

# **Donkey Kong (Cartoon)**

Version 1.5

By Cataquack Warrior

Welcome to the Donkey Kong Country series. Join us as Donkey Kong fights to defend Kongo Bongo Island and the wish-granting Crystal Coconut...

Oh, you're saying that the island's called DK Island, and that you know nothing about a coconut? Well, that's because this isn't the games we're talking about, unfortunately. No, this is the TV series, your usual sort of Saturday morning cartoon based on the video games, somewhat at least.

The basic plot involves Donkey Kong, the prophesied future ruler of the island, trying to protect the Crystal Coconut from villains like King K. Rool, who leads the "lizards" and plots various schemes, and Kaptain Skurvy, who wants to take back the Crystal Coconut in the name of his great-great-great grandpappy (who apparently stole the Crystal Coconut long ago and buried it on Kongo Bongo Island).

Being rather simple-minded, and having mostly unreliable jerks for friends, DK is constantly messing things up and letting the Crystal Coconut get stolen (or even getting it lost himself). Fortunately, the villains aren't too bright either, so things generally work out. And since the main struggle centers on the Coconut alone, it's not like the Apes or Lizards are constantly fighting each other. Basically, the sort of schemes and problems are Saturday cartoon style, so while they won't be the most dangerous it doesn't make them any less annoying.

You're stuck here for 10 years, so hang in there and try not to get driven crazy by all the stupidity. You have +1000 Crystal Coconut Points (CCP) to spend.

## Location

Roll a 1d10 or pay 50 CCP to pick your starting location. Not that it matters that much – there's only so much space on the island, after all.

**1. DK's House-** A small little pad that Donkey Kong has in a sandy plot on the island with some baobab trees growing here and there (his house is built on one, for starters).

**2. Funky's Flights-** Funky's chandelier-like habitation is right next to a boardwalk and dock on the beach – the perfect place for him to launch his plane and catch some surfing waves.

**3. Cranky's Cabin-** A house high up in the tree tops, with a set of trapped bridges linking the way to the cabin. Inside, Cranky keeps all of his various books, as well as the Crystal Coconut.

**4. Jungle Undergrowth-** We've gone from the tops of the trees all the way down to the forest floor. You are in the midst of Kong Bongo's many towering trees, so you can either walk along the ground or take to the vines.

**5. Banana Plantation-** With acres of nothing but banana trees as far as the eye can see, this is where most of the island's bananas are grown. Who owns and runs this place? Don't ask me – it never got explained in the script.

**6. White Mountains-** A snowy and cold area up in the mountains. Nobody really lives here except for the temperamental Eddie the Mean Old Yeti.

**7. Bluster Barrel Works-** Owned by the vain and wimpy Bluster, this factory produces all of the island's various barrels – a much needed commodity, indeed.

**8. K. Rool's Factory-** Well, it's more of just a secret lair than a factory; all of the factory stuff was too expensive for the show, so it's all backstage. Hopefully the king doesn't mind you dropping in.

**9. Temple of Inka Dinka Doo-** A mysterious stone temple dedicated to the enigmatic idol Inka Dinka Doo. If you wish, you can appeal to him for words of wisdom; whether he offers any words, much less sensible ones, is another matter entirely.

**10. The Mines-** These mine cart tracks and tunnels run all through the island. With that in mind, this choice is basically a free choice: pick from any of the options above.

## Species

So, what kind of creature are you? Pay 50 CCP to determine your gender; otherwise, you have the same gender that you had before the jump.

**Drop-In-** You come as you were from before the jump. You have no memories of life here, and maybe that's good – it puts you ahead of the idiots here. Your form is whatever form you had before the jump.

**Ape-** The “Kongs”, essentially. Whether you're a hairy ape or a hairy monkey, you love bananas.

**Lizard-** The scaly cronies who follow King K. Rool. Though, really, they're more like crocodiles than lizards.

## **Job**

Also, you might want to get a job while you're here. There are some different openings where you could find work.

**Elder-** A retired coot, you are respected for your great wisdom, and feared for your short fuse.

**Business Owner-** You're a successful businessman or woman with a booming industry on the island. There's not much on the island, though, so that's not saying much.

