
MARIO
STRIKERS
BATTLE LEAGUE

Mario Strikers: Battle League

A Jumpchain CYOA by WoL_Anon

Ver. 4.2

Welcome to the world of Mario, Jumper! A sport called Strike is all the rage these days, with even villainous sorts like Bowser putting their plans on hold to participate.

What's Strike? Well, it's basically football, if you stripped away most of the rules, made it a full contact sport, and added classic Mario antics like items and special moves.

You arrive in this world a short time before the next Cup begins, giving you time to join a team or form one of your own. You will be staying here for the next six months, when Strike will finally go out of fashion.

You have 1000 choice points (cp) to spend.

-Age and Gender-

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

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

-Species-

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

[Free] Human

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

[Free] Shy Guy

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

[Free] Toad

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

[100cp] Birdo

You are a Birdo, a dinosaur visually similar to Yoshis. Birdos lack a shell, instead possessing a ribbon on their head. You are free to choose which colour Birdo you are.

Birdos possess funnel-shaped mouths, which they can fire eggs out of as a projectile attack. Conveniently, you can safely fit a Strike ball inside this funnel, allowing you to carry it in this manner, and fire it out to pass or shoot. You also possess a short tail, which will serve you well when tackling.

[**100cp] Boom Boom**

Boom Booms are a variant species of Koopas, commonly found as a part of Bowser's forces. Boom Booms differ from the standard Koopa in a few ways. They are larger, especially in the hands and arms. This provides them with some additional strength. The shells of Boom Booms are often spiked.

Boom Booms are a common sight on the pitch, having taken to the role of goalkeeper. Whether you wish to follow along with the rest of your species, or find a different way to play, is up to you.

[200cp/100cp] Kong

You are a Kong, an anthropomorphic primate. Your large body affords significant strength, which will help both with tackling, and resisting the tackles of others.

For 100 cp less (100cp total), you are kind of a runt, more in line with Diddy Kong. You are far weaker and smaller, but you are more agile and possess a prehensile tail useful for both dribbling and shooting, so it's not all bad.

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

[200cp] Yoshi

You are a Yoshi, an omnivorous dinosaur of the colour of your choosing. You are capable of long, floaty jumps. You can extend your tongue out a long distance very quickly, allowing you to grab objects and pull them into your mouth. Your tongue is strong enough, and you have enough control of it, that it can be effectively used for both tackling and shooting. You are able to almost instantly produce hollow eggs containing something you have just swallowed, and you can swallow pretty much anything whole. You also possess a short tail, which can also be used to effectively shoot the ball.

[400cp/300cp] Giant Koopa

You are giant Koopa, somewhere between a dragon and a giant turtle. You are comparable in size to Bowser. You have sharp claws and fangs, horns adorn your head, and you have a protective shell with spikes growing out of it. You are capable of ducking inside your shell, and spinning rapidly in order to travel quickly and perform a powerful tackle. Your large body affords significant strength, useful both for tackling, and resisting the tackles of others. You can also breathe fire at your foes.

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

[Free] Import

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

-Background-

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

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

-Location-

You may choose to begin at any of the below locations for free.

Lava Castle

Located near active volcanoes, this Strike stadium features a fire pattern on the pitch, and a moat of lava running around the outside – fortunately it is on the other side of the electric fence.

The stands are seemingly modelled after one of Bowser's castles; unsurprisingly, teams captained by Bowser will often choose this as their home ground.

Spooky Mansion

Located in an eerie forest, this Strike stadium features the design of a withered tree on the pitch. The big screens are surrounded with ornate frames, making them appear to be mirrors, or art. The lights are made to look like lampposts.

The stands themselves are made to look like a spooky old mansion. With his ghost busting experience, it is little wonder that teams captained by Luigi will often choose this as their home ground.

Jungle Retreat

Located on a small island, this Strike stadium gives off a distinct tropical feel. It features a barrel design on the pitch, and the electric fence utilises a banana pattern.

Various huts can be found around the stadium. Teams captained by Donkey Kong will often choose this as their home ground.

Mushroom Hill

Wow, this place screams 'classic Mario'! Around this Strike stadium are warp pipes and '?' blocks, indeed the pitch itself is emblazoned with both of these. The electric fence utilises a brick pattern, and the goalposts appear to be made from warp pipes.

The stands lack seating, instead they resemble a classic Mario environment, standing room only. Teams captained by Mario will often choose this as their home ground.

