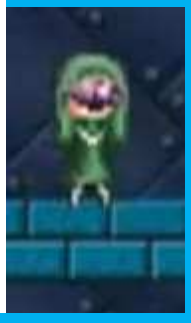
If you wish to learn more about the series but do not wish to get frustrated by the gameplay, consider watching one of the playthroughs by saged gamers. The best experience is through watching the person they specifically made the games for: *raocow* himself. However, for the first game, I actually recommend watching the playthrough by *PinkKittyRose*; she just shows a single, complete run for each level (after doing other tries on her own to find all of the secrets) so that you don't have to spend a lot of time watching Demo get killed by the same obstacle over and over, and she gives well-rounded reviews of the individual levels.

Species Guide

This is a rather confusing setting, so here's some more info on some of the different species you might encounter here.

ABCD (Armless Bipedal Cycloptic Demon)



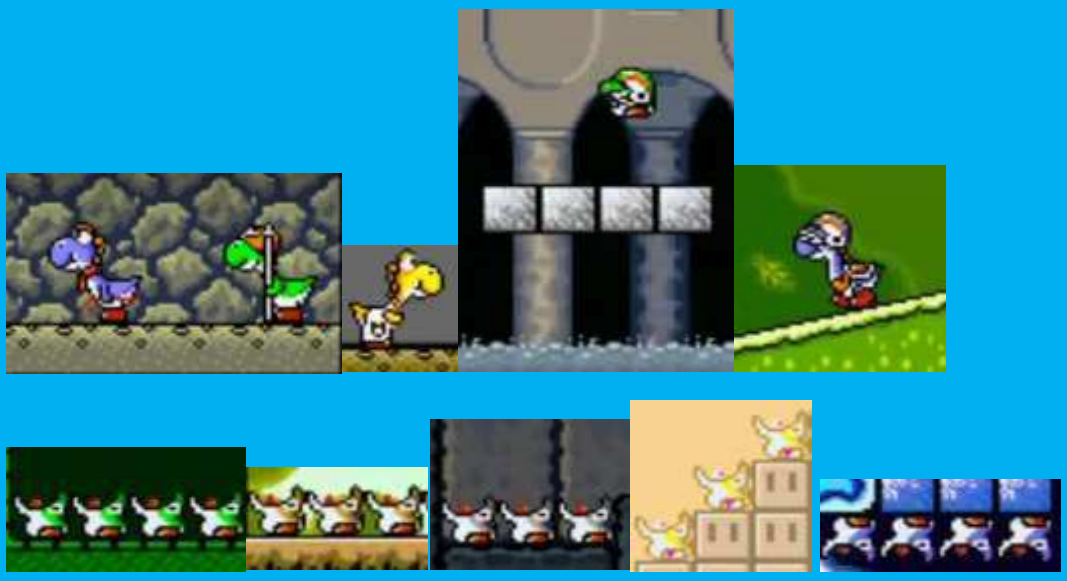




On the upper left is Demo, the main protagonist of the games, while to her right is her twin sister Iris, the playable equivalent of Luigi in the duo. At the lower row are the Siblings encountered in later games.

The ABCDs have the special ability to gain special powers through vegetables, and also through similar means gain extra lives. This made them valuable to the Space Masters of Space before they rebelled and were wiped out. All current ABCDs are experimental clones recreated by the Artist.

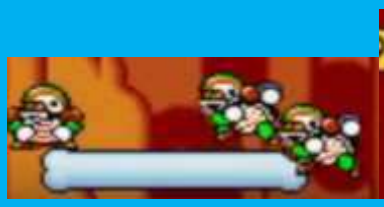
Yoshis

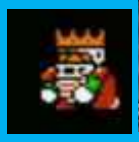


Here you can see the different varieties of Yoshis. Some, such as those on the upper left, are part of the underground resistance, while those on the upper right have defected and are working with the Charlies. The ones on the bottom are the replacement for Munchers; you can never kill them, and the only way to even safely touch them is to be invincible or on a Yoshi.