**Soldier-** A proud and loyal soldier fighting the good fight...though not necessarily on the side of good.

**Mastermind-** You are a budding villain with the potential to go down in the history books as a great evil mastermind. If only you could get your schemes to work...

**Pirate-** Lyin', lootin', stealin', that's the reason you're a pirate. You sailed in from the sea to search for and snatch treasure on the island.

## Perks

There's got to be something worth putting up with this nonsense for a decade, right? Well, with all the crazy shit going on, there's definitely some unusual abilities you can acquire. All discounts are 50% off.

**Lip (Un) Sync** (100 CCP, Free Drop-In)- You speak, and your lips move, but your lips and your words don't quite match. With the perk, you can selectively speak intelligibly without needing to move your mouth in the right way (or at all). The perk also makes it so that you have a good and compelling singing voice, even if the subject of your song is utterly ridiculous.

**Not an Idiot** (200 CCP, Discount Drop-In)- It seems that everyone on the island is carrying an idiot ball, with the Crystal Coconut being the biggest idiot ball of them all. You, on the other hand, come from a not-so-stupid place, so you aren't as easily led in circles. You get hunches on how to avoid potential trouble, and you are less likely to fall victim to stupid assumptions/tricks. Plus, you can at least get idiots to reasonably listen to your viewpoint instead of not paying attention in the slightest.

**Best of Enemies** (300 CCP, Discount Drop-In)- Isn't it a shame when old friends break up and become enemies? You can come up with foolproof plans to get any people who used to be friends with each other to settle their differences and come back together like in the good old days. However, the perk does not prevent them from splitting up again if they come to blows once more. Plus, keep in mind that you have no control over the ramifications of their friendship: bringing together two people who used to be infamous troublemakers back together could lead to them resuming their reckless streak, and bringing back together a villain and a hero could lead to the villain reforming but it could also lead to the hero deciding to help out the villain's plans.

**From Here to There, No Stops** (400 CCP, Discount Drop-In)- It seems like everyone in this show is moving from one place to another, and they just show up at their destination with no one even aware that they were coming. You can now travel from Point A to Point B without anyone at your destination noticing that you are on the move towards them until you arrive. The perk is less effective if people are actively out there looking for you or other intruders, but the perk still makes people less worried that someone is going to attack them until you're at their doorstep, so to speak.

**Future Ruler of Future Rulers** (600 CCP, Discount Drop-In)- This perk essentially nominates you as an eligible "future ruler" for any place you reside in for an extended period and take

positive actions to help/protect. It doesn't guarantee that you'll be made ruler someday, but it does at least put you on the waiting list, and if you work hard enough to meet the requirements you might be able to get the actual rulership sooner than later. Plus, even being a "future ruler" instead of a here-and-now ruler is still a great honor, and people will give you more respect as long as you live up to their expectations as their future ruler.

**Up in the Trees** (100 CCP, Free Ape)- If there's one place apes and monkeys feel at home, it's up in the treetops. You are able to swiftly climb up things and travel between trees, faster than you could normally move about on the ground; you can also utilize similar things such as chains, lamp poles, etc. This also lets you take people by surprise by seemingly coming straight down from the sky to attack.

**Primate Potassium** (200 CCP, Discount Ape)- Apes and monkeys just love their bananas. In addition to the normal nutritional benefits of bananas, you gain increased vitality by consuming bananas, such that your health and strength will be restored and enhanced. Plus, you can eat as many as you want without getting bloated. In addition, you are skilled at finding bananas in even the strangest of places.

**The Banana Peel Routine** (300 CCP, Discount Ape)- You can readily summon banana peels to your person. Furthermore, you can enchant any banana peel you touch to have the slippery element often attributed to it. Anyone who steps on such a peel will instantly slide out of control. Plus, whenever they crash from the slip-up, there is a 5% chance that they will have temporary amnesia, which will wear off after a few days or otherwise be cured by memories of true love or getting hit in the head again. You can also enchant the banana peels so that they are difficult to notice; they won't be invisible, but people just feel compelled to not pay attention to them until they slip.

**Orangutango** (400 CCP, Discount Ape)- You are an excellent dancer and seem to always have a beat in your head to get you started. This makes for a great crowd pleasure at dancing competitions, but it also helps you gracefully dodge around obstacles and attacks, whether it's arrows flying at you, collapsing floors, or people charging you with swords. Your dancing skills improve even further when you have a partner to dance with.