Royal Castle

This Strike stadium features a crown design on this pitch, and a pink electric fence. The stands are modelled after Peach's iconic castle.

Naturally, teams captained by Peach will often choose this as their home ground.

Desert Ruin

I hope you like sand Jumper, because this Strike Stadium is located in the middle of a desert! A large stream of falling sand features prominently behind the goalposts. The pitch has a design based on this feature, and possesses a sand-like colouration. The stands are made of a deep brown stone.

Teams captained by Daisy will often choose this as their home ground.

Planetoid

Talk about out of this world! This stadium is actually made up of a collection of smaller planetoids; fortunately, you will able to breathe here just fine. The pitch has a purple colouration, with a ringed planet design featuring prominently.

Surprisingly, teams captained by Diddy Kong will often choose this as their home ground.

Urban Rooftop

Located in a futuristic city, this stadium is surrounded by skyscrapers. Above you, you can see clear pipes designed for transportation. The pitch has a blue colour, with one of the skyscrapers used as a design.

Teams captained by Bowser Jr. will regularly use this as their home ground.

-Perks-

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

[Free] Basic Strike Ability

You're here to play Strike, so let's make sure you can actually play.

You know how to pass the ball (including lob and through passes), how to shoot the ball, and how to dribble the ball (though there is nothing stopping you from picking it up and running with it instead). You know how to hurl yourself at others as a tackle. Finally, you know how to perform a 'dodge' in order to avoid the previously mentioned tackles.

You have a minimum level of fitness and conditioning if you lacked it prior, ensuring you can play through an entire game of Strike without adverse health effects.

[Free] Striking Art Style

Love the look of Mario Strikers? Now you can take it with you wherever you go.

Whenever you like, you may choose to apply the dynamically drawn style of Mario Strikers either to you or the world at large. You can remove this effect just as easily.

When applied to the world at large, nobody but you will notice the effect. When applied to you specifically, you may decide whether others will notice the change in your appearance on activation of the effect.

[100cp] Team Colours

Whenever you are part of a team or group, you may choose to apply this special power.

Doing so, you can change the colours of all or part of any clothing or armour you are wearing to match the colours of your team. You may also add your team's logo in places and/or replace existing

logos with your team's logo. If your team lacks both colours and a logo, for whatever reason, you will not be able to use this power.

Should you be part of multiple groups or teams, you may only apply the colours or logo of one of them at a time. You may revert these changes at any time. Should you leave the group or team whose colours or logo you are using, or take off the armour or clothing, the changes will automatically be reverted.

You may also apply this power to others in your team or group, with their permission. You can also revert these changes when you like. As with you, if they leave the team, or take of the attire, the changes will automatically revert.

[100cp] Grand Entrance

You have learned how to perform a theatrical entrance, used when arriving from above. This takes the form of a 'superhero' landing or similar action, followed by one of several poses you have mastered.

Whilst this won't make your Strike game any better, it will at least be clear that you mean business.

[100cp] Directional Arrows

From now on, you will experience a visual indicator whenever you or someone around you is about to perform a movement-based attack, such as a sliding tackle. This indicator is a pair of arrows, positioned under the individual, which point in the direction the individual is intending to go. The arrows begin as white, but fill with colour equal to the amount of power the individual is intending to put into the attack versus how much power they are able to put in. This colour is usually the primary team colour of the individual's team; if they are not part of a team, it will instead be a colour closely associated with them. The arrows will adjust as the individual reorients themselves prior to the attack, and will vanish if the individual changes their mind and decides against the attack.

You may toggle this indicator on or off as you like. Perhaps you find it annoying, or wish to learn to read movements the hard way?

[100cp] Striking Good Looks

Peach and Rosalina sure do stand out on the pitch. With this perk, so will you. Upon purchase, decide whether you receive a boost in either your natural masculine or feminine appeal.

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

[200cp] Team Tackler

From now on, you will no longer cause harm to others with your attacks unless you mean to. Optionally, you may still allow your attacks to move others without otherwise harming them. You

may toggle this effect of this perk off whenever you like, in the event you have some reason to do so.

Through using the above ability, you can perform a special move. By deliberately tackling your own teammates, you can cause them to move the same distance you travelled, but faster than you did. With this additional momentum, your teammate will be able to perform an even stronger tackle than yours.

Additionally, you are slightly stronger than you would be otherwise, allowing for greater tackles and providing some resistance to the weaker tackles of others.