Charlies

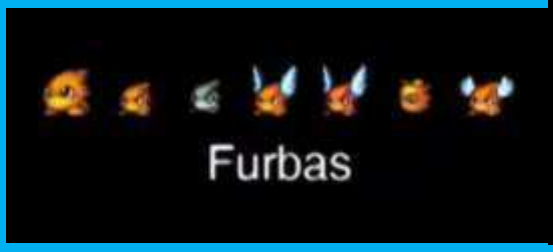


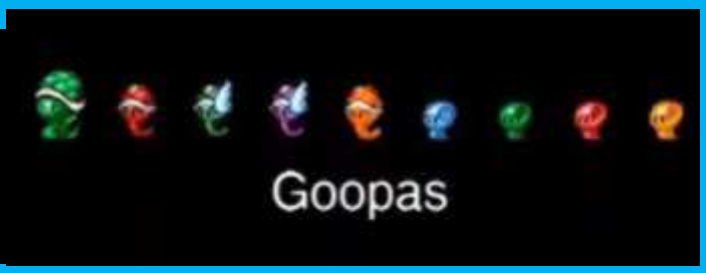


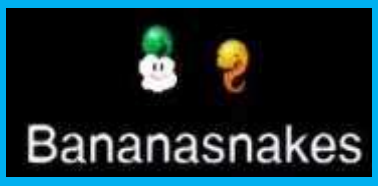



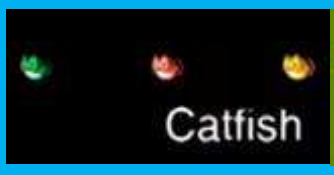

The Charlies, formerly known as Charging Chucks, haven't changed much from their original appearance – with the exception of the "Wiggler" Charlie on the lower left. While they are technically a subspecies of Koopa, the mass extinction of most Koopas has led them to assume power as an independent bloc. Their king claims to rule the Mushroom Kingdom, Dinosaur Land, and other lands, but their control is actually much weaker, as they lack the sophisticated infrastructure of the Koopa Troop and seem to have just recruited whatever baddies they could find; in fact, in some areas they just convinced a boss there to be their vassal by promising not to interfere with what he does there.

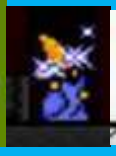
Generic Enemies










I made this category to basically account for the various different enemies who have replaced the niches of enemies from normal Mario games. For instance, the Furbas replaced the Goombas, and the Goopas replaced the Koopas. Despite

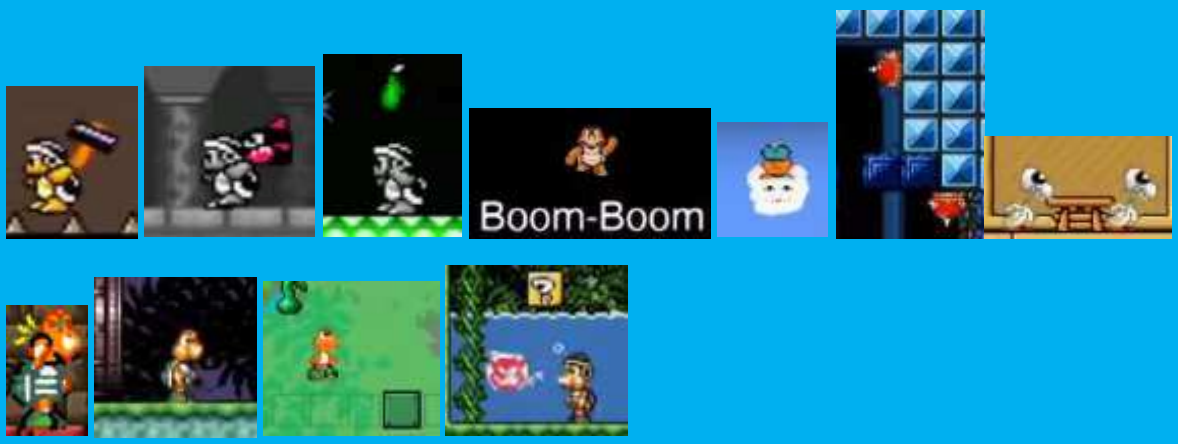
looking very different from their original counterparts, they tend to have the same attack patterns and weaknesses as their predecessors. In later games, it's shown that they often have lives of their own outside of being a baddie, such as raising a loving family, visiting hotels and concerts, and relaxing in the employee lounges.