**Kong Fu** (600 CCP, Discount Ape)- You are a master in ape-jitsu kung fu, and are capable of great physical fighting feats and acrobatics. You are strong enough to chop down a tree with your bare hands, and you always seem to home in on targets like a missile when you attack. You might even be able to ride the tail of a tornado or evade the fire from an erupting volcano with enough practice. You were also taught wisdom by Apefucius (better known as Kongfucius), giving you increased intelligence and ability to make and solve riddles.

**Straight from the Swamp** (100 CCP, Free Lizard)- You grew up in the muck of a swamp, and that sort of living doesn't bother you one bit, no matter where you live now. You are able to swim in sludge and similar goop without being poisoned/slowed down a bit, and you know all of the tricks to living in a bog, even how to use mud and other local ingredients for food. Plus, you are able to easily and quickly remove all slime/mud/other muck from your body/clothes the instant you want to be clean.

**Ready, Aim, (Be) Fire(d)!** (200 CCP, Discount Lizard)- You are now able to safely "load" yourself into any gun, cannon, or other projectile launcher. In the case that the weapon wouldn't be able to hold you, your size will be compressed until you exit the weapon, at which point you will return to your normal size. Furthermore, you can be safely fired from the weapon with the same velocity as a normal projectile. That said, while the perk protects you during the launch, it doesn't protect you from pain and other consequences once you are on route to hitting a target; therefore, this sort of unconventional attack could be painful and hazardous to your health if you don't think things through.

**Brain in the Butt** (300 CCP, Discount Lizard)- You can transfer the location of your internal organs and other bodily systems such as your brain to other places within your body. And it won't disrupt your normal bodily functions (unlike a certain croc who went from psychopath to dimwit when his brain slipped down to his tail).

**Clapping Chompers** (400 CCP, Discount Lizard)- Your teeth are great for shredding things, so once you get cracking (or clapping) nothing can stop you. By activating this perk, you can chew through almost any material, from wood to metal to rock. Anything that you eat just...vanishes, like some bad special effect. This means that nothing remains from what you ate. On the downside, since you fully destroy anything you eat, the converted energy you get after eating things with the perk only gives you minimal nutrition value rather than any special properties you'd normally get from the "food". Also, the perk does not allow you to consume living things.

**Maze of Mines** (600 CCP, Discount Lizard)- You are able to construct (and delegate construction of) mine tunnels to create a network of mines able to weave all across an entire island, city, or other large territory you reside in. These tunnels are able to safely bypass any hazards that would normally make the passage impossible, such that you could potentially even have the mine cross a lake or small sea. On your own, you'd probably have to just make one mine tunnel at a time, but if you can gather enough manpower, you can quickly have a full set of mine tunnels in operation. All of the tunnels come with mine carts and tracks, allowing for quick transport from one end of the mine to another. And you know the whole layout of the mines like the back of your hands (or claws), so you'll never get lost in them.

**Well, I'll Be A Monkey's Uncle** (100 CCP, Free Elder)- You're old enough to have been around when certain jokes were invented. Heck, you invented some of them yourself. You are now a master at springing practical jokes. You take people by complete surprise with your pranks even when they are on guard against you. On the flipside, you are savvy about potential tricks, and it will take a lot of luck and skill to pull one over you.

**Ape Foo Young** (200 CCP, Discount Elder)- You can summon a holographic representation of your past self to chat. Your past self has all memories he or she would have had at the time, allowing you to relearn things you've forgotten, and he or she can set you back on the right track if you've forgotten what it's like to be you. Plus, the perk gives you a little more youthful energy no matter how old you are, allowing you to sprint and participate in sports even when you're an old geezer.

**Of Magic, Monkeys, and Machines** (300 CCP, Discount Elder)- You have a knack for developing various gizmos that combine technology with magical and spiritual arts. Some of these prototypical gadgets might be a little finicky at first, but there's a lot of different inventions just waiting for a wise (bored) ape with lots of time on his hands to make them happen.