[200cp] First-Timer

You have picked up a pair of curious skills, the First-Time Pass and the First-Time Shot.

In order to use these skills, you must attempt to immediately pass or shoot as you receive the ball from another player. You cannot stop to 'control' the ball, or the skill will not succeed. Performing the skill correctly will result in your pass or shot being noticeably more effective.

Whilst these skills will definitely improve your game, they will likely take practice to master. In situations where you don't have proper awareness of the field, it may better serve not to rely on them.

[200cp] Shooting Star

You have phenomenal ability when it comes to shooting, putting you amongst the best shooters that can be found in this world.

Your shots have great power behind them, are highly accurate, and you even have some talent in curving the ball mid-flight to get past the goalkeeper. This applies to both kicking and throwing the ball. You also can consistently and effectively pull off headers and bicycle kicks – making you a serious scoring threat all around.

[200cp] A Passing Grade

Whilst scoring is flashy and obviously important, the often-unsung heroes are the great passers, who enable goal scoring, and control the pitch. You have an amazing talent for passing the ball, putting you amongst the best in this world in that respect.

Your passes travel quickly, and are deadly accurate. Your passes have a great amount of potential range as well, perfect for long-distance action. You even have some talent for putting mid-flight curve on the ball, allowing you to get the ball past defenders and to your teammate. These skills apply to both kicking and throwing the ball.

[400cp] Hyper Strike

A powerful shooting technique which, when used correctly, can swing entire matches of Strike. It is incredibly exhausting, making it near impossible for you to use more than once in a match without some kind of assistance.

In order to use your Hyper Strike, you must first charge up for a few moments whilst in possession of the ball. If you are interrupted during this time, not only will the Hyper Strike fail, but you will be just as exhausted as you would be if the Hyper Strike was performed.

The exact nature of your Hyper Strike is determined by you on purchase of this perk, but must be in line with the Hyper Strikes featured in Mario Strikers: Battle League. In essence, your Hyper Strike is an incredibly powerful shot on goal with an additional effect applied to the shot. For example, Mario performs a bicycle kick that sets the ball on fire. Peach kicks the ball in a heart-shaped pattern, which can briefly charm the other team (to the degree a goalkeeper may even move aside or throw it in himself if charmed).

Whilst this shot may be enough to score if it were used in mundane worlds, it can often be defended by the Boom Boom goalkeepers. To ensure a goal, you are able to perform a 'perfect' version of the Hyper Strike. This requires great timing a finesse to pull off, you will likely have to settle for the regular Hyper Strike until you have undertaken significant practice. A perfect Hyper Strike is beyond the ability of any player in this world to stop.

There are two additional qualities of Hyper Strikes (perfect or not) that make them so devastating. The first is that if a Hyper Strike is used right on the buzzer, the game will not end until the Hyper Strike is resolved (it misses, it scores, or it is successfully defended against). The second is that if a goal is scored via the Hyper Strike, it awards the scoring team twice the number of points as normal.

In this and future worlds, your Hyper Strikes are considered entirely legal in any Strike games you participate in, as well as in any similar sports such as football.

[400cp] Godly Goalkeeping

You have an amazing aptitude for goalkeeping, putting you amongst the best goalkeepers that can be found in this world.

While acting as a goalkeeper, it will be near impossible for you to be physically checked by other players, allowing you to keep them off your back after you have caught the ball. You have a 'sixth sense' for reading other players, allowing you to correctly predict the direction they will shoot far more often than not. You also have great reaction time, allowing you to capitalise on these predictions. Despite this, you won't be able to stop everything with this perk alone; occasionally you will misread a shot, or consecutive shots on goal will leave you unable to react.

You will even be able to keep out imperfect Hyper Strikes. With this perk alone, it requires great focus and effort on your part in order to do so, allowing you to safely catch or deflect the shot without suffering from any additional effects of the Hyper Strike. As this takes a lot out of you, the goal will likely be exposed for a few moments after this act, as you recover.

Unfortunately, you will be unable to save 'perfect' Hyper Strikes with the power of this perk alone.

[400cp] Club Owner

Is that Bowser teaming up with Peach? Why, yes, it is!

You have acquired an amazing talent for recruiting talent for the purposes of team sports. Players will even ignore the presence of hated enemies on the team already – though they won't ignore that player's talent if that would sway them to your team.

This perk will also help you keep your team on track during play. Whilst enemies will still have to learn coordination like any other pair, they won't be selfishly ignoring the other when the time comes to pass.