Toads



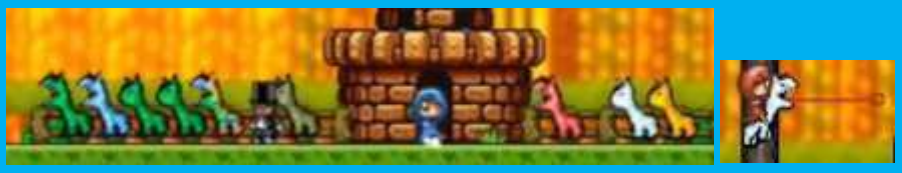
While they only show up in the prequels, the Toads are rather numerous, appearing at least once or twice in many levels. However, with Mario gone, they've had to learn some new tricks. In the level "Toad Central", as shown in the bottom row, the Toads showcase how they "make new levels", from adding new landscapes to producing the text; the level also features an "item nursery" where they raise baby items. In another level, Fun Fungus Function, as seen in the middle row, the Toads unleash the Toad Brigade, generally using attack styles of former enemies such as Koopas, Hammer Bros., and Pokeys.

Koopas



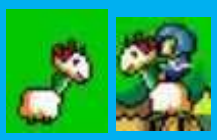
Here are the last survivors of the once great Koopa Troop. A few species have managed to hang in there and sometimes even evolve in new ways; for instance, the Hammer Bros. have found new niches such as the Bullet Bros. and Grenade Bros., and Lakitus have become great scientists. Look hard enough, and you'll find even a few Boom Boom and Bowser variants in some remote areas. However, even in these cases they are being outcompeted by new species; certain Hammer Bros. types have been replaced by Banana Snakes and octopi, and Lakitus and their Spinies have largely been replaced by spike-covered centipedes. In the lower column, you can see Kood, who is one of the playable characters in A2XT.

Cat Llama



A strange creature that appeared in the prequels as a stand-in for Yoshis. When ridden, it is generally the same as riding a Yoshi.

Goat



This thing subbed in for Yoshi in *What the hell!*, a fan game made by raocow in which Demo made her very first appearance trying to get home in time to watch Seinfeld. Unlike Yoshis, it has very particular tastes, preferring cinnamon toast pottery.

Yukkuri



These walking heads of characters from *Touhou Project* have become quite popular among the fanbase, and one of the game makers slipped them into a level. As you can see, they can quickly get out of control.

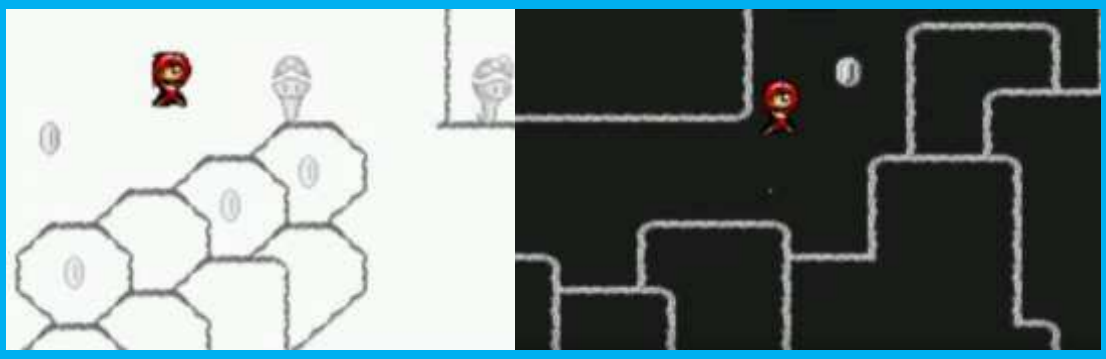
Worlds and Levels

The overall world and level design is, to put it simply, very wonky. Different people, ranging from amateurs to professionals, worked on their own levels, so the different “world” areas, particularly early on, tend to be rather mismatched. Furthermore, as the games pay homage to raocow, they are filled with in-joke references and meta/4th wall concepts.