**Astral Projection** (400 CCP, Discount Elder)- You can turn yourself into an astral projection that can travel at the speed of light to talk with different people. You'll need some sort of magical foci at first, but with enough practice you can astral project without one. When you astral project, your body literally vanishes into intangible ether until you end the projection, at which point you will return to normal. You are essentially a ball of light until you stop somewhere and form into a ghostly version of yourself. You can't do anything physically, but you can at least communicate. And if you are searching for a specific person you have previously met, you will be able to home in on them in this form.

**Potion Master** (600 CCP, Discount Elder)- You are now an expert at creating a ton of different magical potions with various effects. Some of the many potions you can make include herbal tea, invisibility potions (and cures), tickle tonics to make people laugh, youth potions, levitation/animation potions, love potions, astrology/astronomy, etc. – the list goes on. You are also skilled with a variety of curses and know how to treat/cure them, too. Plus, you are able to come up with vaccines and cures to different diseases; in fact, your tonics and vaccines are so good that aside from preventing diseases, they can instantly cure people who are already infected and just minutes away from death.

**The Job Must Go On** (100 CCP, Free Business Owner)- Any business you own is guaranteed to keep running smoothly without going into the red. Even if the usefulness of your products is questionable or you keep having large-scale disasters in production, the business and its facilities will be able to keep running. However, while the perk protects against bankruptcy, success is another story entirely; if you want your business to bring in the dough (or bananas), you'll have to work for it.

**Taking Over** (200 CCP, Discount Business Owner)- Someone has a bright idea for a rocket ship, or a new ice cream product to sell? Well, it's time for an experienced businessman to take over the reins. You have great skill in taking the ideas or projects that other people have developed and putting them under control, thus ensuring that you'll get the primary fame and reward when the work is complete.

**100 Banana Bunches on the Wall** (300 CCP, Discount Business Owner)- In a big pickle and need to stall for time? Why not sing just one *little* song? You are able to sing and dance the extremely long "100 Banana Bunches on the Wall" song, all the way down to zero. While you are singing the song, anyone in the area, even people about to execute you, will feel obliged to delay whatever they were doing to let you continue the song undisturbed until you stop (heck, they might even join in). The effect of the perk instantly ends if you stop singing or if you or allies take offensive action. And while the song is very long, it is not infinite, so hopefully you'll have a way out of your pickle by the time you get down to zero.

**Barrel Engineer** (400 CCP, Discount Business Owner)- In this world, barrels are civilization's wheel, so to speak. You are an expert at not only creating any type of barrel, but also designing new kinds of barrels for a variety of different tasks. Want a helicopter? Use barrels. Want a clever security system? Use barrels. Want an elevator system? Use barrels. Want a rocket that can safely fly to the moon? You get the idea. This also lets you understand the workings of any barrel you find, no matter how large or small.

**Cool Luster** (600 CCP, Discount Business Owner)- "Coolness", as in acting all suave and amazing, is its own sort of energy/resource, and even totally uncool slimeballs have a little reserve of inner coolness; they just can't get it to come to the surface. You can now directly access and draw on your "cool" energy to make yourself cooler. Your appearance will become drop-dead handsome/gorgeous, and you have a suave, cool way of talking. Moreover, in this form you can hypnotize people into an adoring trance that lasts as long as you are in that form and close by them. You also generate static electricity in this form (which you can control/weaponize if you wish). However, coolness is a limited resource, so once you run out of "cool", you'll shift back to normal. If you're already a cool person, you'll have plenty of cool to use, but an uncool person will only be able to enter that form for maybe an hour tops. Coolness energy is restored by doing "cool" things.

**Time Off** (100 CCP, Free Soldier)- Even cerebrally-challenged, hopelessly-pinheaded subordinates need to spend time with their loved ones. The perk ensures that you always get sufficient holiday breaks and time off no matter what job you have.

**No Rest for the Weary** (200 CCP, Discount Soldier)- When you're a hard-working soldier, and especially when you're a soldier for a villain who doesn't like his troops to slack off, you know that you need to keep going no matter what. If the king orders you to stay awake days on end (because if the king can't sleep, nobody is allowed to sleep), you'll stay active for days on end. If, due to a clock mix-up, a thirty-minute exercise regimen becomes hours on end, you'll keep doing calisthenics far past when you should be dropping to the floor. In general, you gain increased physical endurance in doing extended activities beyond your normal limits. Even so, the perk only extends your limits, and it does not make them infinite; keep going long enough, and you'll run out of gas at long last.