Unfortunately, this perk does nothing during the off-season. So, with the example above, don't expect Bowser not to try to kidnap Peach for the umpteenth time after the championship game using the power of this perk alone.

[400cp] Jack of all Sports

It seems that no matter what sport becomes the trend, Mario and his friends are able to pick it up in no time flat. You too, will now benefit from a similar effect.

When it comes to improving sports-related skills, you will find that you progress at a much faster rate than normal. What might take other months will take you weeks. This specifically applies to physical activity-based events; e-sports or other games such as chess do not count. Additionally, you will find that any progress you make in one skill or area will never harm your ability to progress in another. You could be a weightlifter and a gymnast if you put your mind to it.

[Free/600cp] Cartoon Violence

Slammed into an electric fence. Blown up by a Bob-omb. Frozen solid by Rosalina's Hyper Strike. And yet, you're up and ready to go just a few moments later. This is the way things are around these parts, apparently.

With this perk, you can never be seriously harmed or injured when engaged in conduct that is 'friendly' or is otherwise not designed to seriously harm. You can still be knocked over, stunned, or otherwise be temporarily taken out; this perk does not make you truly invincible.

This effect applies to most sports as well, excluding those that specifically require you to injure or kill other players to succeed. You can also apply this effect to others who are currently engaged in the same activity as you, such as playing in the same game of Strike.

This perk is Free for the duration of this jump. If you'd like to take it with you going forward, you must pay 600cp (this can be discounted).

[600cp] Anything Goes!

Really enjoy the chaos of Strike compared to the usual football? Well, now you can take it with you!

From now on, you are able to "Strike-ify" any sport with which you become involved. The exact results will depend greatly on the original sport, but the general idea is that most of the rules will be

stripped away, leading to a faster paced “anything goes” version of the sport. These rules changes will be noticed and commented on by the general public, but will be considered official and appropriate. Strangely, sports will not drift into blood sport territory via this effect (though they will remain there if that’s what they were before).

You may choose whether the change applies to a specific league or tournament, a specific game (if it’s not part of a wider tournament or cup), or to a sport at large. Games already begun will not be affected when you activate the perk; only games that begin after that point will reflect the change. Once applied, the effect will remain in place until you choose to remove it. When removed, any active tournaments will wait until they end or come to a large break before they revert to the normal state of play. You may apply this effect as many times with as many targets as you like, and can always recall which (if any) of these effects remain active.

-Items-

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

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

[Free] Strike Uniform

A set of sporting wear, largely resembling a football uniform. If you have some kind of “signature attire”, this uniform will take inspiration from it in terms of colour and design. With but a thought, you can change the uniform’s displayed number. Your Strike uniform is self-cleaning and self-repairing, ensuring you will always have it available when you want to get in some Strike. You could even wear it your entire stay in this world, if that appealed to you.

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

[50cp] Mario Strikers: Battle League Game Bundle

Want to get some videogames in between your Strike matches? Now you can. This bundle contains:

- A 2022-era television.
- A Nintendo Switch, with Joy Cons, dock, and all needed cables.
- A Nintendo Switch Pro Controller.
- An additional three controllers, in any combination of paired Joy Cons or Nintendo Switch Pro Controller.
- Either a physical or digital copy of Mario Strikers: Battle League.
- A lifetime membership to Nintendo Switch Online.

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

[50cp] Cup Battles Trophies

You have a pair of trophies, both sharing a single design out of a possible six different options. One is silver, and the other is golden.

These designs are modelled after the game of Strike. Five of the six designs celebrate specific Strike-related attributes. The Cannon Cup trophy represents shooting ability, the Chain Cup trophy represents passing ability, the Turbo Cup trophy represents running speed, the Muscle Cup trophy represents physical strength, and the Trick Cup trophy represents technical play. The last design, the Championship Cup trophy, has a more general (though still Strike-related) look. If this option is purchased multiple times, you are free to choose whether you receive different designs of trophies, or multiples of the same design.

Should a trophy be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. Additionally, if you give away a trophy, or offer it as a prize for some kind of competition, a replacement will appear in your Warehouse after a year.

[50cp] Royal Crown

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

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

[50cp] Strike Ball

Your very own Strike ball, which you can retrieve whenever you like, no matter how improbable that might be.

Now you can get some practice in whenever you have some spare time!

