

Super Mario Sunshine Jumpchain - By PsychoAnon

Introduction

Welcome to the sun-drenched tropical paradise of Isle Delfino! From Delfino Plaza, to Gelato Beach, to Pinna Park, this island is one of the finest vacation spots in the world! Unfortunately, it's very recently come into a bit of trouble. Some man who resembles Mario has been running around with a magic paintbrush covering everything in icky, paint-like goop with bizarre properties. But worst of all, he's stolen and scattered the Shine Sprites, the guardians of Isle Delfino and the source of its Sunshine. One hero will have to step up to the challenge of cleaning the island, gathering the Shine Sprites, and defeating this mystery man. That hero is Mario, so you can relax and enjoy yourself! You'll soon arrive at your location of choice, so please take this complimentary gift of

+1000 SP (Shine Sprites)

Origin

Pick an origin. Perks and items are 50% off for matching origin, and 100CP perks and items are free for the matching origin. You may choose your age and gender freely.

Tourist

Just as I suspected, you've come to this pretty little island for a vacation! I'd say you picked a bad time for it, but really you should be alright. Mario will have this whole paint business sorted out in a couple of hours. Until then, feel free to enjoy yourself! You can be a human or a Toad, or remain as you are.

Native

Unlike those tourists who strut about like they own the place, you've lived here for as long as you can remember. It's a beautiful island that you're glad to call home. You can be either a Pianta, a stocky and strong race of plant people with palm trees growing out of their head; or a Noki, a race of short, semi-aquatic creatures with a shell on their back, capable of breathing underwater.

Invader

Here to enjoy a relaxing vacation? Oh no no no, you've come to this peaceful island with something far more sinister in mind. Or not. I'm not a mind reader, y'know. Either way, you didn't really come here legally, so I'd keep an eye out for the authorities. You can become a Koopa, if you wish.

Perks

Tourist

100SP - Super
When it comes to jumping, super is just about the only word to describe you. Your athleticism is matched only by Mario, able to leap ridiculous heights and perform such techniques as the triple jump, wall kick, sideflip, backflip, ground pound, spin jump, and even a belly slide. You've also got an excellent sense of balance and falling has a drastically reduced effect on you compared to other people; where most would end up a pancake on the ground, you'd only receive minor injuries and more than likely wouldn't be hurt at all.

100SP - Hard Worker
Most people would be miffed beyond belief if they had to spend their vacation cleaning up someone else's mess, but not you! You find such satisfaction and joy in doing a job and seeing it through that even cleaning an island itself can feel like a vacation to you. It may not even be an inaccurate assessment, depending on how action packed your normal life is.

200SP - One Track Mind
You can take the man out of the jump, but you can't take the jump out of the man! You're so obsessed with moving in unique and efficient ways that when you get a new gadget or tool to play with you immediately find new ways to use it to get around, no matter what it is. Using a water hose to slide on the ground, or a cannon to launch yourself, or a rocket launcher to propel yourself in the air is not only natural to you, but far safer and more effective than it has any right to be.

200SP - Errand Boy
It turns out despite the crisis, some citizens of the island greedily hoard Shine Sprites for themselves! Luckily, they'll give them to you in exchange for completion of menial tasks. You'll often find yourself bumping into people who need things done or are just holding some sort of contest, and they'll happily reward you for your efforts. The things they'll reward you with usually happen to be things you're looking for, but even if not it'll almost certainly be of some value.

400SP - Damsel In Distress
It might be scary to think about, but there are scoundrels vile enough to kidnap someone on their vacation. Luckily, being a fair maiden (or gentleman), you won't have to worry about being captured for long. So long as your kidnapping is well known enough, some hero is bound to come rushing to your aid, likely in the vain hope of winning your affection. You'll reciprocate, won't you?

400SP - Ace Attorney
Going to court can be scary, doubly so in a foreign nation. Luckily, you have the skills and knowledge of law to defend others and yourself from false accusations and sham trials. Even if you were to get thrown into a sham trial, you'd be able to cross examine, press and present your way to a not guilty verdict. It helps if you aren't actually guilty. You are legally certified, by the way.

600SP - Old School
Nowadays, there's all these fancy gadgets like the F.L.U.D.D to help with platforming, but you know better than to get too reliant on tools. Should you find yourself deprived of normally essential tools for your job, you'll find you're more than capable of handling yourself without them. Even without a jetpack you still know how to jump around just fine, and practicing skills without the tools you'd normally need makes you get better at them faster. Obviously, you won't be quite as effective as you would be with the fancy gadgets, but you'll get along way better than anyone would expect. Who needs some high tech water hose when you've got good, old fashioned Mop Fu?