**Garlic General** (300 CCP, Discount Soldier)- On account of consuming 100 garlic cloves a day, whether you need it or not, you have significantly boosted your immune system such that you are never affected by colds and other viruses/diseases. And now that you've got the perk, you don't need to eat all that garlic anymore. However, diseases that are enhanced by magic or something else that is out of the ordinary might still be able to infect you, albeit with a reduced effect compared to how they would normally affect you.

**Demolition Doofus** (400 CCP, Discount Soldier)- If your boss ever tells you to initiate Operation "Blow Up The Island" (or you think he did), you're just the scaly idiot for the job! You have great insights on exactly how much explosives you need and where to place them to blow up any target, whether it's destroying a space rocket, sinking a pirate ship, or detonating an entire island to smithereens. Furthermore, you can always find sufficient explosives at hand to accomplish the task. That said, the perk won't set up the bombs for you, so you'll need to get the job done; while blowing up a small target wouldn't take much effort, a large-scale operation like blowing up an island would require painstakingly laying charges all over the island in just the right places.

**My Spies Are Never Wrong** (600 CCP, Discount Soldier)- You have great intelligence skills (in gathering intel, not mental capacity) that allow you to spy on people without being noticed by people. Furthermore, you have exceptional luck in being there at the right time to stumble on critical information, whether it's some sort of treasure being discovered, someone's alter ego being revealed, or people talking about how their security system will be offline for the day. Plus, you are able to grant the same abilities to any soldiers and spies under your wing. That said, the perk does not give you cover if you are doing anything except spy. The moment you intend to do something other than spy, the perk will no longer work, so planning ahead of time to break

into a base and attack as soon as you gather the info would likely mean that the perk would not be able to help you.

**Villainous Ham** (100 CCP, Free Mastermind)- You're a big showboat and ham at being a villain – which isn't always that productive for being a villain, but it does give you a sort of charisma with cronies. People under your command will put up with even your most ridiculous commands and if let go they will long to return to serving under you, such that they will quickly flock back to you even if they have since found other work. That said, push them too hard, or put them in an emotionally-troubling situation, and they may have a change of heart for a moment.

**Laying the Blame** (200 CCP, Discount Mastermind)- If you can commit an ill deed without being caught and afterwards leave an item associated with a certain person at the scene, everyone will blame that person for the trouble you caused, no matter what other evidence or rational thinking would disprove that conclusion. However, it doesn't prevent them from forgiving the person and letting things go.

**Ruse of a Truce** (300 CCP, Discount Mastermind)- It doesn't matter how long you've been launching evil villain schemes and terrorizing people; if you say you've turned over a good leaf, surely you can be trusted for now, right? Your strong charisma makes it easy for you to fool people into ignoring potential danger from you as long as you are acting nice. The perk's effect fails if you take direct hostile action, but the perk still remains in effect if you keep your sabotage and other nefarious plans hidden from detection.

**Secrecy is the Key to Diabolical Success** (400 CCP, Discount Mastermind)- It is critical that top-secret projects remain top secret, even from the people working on it. You are able to ensure that everyone carrying out a secret plan or project you have devised remain completely ignorant of what they are doing/making, without hindering their ability to carry out the plan. For instance, you could have each individual soldier make a single part in his spare time and have your general assemble them together in pitch darkness without peeking, and the secret superweapon will be constructed just as according to plan. That said, it won't work if you need to tell people what the plan is, and sometimes it's a good idea to let your allies know what's up before they reach (wrong) conclusions of their own.

**Extreme Sports** (600 CCP, Discount Mastermind)- You are an unrivaled champ at crazy, wacky, and dangerous sports. At the low end of the scale, you know how to go bowling with barrels or play anything-goes, all-terrain golf, but take things to another level and you can participate in – and win – outright insane ventures like tsunami wrestling and skydiving without a parachute.