To give you an idea of what I'm talking about, here are a few of the levels.

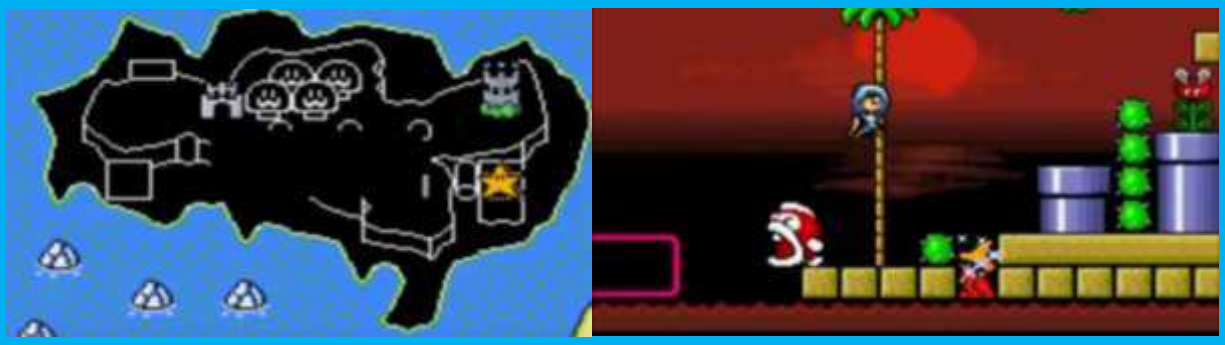
Untitled





This level is from *A Super Mario Thing*. Most of the areas in the game were connected to each other solely by warp pipe, making the arrangement kind of scrambled, so you can really only look at pictures of the singular "worlds." As you can see from the world map of this area, you are currently in a "grasslands" or hilly meadows area. That said, as shown by the actual level, the landscape kind of varies. Since the management of the different levels was kind of loose, you get ones like this that are completely different from what you'd expect in this region – or anyplace following logical rules.

Overly Hot Beach



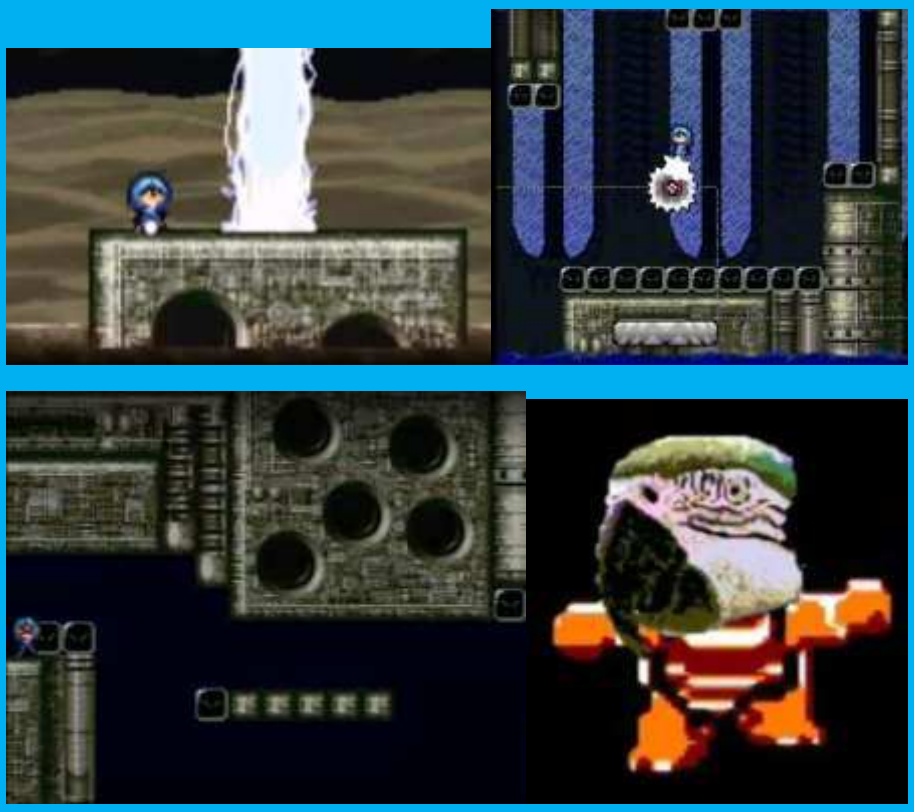
Another level from ASMT, this one is in the "bonus world" – though you have to beat it to complete the game's plot. It's supposed to be in another dimension, so things start to get particularly wacky here. Basically, Demo tried to use her teleporter, only a digitalized Big Boo cyborg pulled her into this pocket dimension containing things from other universes ranging from Metroid to Mega Man. In addition to the kanji and Bowser statue factories mentioned earlier, this is where we get a lava beach with a giant Boss Bass trying to eat you. It's a callback to a similar level in the VIP4 Mario fan game.