600SP - Community Service
So, you've been found guilty of wrecking the island! What's the penalty? Prison, dismemberment, death?! Oh, just clean it up? That works, too. It seems that, when dealing with you, the law is far more inclined to aim for restorative justice, meaning you'll be given an opportunity to do good deeds which negate the bad. Perhaps you'll repay those you stole from, or rebuild something you destroyed. Of course, some crimes may be considered so heinous that such an opportunity won't be given, but so long as you aren't poisoning water supplies and delivering plagues unto people's houses you can pick up a mop and get to work rather than rot in a cell.

Native

100SP - Barker
This island is famous for its tourism, and with tourism comes customers. You are an excellent businessman, capable of peddling fruits, t-shirts, and whatever knick knacks people are willing to buy off you. You could also run a more respectable business, such as a hotel, but where's the fun in that?

100SP - I'm a Chuckster!
My, what strong arms you have! So strong, in fact, that you could throw a grown man heights and distances that would make Mario's natural jumps look puny. You're also quite accurate with your tossing, ensuring that you won't miss your target, whatever it is. Finally, you're able to ensure the throws are relatively safe, turning the terrifying experience of being flung 100ft in the air into something fun. Unless you just wanna hurt the person you're throwing, that's fine too.

200SP - HELP!
Oh, woe is you! You were just minding your business when some fiend came to bring some great evil upon you! If only there were some brave hero who could solve this conundrum! You're quite the expert at playing the sympathy card, easily roping suck- I mean, heroes, into solving your problems for you. Just put on the waterworks and they'll practically come running from miles around. You're just a poor bystander, after all.

200SP - GUILTY!
This is your land, and the outsiders are gonna have to abide by your laws! Okay, so maybe your laws are unfair and the court system is rigged, but then again they didn't have to come here, did they? People are surprisingly cooperative and accepting of your laws and rulings in court, regardless of how fair or unfair they may be. This only extends so far, someone isn't gonna take an execution lying down just because they missed when they threw their candy wrapper in the trashcan, but you can get away with some pretty cruel conduct without much complaining.

400SP - Shine Get
You'd think holding onto Shine Sprites during a Shine Sprite related crisis and selling them at your shop instead of handing them over to the government would get you into some sort of trouble, but you'd be wrong. For whatever reason, nobody seems to mind you possessing illegal goods and even trading them for favors or currency. You found it, after all, so why should you have to part with it for free?

400SP - Secret Stash
Speaking of your gains, ill gotten or otherwise, you'd obviously prefer to keep them safe. Luckily for you, you know a very complex method of security. You can hide things in bizzare places that can only be accessed by strange means of your own design. Overwater a plant until it creates a staircase leading to a wall you have to spray with a hose, and only then will your treasure appear; or maybe you'll have to spray a hose at the sun in the middle of the day from high up, or shoot a panel on a wall to cause it to recede. So long as you can perform the steps needed to acquire the goods, the lock method can be almost anything. Just make sure you don't forget them, either.

600SP - Delfino Beast
Oh my! Rather than a mere Pianta or a Noki, you are one of the strange, often massive creatures that inhabits the island, such as Petey Piranha, Eely-Mouth, Gooper Blooper, the giant Chain Chomps of Pianta Village, the legendary Sand Bird and more. Being one of these creatures, you likely possess great power but considering you're an animal I doubt people expect much responsibility, especially if you're a Cataquack (please don't be a Cataquack).

600SP - Shine On
Though they seem like objects, the Shine Sprites are very much alive. They voluntarily power Isle Delfino, providing it with sunshine and acting as its guardians. You can easily form relationships with nature spirits such as the Shine Sprites, as they are naturally friendly to you, and you also know how to construct monuments like the Shine Gate that can harness their collective power for purposes related to their nature. For instance, if Rain Sprites existed, a Rain Gate could be erected to cause it to rain nonstop on the island. Be aware, though, that they may not agree if the relationship is not mutually beneficial. The Shine Sprites bring sunshine to the island, but the Piantas and Nokis have to keep it clean.

Invader

100SP - Copycat
They say imitation is the sincerest form of flattery, so people should really be happy when you steal their identity and use it to commit crimes! You're a master at copying others, be it their subtle mannerisms or just the way they move. With a good enough disguise, it'd be child's play to pretend to be someone else, with no one any the wiser.