[100cp] Gear Set

One of the sets of gear featured in Mario Strikers: Battle League, sized appropriately for your use and in a colour of your choosing.

Gear is designed to be worn over the top of your Strike uniform. Each set consists of a helmet, a chest piece, a pair of gloves or gauntlets, and a pair of boots. Each piece will either slightly improve a Strike related attribute at the cost of slightly weakening another attribute, or will somewhat improve

a Strike related attribute at the cost of very slightly weakening all other related attributes. The effect obviously becomes more pronounced when wearing all four 'parts' of the set.

Each purchase of this item requires you to get a consistent set; with multiple purchases you can acquire different sets, allowing you to 'mix and match' to find a result that best suits your play style.

In this and future worlds, your gear is considered entirely legal in any Strike games you participate in, as well as in any similar sports such as football.

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

[100cp] Banana

An oversized banana peel, about the size of a person, adorned with a pair of black eyes.

Once deployed, anyone who comes into contact with the peel will immediately slip over. The peel then disappears. Otherwise, the peel will disappear after about ten seconds.

You have a single peel, which you can retrieve and deploy from seemingly nowhere. Interestingly, if you are participating in team sports, your teammates will also be able to retrieve and deploy your peel as well, though this does not increase the number of peels at your disposal.

In this and future worlds, the use of this item is considered entirely legal in any Strike games you participate in, as well as in any similar sports such as football.

If used, you receive a new peel at the start of the next game of Strike you participate in. Post-jump, you instead will receive a replacement 24 hours after the use of the previous one.

[100cp] Green Shell

An oversized green koopa shell, about the size of a person.

Once deployed, it will travel in a straight line at a high speed, bouncing off walls and knocking over people hit by it. The shell will disappear after a few moments.

You have a single green shell, which you can retrieve and deploy from seemingly nowhere. Interestingly, if you are participating in team sports, your teammates will also be able to retrieve and deploy your shell as well, though this does not increase the number of shells at your disposal.

In this and future worlds, the use of this item is considered entirely legal in any Strike games you participate in, as well as in any similar sports such as football.

If used, you receive a new shell at the start of the next game of Strike you participate in. Post-jump, you instead will receive a replacement 24 hours after the use of the previous one.

[200cp] Custom Gear Set

Want to stand out from the crowd? This option provides you with a custom set of gear, in a design and colour of your preference, and sized appropriately for your use.

Your gear provides Strike related attribute buffs and debuffs in line with other sets of gear found in this world. Each of the four 'parts' of your gear set may influence your attributes uniquely; they are not limited to doing the same thing as each other. You may also choose for one or more parts of your gear set to provide no influence over your Strike-related attributes at all; perhaps you are already satisfied with your performance and just want to look neat? The effects of the gear set are chosen on purchase of this item, and cannot be changed later, so think carefully.

In this and future worlds, your gear is considered entirely legal in any Strike games you participate in, as well as in any similar sports such as football.

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

[200cp] Mushroom

A staple of the Mario universe, though it may not work as you expect it to.

When consumed, the consumer will experience a brief surge in speed. This can be used defensively, to catch up to a Striker that has broken away, or offensively, to break away from the crowd yourself.

You have a single mushroom, which you can retrieve and use from seemingly nowhere. Interestingly, if you are participating in team sports, your teammates will also be able to retrieve and use your mushroom as well, though this does not increase the number of mushrooms at your disposal.

In this and future worlds, the use of this item is considered entirely legal in any Strike games you participate in, as well as in any similar sports such as football.

If used, you receive a new mushroom at the start of the next game of Strike you participate in. Post-jump, you instead will receive a replacement 24 hours after the use of the previous one.

[200cp] Bob-omb

An oversized Bob-omb, about the size of a person. Bob-ombs are living bombs, though fortunately all Bob-ombs provided by this item are not truly sentient.

When deployed, the Bob-omb will take a few steps forward, then explode. While the explosion is not overly powerful or damaging, it nonetheless produces a strong knockback effect, which can send both the ball and nearby Strikers flying.

You have a single Bob-omb, which you can retrieve and deploy from seemingly nowhere. Interestingly, if you are participating in team sports, your teammates will also be able to retrieve and deploy your Bob-omb as well, though this does not increase the number of Bob-ombs at your disposal.

In this and future worlds, the use of this item is considered entirely legal in any Strike games you participate in, as well as in any similar sports such as football.