Land of Illusions



This is a level from *A Second Mario Thing*, which was cancelled midway. The whole game's supposed to take place on the mothership, but there's clearly a full world or half dozen inside here, given the landscape. As you can see, the level is a parody of Touhou Project, with Komachi and Lily White making cameo appearances.

B-Side



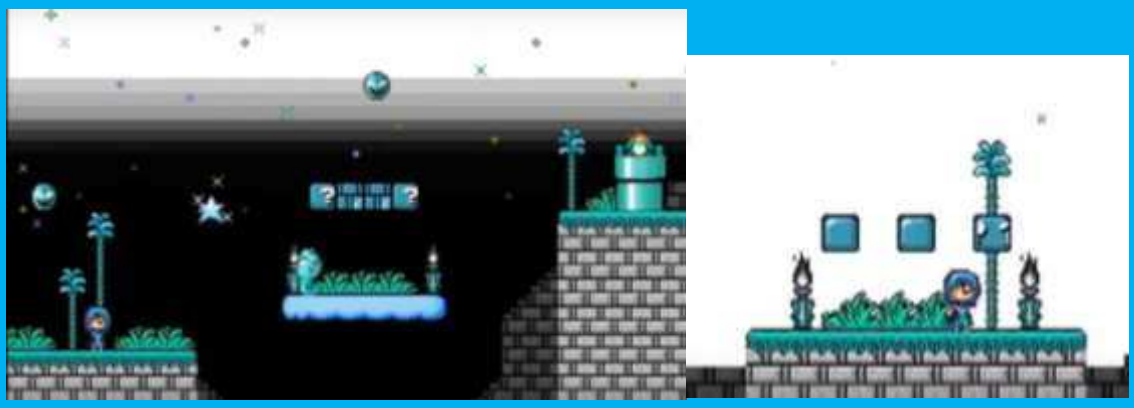
This final bonus level of A2MT had you summon a portal in the desert to a mysterious realm where you would fight the evil parrot boom boom (who in fact dies as soon as you confront him). Have you started to see how crazy the games are? Please also note that the level demonstrates the extremely hard nature of some of the levels; much of the level requires you to perfectly bounce off things from saws to shells to trampolines you throw, while later on you have to avoid getting crushed by scrolling sections that constantly change direction and move at lightning speed (the lower left picture shows Demo getting squished) – and touching those strange black boxes resets your progress.

Fricken Meta



This level takes place in *Prelude to the Stupid* at the Castle of Absolutely No Significance Whatsoever. In case you're wondering how that one guy is, that's supposed to be raocow, the LP'er who inspired the games. Due to a glitch accidentally caused by Demo, raocow gets trapped inside the computer while playing the game, and even after destroying the virus in the computer is unable to go back home.