100SP - Graffiti Artist
What some would call vandalism you'd call art, and looking at your work I doubt anyone would disagree. You're quite talented at painting, but more importantly at painting quickly. Sure, it won't look quite as good as a masterpiece you've slaved over for hours, but in just a few seconds you can put up something that's more than worthy of being called quality art. Now go out there and spread your art to the world!

200SP - Dramatic Entrance
If you're gonna be a villain, you might as well be a cool villain, and what better way to be cool than to arrive with a bang! You always know just the right way to make an entrance; standing on top of a statue as it rises from the ground, literally crashing into a festival, or even hovering in mid air as the water beneath you parts to reveal your giant robot rising from the depths. Yes, hovering, since you can slightly ignore the laws of physics if it's done solely for the purpose of looking cool.

200SP - Runaway Guy
If you go around commiting crimes, it's likely you'll end up chased by some goody two-shoes, looking to put you away. They're gonna have a heck of time chasing you, though, because you're a master at ducking the authorities. Not only are you fast, but you're quick on your feet, meaning you can easily get into the heads of your pursuers to trick them and trip them up, giving you ample time to escape. They'd have to be some kind of super athlete to catch you.

400SP - Yoink
When you see something shiny, it's only natural to want to pick it up, right? Sure, it might belong to someone else, but maybe they should've hid it better. Snatching things up and taking them for their own is second nature to you and you can do it with ridiculous efficiency. You could snatch a pack right off someone's back or a weapon out of their hands before they even realized what happened, then make a speedy getaway. You're no less skilled at stealing people, for that matter, though they tend to put up more of a fight.

400SP - Tiny Trickster
Okay, so maybe you aren't the biggest or the strongest, but you've definitely got the biggest brain! You're a master of deception, cooking up with all sorts of tricks and schemes to trap your enemies and beat them without ever having to fight. What's more, people seem to lose common sense when it comes to your lies and deceptions. Of course that was Mario running around and not you in a disguise, despite him not being translucent and blue; of course I'm your mom despite never having given birth to you. What a bunch of suckers!

600SP - Daddy
It turns out I was wrong, you are the biggest and the strongest! You're the biggest, toughest Koopa in the world save for Bowser, and much like him you have the ability to multiply your size to many times what it normally is, going from big and strong to an outright giant! You can also breathe fire, and have an incredible resistance to fire and heat; you could stand right in the middle of an inferno without so much as singeing your eyebrows, and bathe in boiling water as though it was a warm bath, with lava being only marginally more dangerous to you. If Bowser doesn't watch his back, there may just be a new Koopa King.

600SP - Secret Area
Those pesky heroes just can't help but to root around in every suspicious looking nook and cranny, and that's just what you're counting on. You have the ability to take any mundane entryway and turn it into a portal for a pocket dimension of your own design, made to put your enemies to the test (or whatever else you want, I won't judge). If they want to get out, they have to reach the end of the gauntlet you've designed and grab the prize you've left there. The challenge has to be possible for them to beat, but that doesn't mean it has to be easy. When combined with Yoink, you can take any equipment you like from their person, with no chance of retaliation, although they'll get it back once they beat the gauntlet.

Items

Tourist

100SP - Delfino Threads
Delfino is a tropical island, so you may want to wear something to prepare for the heat. You now have a pair of cool-looking shades to help protect your eyes from the sun, and a special Isle Delfino Hawaiian shirt which fits you perfectly and helps to cope with the heat. Welcome to Isle Delfino!

200SP - Pretty Pink Parasol
Speaking of protection from the sun, what better way than with a portable source of shade? This parasol is not only perfect for blocking out the sun, but also for protecting you from water, as it's entirely waterproof and any liquids bounce right off it. Perhaps its most interesting feature is the ability to slow your descent, allowing you to gently float down from great heights. Don't be upset about the color, I think it suits you!

400SP - Royal Jet
Should you desire to travel somewhere other than Isle Delfino, then I have just the thing for you. You've got your own private jet, piloted by a world class Toad pilot, and filled with all the amenities one would expect on a jet of this caliber. It also never runs out of fuel, so that's one less thing to worry about. Unlike the parasol, you get to choose the color scheme. You can't do worse than Peach.