If used, you receive a new Bob-omb at the start of the next game of Strike you participate in. Post-jump, you instead will receive a replacement 24 hours after the use of the previous one.

[200cp] Red Shell

An oversized red koopa shell, about the size of a person.

Once deployed, it will travel at high speed, homing towards the nearest opponent of the user. It will knock over those hit by it. It can hit someone who moves in the way, even if they are allies. Once the red shell hits the target, it will continue to travel in the same direction from that point. If the red shell is used without a nearby opponent, it will simply travel in a straight line as if it were a green shell. The shell will disappear after a few moments, regardless of how it moved.

You have a single red shell, which you can retrieve and deploy from seemingly nowhere. Interestingly, if you are participating in team sports, your teammates will also be able to retrieve and deploy your shell as well, though this does not increase the number of shells at your disposal.

In this and future worlds, the use of this item is considered entirely legal in any Strike games you participate in, as well as in any similar sports such as football.

If used, you receive a new shell at the start of the next game of Strike you participate in. Post-jump, you instead will receive a replacement 24 hours after the use of the previous one.

[400cp] Complete Gear Collection

If you are really looking to experiment with your gear, then this special offer may be just what you need.

With this option, you receive a single copy of every single gear set featured in Mario Strikers: Battle League, sized appropriately for your use and in colours of your choosing.

In this and future worlds, your gear is considered entirely legal in any Strike games you participate in, as well as in any similar sports such as football.

If importing into this option, then each item may only be imported into a single set or piece of gear (as appropriate). You may import multiple things into this option, but they must be imported into distinct sets or pieces of gear (as appropriate).

[400cp] Strike Orbs

In future worlds, during sports games you participate in, Strike Orbs will occasionally appear. They will always spawn closer to you or a teammate than to your opponent(s), though they may not always spawn at your feet. If you have no desire to use the Strike Orb at all for a particular match, they will not spawn for that particular match, preventing their use against you. This decision is made at the start of play, and cannot be changed until the start of the next match. Should the Strike Orb spawn, your opponent does have the opportunity to use it, if they can get to it first.

Strike Orbs are large, glowing, orange orbs. They float a bit off the ground. Should someone touch an orb, they (and their team in team sports) will take on a glowing aura in their team's primary colour (if not in a team, it will simply be a colour of their preference). Over the next twenty seconds, either they or one of their teammates may perform a single technique without the usual energy cost. The user must be able to do the technique on their own whilst fully rested for it eligible. Whilst Hyper

Strikes are the most obvious choice for this, those without them will still be able to do something. If a technique is used, or if twenty seconds pass, the aura will fade.

Although purchasing this item is not necessary for them to appear in this world, doing so will mean that they spawn in favourable positions and slowly drift towards you or your teammates during Strike matches whilst you are here.

In this and future worlds, the Strike Orbs are considered entirely legal in any sports you participate in.

As this purchase is merely for access to Strike Orbs, not the Strike Orbs themselves, you may not import any similar item into this option.

[400cp] Star

Perhaps the most powerful item utilised in Strike, the Star is short lived but offers a tremendously valuable effect.

When used, the user will glow for a few seconds. During this time, they cannot be knocked down or dealt damage. Any opponent they touch will immediately be knocked down as well. Strangely, these effects do not apply against those who are presently acting as a goalkeeper. Additionally, all of the user's Strike-related attributes are significantly improved for the duration of the effect. A Star can only be used a single time before disappearing.

You have a single Star, which you can retrieve and use from seemingly nowhere. Interestingly, if you are participating in team sports, your teammates will also be able to retrieve and use your Star as well, though this does not increase the number of Stars at your disposal.

In this and future worlds, the use of this item is considered entirely legal in any Strike games you participate in, as well as in any similar sports such as football.

If used, you receive a new Star at the start of the next game of Strike you participate in. Post-jump, you instead will receive a replacement 24 hours after the use of the previous one.

[600cp] Jumper's Club Stadium

Any good team needs their own home territory, and now you have one of the best.

This Strike stadium is completely up to you to design. This includes the stands, the electric fence (which can be toggled off at any time), the pitch itself, everything. Perhaps you want to do something similar to existing stadiums, like a stadium modelled after Peach's Castle, or a very 'Mario-like' environment? You can even do something completely original, as long it doesn't provide additional advantages beyond the existing Strike stadiums found in Mario Strikers: Battle League. The only other limitation is that your stadium must be 'mirrored', so that if it was divided down the half way line, both sides would be the same.