Edge of the Universe





One of the bonus levels for PttS, this level has Demo travel farther and farther until she is at the very edge of the universe. No, beyond the edge of the universe. Until the Universe itself said, "No Demo…You ARE the universe." Demo disagreed about becoming the literal universe, so the Universe decided to make her accept by force. In the end, the Universe was too powerful to defeat, so Demo fled for her life. Fortunately, she managed to escape the edge of the universe and return to a normal (by her standards) place, so the universe let her go.

Fun Times at the Laundromat



As you may have guessed, this level is at *A2XT*'s Mantreopolis; what, you thought I was joking about the laundromat? The washers may look ordinary on the outside, but go inside…and you'll find an entirely new, strange world.

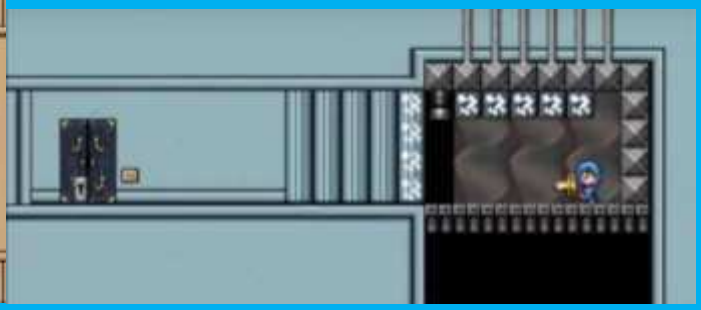
Archwing Skyperch





















Unlike the other levels I am covering in this section, this one is actually hub/free exploration area, with no actual enemies. Each world area in A2XT has one such "leek sanctuary" to explore (another example is Farina Train Station, on the Planet of Preventable Forests). Archwing Skyperch is found on the world "Technically Not a Planet Just a Ball of Atmosphere" – basically a sky world – and is a strange mix between a resort and a military docking bay. The lowermost area with the green hills has rental homes for people who don't want to live in the hotel. The hotel is a towering spire with multiple levels. Take the stairs or the elevator to get to the different levels. There's a large variety of different rooms, along with special employee-only lounges. However, that's only the beginning. Remember that central black door on the ground level? That's actually the Spire Express Elevator, which takes you up into the clouds. Amongst the firm clouds, the various renters and residents make a decent if strange town. High up at the top of the tower, massive airships are parked, as soldiers prepare for their next deployment. You may have also noted the two types of Archwings – the humanoid beings found around the hub; some have wings, and others do not, apparently gaining increased physical stats in exchange for probably falling somewhere and dying one day. They talk about some war going on, but you never see them outside of this level, so that's that. This is one of the parts of A Super Mario Thing where you get the feeling that there is a larger mythos and separate plot going on in the background, but you never get enough information to know exactly what. Much of this universe remains a mystery…

Other Notes

Lives/Demos- In this world, you only stay dead when you are all out of lives [demos]. And you can always find more by eating green beets, with a total of up to 99 lives at a time. As a result, the jump will not end [through dying] as long as you have an extra life. If you do run out of lives, it's Game Over, and you'll have to face the consequences. So try to stock up on as many demos as you can; trust me, you're going to need them. A lot of the levels have very tricky challenges that depend more on luck and knowledge than actual skill, while others are just super hard. After the ten years are up and you finish the jump, you go back to one life; any extra lives you have gathered will not count in subsequent jumps. Also, the extra lives will not help you in the case of extreme situations like the universe getting destroyed.