600SP - F.L.U.D.D.
There's a big mess on Isle Delfino, and if it's gonna get cleaned up then this is the only tool for the job. The Flash Liquidizer Ultra Dousing Device, or F.L.U.D.D, is a high tech firehose backpack with a built-in water tank, capable of storing large amounts of water and launching it out for various purposes, with four built-in nozzles that can be switched between near instantly. There's the Squirt Nozzle, which shoots out water in a concentrated stream or large bursts; the Hover Nozzle, which allows the F.L.U.D.D. to be used as a jetpack; the Rocket Nozzle, which shoots one big burst of water to launch the wearer very high in the air; and the Turbo Nozzle, which allows the wearer to run at very high speeds by shooting water out behind them. It even has a built-in A.I. which can give helpful advice and tips regarding its use. It's the ultimate in cleaning technology.

Native

100SP - Grass Skirt
As a native of Isle Delfino, it's only right you wear your native clothing. This simple grass skirt keeps you cool in the heat of the island, while being very comfortable and easy to move around in. You also get a coconut bra if you're a gal. Don't worry, people won't look at you funny, everyone's dressed like that here!

200SP - Statue
This is a bit much, don't you think? This is a very large and masterfully crafted statue of yourself, the specifics of which you can choose; if you want to be holding a sword aloft, slaying a monster, or just posing triumphantly, the statue will display just that. It would look especially nice at the center of a park or town square.

400SP - Shine Gate
Delfino doesn't have to be the only sun-drenched paradise! You've got your very own Shine Gate, with 120 Shine Sprites that naturally flock around it. It can keep an area the size of Isle Delfino sunny and warm no matter where it's placed, and it's bizarrely easy to transport to other locations. With this, anywhere can feel just like home!

600SP - Isle Delfino
Why leave your home behind when you can take it with you? You've got your very own identical copy of Isle Delfino, meaning you'll never have to leave home! It's clean of the pollution left by Shadow Mario, but is otherwise exactly the same as the original, with all its natural and created beauty. You also receive a cut of all the money made by the island, and most services and goods are afforded to you for free. You can even be the mayor if you want!

Invader

100SP - Magic Bandana
If you're planning to get into some trouble, it may be a good idea to put on a disguise. This bandana allows you to mimic the appearance of anyone you want, with the only problem being that you're a blue, translucent version of them. In darkness or from a distance, it would be easy for people to mistake you for the real deal. And even if they don't buy it, at least they don't know who you really are. Beware, though, that the bandana is vulnerable to water.

200SP - Yoshi Egg
How'd you smuggle this onto the island? You've got a Yoshi Egg, ready to hatch once you bring it the right fruit. You can tell the right fruit from the bubble floating above it. Yoshi is even more athletic than Mario; he can do almost all his moves but he jumps higher and can flutter in the air to extend the distance of his jumps, much like F.L.U.D.D.'s hover nozzle. He can also spray juice from his mouth which can remove paint, much like the Squirt Nozzle, and even melt tougher goo. Unlike the Yoshis you normally find on the island, this one won't melt in water, and if anything happens to him then he respawns in his egg.

400SP - Koopa Submarine
So, considering you snuck into this island, you may wonder how you're gonna get off. Wonder no longer, because now you have this! This koopa submarine allows you to get around both above and under the water very quickly, and much like the Royal Jet, does not need fuel. You're gonna have to pilot this one yourself, but there is a handy manual near the controls, so I'm sure you'll get the hang of it in no time!

600SP - Magic Paintbrush
My, what a neat little toy! This "magic" paintbrush produces an infinite supply of special paint that can do a variety of things. The paint can be used to create monsters which spread even more paint in turn, coat a building or person to completely submerge them in it regardless of height, and even create portals to any area up to a certain range. Be careful with it; you wouldn't make a mess, would you?

Companions

100SP - Island Imports
But what fun is the beach if you've got no friends to share it with? You can pay 100SP each to import or create a companion. They gain 600SP to spend on perks and items, as well as getting to choose an origin.

300SP - Pleasure Cruise
Alternatively for 300SP, you can instead import as many friends as you like, who gain all the benefits described in Island Imports! Why not bring the whole gang along to lovely Isle Delfino?

100SP - Beach Buddies
So, you've met someone on Isle Delfino that you'd like to bring with you on your adventures? By all means, go right ahead. This island is positively swimming with colorful characters, after all.

Drawbacks

+100SP - Gingivitis
Wow, your breath stinks! You've got a terrible case of Gingivitis that will just not go away, and as a result people who catch a whiff of your breath or sight of your teeth will tend to go out of their way to avoid. Remember to brush twice a day, kids!