Your stadium is self-maintaining and repairing, so you won't have to devote your life to keeping it. It retains any upgrades or modifications it receives, should you like to make some changes to it down the line. Whilst you can charge for entry, you can also decide for the stadium to be 'auto-filled' with natives of the Mario universe (Shy Guys, Toads, Yoshis, etc.). These guys will make some noise, and

will even throw item boxes onto the field during play if you allow them to. They can never leave the stadium, simply disappearing when it's time for them to go. In future worlds, their odd appearance will go unnoticed by others unless you specifically bring it to their attention. You can even split between regular attendance and these fill-ins, should you be expecting a low turnout, or simply want to preserve the 'Mario feel' to some degree.

In future worlds, you may choose for it to be attached to your Warehouse via a special gateway, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like.

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

[600cp] Stadium Combiner

Aren't home grounds kind of unfair? And neutral grounds can make it harder for the team's local supporters to make it to the game. Well, thanks to this technology both of these issues have been solved.

Employed by the Galactic Strikers Federation (GSF), this is a large metal ring housing a spherical barrier, all floating high up in the sky. This device is capable of combining similar purpose stadiums by taking half of each and slapping them together. The process is easy, safe, and completely seamless. The stadiums are undamaged, and can easily be returned whole in the original locations at any time and with no adverse effects. Spectators can also easily be transported alongside the stadiums at no risk, allowing the combined stadium to be fully seated, and also allowing both sides to get an even share of attendance.

Once both stadiums have been combined, the combiner is capable of transporting players directly to the field via portal, enabling both teams to make a flashy entrance for the crowd.

At the end of each jump, any stadiums currently being used by this device will automatically return to their previous location and restored to normal unless you have legitimate ownership of them.

In future worlds, you may choose for it to be attached to your Warehouse via a special gateway, or to be placed somewhere appropriate, close to your starting location.

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

-Companions-

[50cp per.] Import

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

[50cp per.] Create

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

[50cp per.] Recruit

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

[50cp per.] Custom Striker

For some reason, there seem to be quite a few different Marios playing Strike. And Bowsers. And Luigis. You get the idea.

For 50cp each, you gain a new companion that is another 'alternate' of one of these characters. In order to be eligible, the character must be a player Striker in Mario Strikers: Battle League (Boom Boom doesn't count). Whilst the character's appearance is set in stone, they come with their own gear (4 parts making a set, but it doesn't have to be from the same set) in a colour of your preference. Their personality is as normal; however, they are absolutely loyal to you. You may forgo this loyalty if you wish. You may purchase multiples of the same character if that is your preference.

[50cp] Boom Boom Goalkeeper

Don't have anyone that wants to play goalkeeper? Look no further!

This Boom Boom is eager to play for your team. He is an exceptional goalkeeper, and can even keep away imperfect Hyper Strikes most of the time. He is absolutely loyal to you, though you may forgo this if you wish.

Your Boom Boom Goalkeeper does not take up an active companion slot, unless he is imported as a companion in a future jump.

You may only purchase this companion once.

[Free] Fútbot

This robotic assistant works for the Galactic Strikers Federation (GSF). They have been assigned to you and your team, acting as an instructor so you can get the fundamentals of Strike down before you participate in major competition.

They will be happy to join you in future worlds as well, teaching others the wonders of Strike (or football, if asked).

Fútbot does not take up an active companion slot, unless they are imported as a companion in a future jump.

You may only purchase this companion once.

-Drawbacks-

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

[0cp] Jumper History

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

[0cp] Full Stay

Six months not enough Strike for you? By taking this toggle, you will remain in this world up to a full ten years. Taking this toggle will also ensure that Strike remains the in thing for the entire duration of your stay.

[+100cp] It's only a game…

Jeez Jumper, maybe you ought to calm down a little? You can't help but get mad any time your team concedes points. Even if you are up by ten, you'll still struggle to keep your cool.

Hopefully, this won't affect your performance or stop you from enjoying your time here.

[+100cp] Friends Only

No matter how skilled you are, you won't be getting onto a team unless you are good friends with either the Team Captain or Club Owner. This doesn't mean being friends will get you immediately in either, just that it is a condition of entry.

If you aren't the friendly sort, you might have to form your own team.

[+200cp] Galactic Mode

No easy games for you! It seems that for the duration of your stay here, the Strike teams you play for will always be matched up with top level competition, against opponents who are at the top of their game and work together like a well-oiled machine. You aren't coasting by against these guys, that's for sure.