Forgot About It- Essentially, this perk is powered by stupidity. If you fail to recognize that you have been wounded to begin with, or you just let your injuries slide because you think they're not important, your body will start to believe that it was never hurt, and will correct itself accordingly. Be concerned about getting hurt, though, and your body will act normally and you'll be in trouble. Even the recognition that you should be getting hurt, just for a brief second, is enough to break the effect of the perk. Get yourself into far enough a state of stupidity, though, and you could even survive the destruction of the universe, simply because you are too dumb to realize that you are supposed to be dead. Only one thing can be successfully ignored per minute; if the injury has not been fully corrected by then (which may happen when the wounds were especially grievous), you will have to ignore that injury for another minute and so on until it is completely gone.

Similar Powers- To give you an idea of the concept, the game lore behind the power-ups (which are all vegetables) is that ABCDs have the special ability to gain power from vegetables, and also to have extra lives. In later games, though, there are playable characters who are not ABCDs but can still gain power-ups and extra lives by consuming vegetables, though their powers are usually a little different. To clarify on the "basic abilities" limit, you are restricted to the average powers of the set you choose. Things that branch out from or enhance the basic powers won't qualify. Generally, they embody what a "normal" user of that power could do without going further. Moreover, you cannot use the perk to access powers that are beyond the average potential of things in the Mario universe; you could access some fairly good physical and magical attacks, for instance, but something that can destroy a mountain or worse, alter reality in some fundamental way, or in general

be over the top, will not qualify for the perk. However, these restrictions only apply when you are using this perk; it does not inhibit you if you actually buy the respective powers in the jumps.

Vegetable Hunter- For the sake of fairness, green beets – the substitute for green 1-up mushrooms – will fail to work as 1-ups after the jump.

Screen Play- For the sake of fair play, there are a couple of restrictions when you use the power against someone. First, the screen death is not instantaneous, and it is more akin to Super Smash Bros.: the target will take damage (hp drain, etc.) as long as he or she is off the screen, and going too far means death. Second, you must stay approximately within your opponents' own speed restrictions – going a little faster than average is fine, but try to pull out a sonic-speed move against a normal runner and the power will fail; that said, if one of your opponents is fast, the speed restrictions for the perk will lessen.

Item Babysitter- To clarify matters, this perks allows you to essentially "raise" items as if you were taking care of a child or a domestic animal. The more care you give to the items, the more they will develop organic traits, such as being able to develop both physically and mentally. With enough work, you can even get some of your items to somehow "mate" and have baby items, which sometimes inherit traits from their parents. However, there are a few risks to shifting your items toward an organic level. First, with intelligence comes independence, so hopefully they won't enter a rebellious phase against their caretaker. Second, just as it is possible for your chosen items to give birth, it is also now possible for them to die. On the other hand, items, particularly magical ones, may have heartier constitutions than most organisms (for instance, an enchanted ice crystal is unlikely to get frostbite, and a flaming sword is hardly going to pass out from heatstroke. Also, try as you like, you will never be able to determine exactly how your items mate; all you know is that it they are left close by each other for an extended duration, you will start finding babies.

Mothership vs. Mothership- Please keep in mind that the Mothership location is different from the Mothership item. The A2MT Mothership that serves as a potential starting location is very large, probably at least the size of a large

continent or moon – after all, there are huge towers, castles, and other structures; vast landscapes and habitats ranging from canyons to jungles to oceans; and cloud cover and other climates forming inside. In contrast, the A2XT Mothership that can be bought as an item is of a more reasonable size – probably at most 50 football fields in area; it lacks the complex dungeons and environs of A2MT, but it does have a lot of neat rooms you can check out when you want to relax.

Ambiguously Cannon- When you land after being launched from the cannon, you start a 24-hour timer. After the time is up, you choose whether the events during that period actually occurred or not; if you decide against the timeframe becoming canon, things proceed as if none of those actions ever happened. However, it only accounts for events that take place during that time and in a 20 mile radius of your landing site. In addition, it can only be used once per year.

Mistery Luigi- This Luigi comes from the Drama Mistery series, a separate series of fan games involving Luigi and a Koopa sidekick exploring mysterious places. As you can see it's only somewhat saner than *A Super Mario Thing*. In the ASMT series, Drama Mistery crosses over into the story via said Koopa sidekick (Kood).