+100SP - PSA Pal
Good news: you've got your very own A.I. buddy! Bad news: he constantly spouts PSAs at you any time it's even vaguely relevant, causing incredible annoyance. There's no way to get rid of him or make him stop, and he's very determined to see you do what he thinks is right. If, for some reason, he's grown on you, you can keep him as a companion for free.

+100SP - Tedious Tasks
Is it just me, or are things getting more obnoxious? You run into constant complications in your daily life that force you to do more work just to get what you need. Want a Shine Sprite? Well, you can't just complete a simple platforming gauntlet for it, instead you'll have to go into a hotel, navigate it's maze like structure for 10 minutes, until finally you stumble onto it; or do nearly that same amount of work to get a blue coin, which is only 1/10th of a Shine! Problems like this and more will plague your daily life, making it harder to simply get on with things.

+200SP - Easy Target
Something about you just screams "Please kidnap me!" and all the various scoundrels of the world are glad to oblige. You'll have creeps like Bowser or King Boo constantly trying to lock you up and keep you all to themselves, and if they get that far it's likely you'll have to rely on someone like Mario to bust you out. Good thing this is a very PG world, or this could be even worse.

+200SP - Obvious Weakness
Much like Achilles or Petey Piranha, you've been cursed with a tragic and glaring weak point, and worse yet, everyone knows about it. Whenever you engage in a fight, a giant intangible arrow will point at the weak spot, practically begging your enemies to strike it, and when they do, it feels like you just got hit by a truck.

+200SP - Super Jumper Sunshine
Who's Mario? Jumper has always been the hero of the Mushroom Kingdom, so it's no wonder Peach invited you to take a vacation with her. Unfortunately, it seems you've been framed by an imposter for wrecking the island, and the Delfino courts have ordered you to clean up the whole thing and bring back the Shine Sprites. Failure to achieve these results by the end of your time here will result in chain failure. For an additional +100SP, you now have to clean with a mop and a bucket. No fancy gadgets or magical powers, just a good old-fashioned mop and bucket. I hope you're proficient in Mop Fu. Either way, upon completion of your duties you'll get a nice picture with everyone on the island to commemorate your time there.

+300SP - Shadow Jumper
Some bad guy has it out for you, and they never let up. They run around doing bad deeds with your appearance, and everyone besides your closest friends always seems to believe it's you. Should you confront them, you'll find they have all your powers and equipment plus the Magic Paintbrush, and even if you beat them they just come back soon after. Be prepared to get a lot of hate and litigation coming your way.

+300SP - Yoshi's Curse
Beware, jumper, beware of water, for it is your death. Exposure to it melts you as if you were a snowball, merely being sprayed by it is excruciating, and if you were to fall into a large enough body of water, you would disintegrate in an instant. Worse yet, you cannot leave Isle Delfino, so escape from the threat of water is nigh impossible. To you, Corona Mountain is safer than the average beach. So much for fun in the sun.

+300SP - Watermelon's Revenge
A watermelon is a surprisingly fragile thing. Or, at least it is on Isle Delfino. Just getting kicked too hard or tossed around a bit can make it pop. The reason I say this is that you've been entrusted with the biggest, fattest watermelon that has ever grown on Isle Delfino, and you'll have to keep it safe, because on your last day here a watermelon festival will be held and you'll have to bring them the watermelon. If you can't bring them the watermelon, perfectly intact, you'll fail your chain. This will require constant vigilance, as you never know just how much force will set it off. On the bright side, if you succeed you'll get to partake in the watermelon, and it'll be by far the best watermelon you've ever eaten!

The End

Time To Go Home - With every vacation comes a time when you have to go home. That time is now, and so you've decided to head back where you came from.

The Vacation Starts Now! - Who says vacation has to end? At Isle Delfino, every day is a vacation, and so you've decided to stay here for the rest of your days.

A Galaxy Of Possibilities - As nice as this break was, you still have way too much you wanna do. The possibilities are limitless, so it's time to blast off to a new adventure!

Notes

- **Old School lets you perform tasks you could normally do far easier with gadgets almost as easily as you could do them with the gadgets. In some cases this means you can do things you couldn't normally do without tools, but in most cases it just makes you better at anything you could do normally when not using tools for the job**

- **Delfino Beast can allow you to be a Shine Sprite**

- **Thank you so much for to playing my game!**