[+200cp] Item Box Bias

Did you do something to upset the crowd, Jumper?

Whenever you play Strike, item boxes coloured for your team's use only will never be thrown onto the pitch under any circumstances. Whilst neutral boxes will still be thrown in, they will always be thrown closer to the other team. You going to have to work hard if you want to make use of them.

[+200cp/+300cp] Alternate Jumpers

There's quite a few Marios running about for some reason. And Bowsers. And now, Jumpers.

For 200cp, these alternate versions of you have access to any perks and personal equipment you have purchased here, but nothing beyond that. For an additional 100cp (a total of +300cp), these alternate versions of you have access to *all* of your perks and personal items.

Regardless of which version of this drawback you choose, you will find it impossible to gain anything from these alternate versions of you. You cannot steal items from them, you cannot eat them to gain their powers, you cannot turn them into companions or followers, and you can't recruit them to your team. No matter what, they will only ever be obstacles to your goals.

Fortunately, these alternate versions of you will stick to playing Strike. They will also be limited to one alternate version of you per team.

[+300cp] Rules for Thee!

So much for the 'no rules' version of football! For the duration of the jump, your team will be playing under stricter rules. Offsides, handballs, bad tackles, item usage – all of these will now result in penalties – handing possession over to the other team, giving the other team free shots at your goal, even causing one of your teammates to be called off the field for the rest of the game.

Unfortunately, this applies just to your team; your opponents are free to play Strike the way it was intended. This is quite the handicap to overcome, hopefully you are up to it.

-Ending-

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

Choose one of the following three options:

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

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

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

-Notes-

Thank you to everyone who assisted in making this jump.

Football?

The term football in this document specifically refers to association football, or soccer, not other types of football.

On the differences between Strike and standard football:

Whilst football is a good starting point in terms of understanding Strike, there are quite a few differences that make Strike a sport in its own right.

First, this is a five-a-side sport. Each team will have four players plus a goalkeeper. There are no substitutions.

Second, and perhaps the biggest difference, is that there are no penalties, and most of the rules have been thrown out. There are no offsides. Not only is handball okay, but some players will pick up the ball and run with it instead of dribbling. Full contact tackles are okay, both on the player with the ball, and players without the ball. An electric fence runs around the edge of the field, both keeping the ball in play and allowing players to check others up against it.

Third, occasionally the crowd will throw item boxes onto the field. Some boxes will only open for a specific team, whilst others are neutral and can be opened by anyone. The use of these items is completely legitimate. Similarly, Strike Orbs will occasionally appear, and players will be able to use the energy provided by these to perform Hyper Strikes, powerful shots on goal that can award double points.

Games of Strike tend to be much shorter than standard football, and have no halves. Feel free to fanwank that Strike games in this jump take the normal length of time as standard football, and potentially add halves, if you prefer. Strike has a two-minute golden goal period if scores are tied, and a draw will be declared if no goal is scored in this time. If you are extending the length of the match proper, then you may extend this period somewhat as well. There are no penalty shootouts in Strike.

On alternate characters:

Within Mario Strikers: Battle League, most characters can only be picked once per team. However, both teams can pick the same characters if they want. Even within the single player content, not only do teams not change to reflect who you picked for your team, but multiple teams within the same cup will use the same characters besides that.

For the purposes of the jump, I'm assuming that multiple versions of the same character are running around. You are free to decide that this is not the case, however doing so will not get you around the Alternate Jumpers drawback if you have taken it.

So, what exactly happens here, anyway?

Mario and his friends play a lot of Strike. There is no ‘story’, or underlying narrative to these events.

-Changelog-

0.1
Created the jump.

1.0
(i) Added **species import** option. (ii) Minor typo fixes.

2.0 – Daisy and Shy Guy Edition
(i) Added a new species: **Shy Guy**. (ii) Added **Desert Ruin** to starting locations.

3.0 – Pauline and Diddy Kong Edition
(i) Added a Diddy Kong tier to the **Kong species option**. (ii) Added **Planetoid** to starting locations.

4.0 – Bowser Jr. and Birdo Edition
(i) Added a new species: **Birdo**. (ii) Added a Bowser Jr. tier to the **Giant Koopa species option**. (iii) Added **Urban Rooftop** to starting locations.

4.1
(i) Minor formatting fixes.

4.2
(i) Adjusted **Toad** species to be more lore accurate.