**Why Does We Bury the Treasure?** (100 CCP, Free Pirate)- Well, according to Section 3, Paragraph 4 of The Pirate Handbook, any and all treasure acquired by ill-gotten means shall and will be systematically buried. And that's that! You now know how to bury any items or treasure of your choice and memorize its location. No matter the item's material, it will remain in perfect condition until it is unburied. However, the perk does not prevent other people from potentially unburying your booty first, so hopefully you picked an out-of-the-way place that nobody would think of (except for a stupid ape).

**Ambush** (200 CCP, Discount Pirate)- You are savvy at springing traps, knowing just where to lurk so that once someone walks in, you'll have them completely at your mercy. And people who try to warn others about the ambush will have increased difficulty in getting the warning across in time.

**Stowaways!** (300 CCP, Discount Pirate)- You don't like stowaways on your ship, so you keep your senses on a trigger to know the second that anyone enters a vehicle, building, or overall territory under your possession/command. Works well in combination with the *Ambush* perk.

**The Mirror Never Lies** (400 CCP, Discount Pirate)- You know that old gag where you pretend to be someone's reflection in the mirror and somehow manage to fool them? Such a ridiculous thing could happen in real life. In a show filled with idiots running around, though, this is far from the craziest thing. You can now pretend to be a person's reflection if you are in a position where they would think they would be able to see their reflection (mirror frame, window, water, etc.). You instinctively know how to match their body movements, and as long as you don't step out of the "reflection" too much, the person looking at his or her "reflection" won't notice anything wrong. In fact, if you look nothing like him or her, the person will simply wonder why he or she looks like that in the mirror, instead of questioning if you're really their reflection; heck, if said person has amnesia, he or she might take the "reflection" as proof that he or she is similar to you and your background.

**Chain Letter Curse** (600 CCP, Discount Pirate)- You know a special ritual that you can cast under a full moon to set a curse on the area around you, up to the size of a decent-sized island. The curse itself isn't actually a curse, but rather setting up the system for a regular curse. Every 10 years at some point, the spell will activate and cause a cursed letter to be delivered to 8 different people in the area. Even a single reading of the full letter aloud by one of the recipients will severely weaken all protective spells and blessings in the affected area. When two of the recipients read the full letter aloud in its entirety, the real curse will activate and bring doom to the area, such as making an island sink into the sea or making a volcano erupt. Fortunately, if the reading is at all interrupted before it is completed spoken, it won't have any effect. Also, the curse's doom is not immediate, and it is possible even after both letters are read to find a way to

dispel the curse. However, unless the counter spells are used specifically on the site where you performed the original curse, the dispelling of the curse will only nullify the current doom; in another decade, the letters will be sent out again and the curse can be activated again. The way that the curses are set up means that you only need to be there for the initial application; after that point, everything functions automatically, so even if you were miles away or dead the curse would still work.

## Items

All discounts are 50% off. Any items that are damaged, lost, or destroyed will reappear within the Warehouse in a week.

**TV** (100 CCP, Discount Drop-In)- A television set that comes with a full set of videos/DVDs/etc. for the Donkey Kong Country show, complete with special features, interviews, and other things that the low-budget production never got (it also includes the “movie”). Furthermore, it contains the French-only, separate DKTV skit series, now translated into any languages of your choice. The TV is also permanently linked to the different channels of the setting, so if you want you can watch local shows like The Sing Along With Uncle Swampy Show or Bluster’s full-length (more’s the pity) movie.

**Giant Banana Tree** (200 CCP, Discount Drop-In)- Created from a potion that literally went wild, this humongous banana tree is always filled with ripe bananas to eat. By eating the bananas growing on the tree, you can regrow lost hair and restore your full physical strength, even if your strength had been artificially sapped and locked.

**Bananaphones** (100 CCP, Discount Kong)- A set of banana-like walkie-talkies that allow for communication between the individual bananas no matter the distance. Whenever someone steals the items, they will become convinced that they can use the communicator to spy on you (though you maintain control over whether the communicators are on or off), and they will believe whatever you are saying over the radio, even if you invent a bogus story about finding a mystical treasure.

**Trigger Barrel Trap** (200 CCP, Discount Kong)- A special trap system you can set on wooden bridges. By jumping on special trigger barrels, you cause individual planks to swing upwards to the side, thus flinging away anyone unfortunate enough to be standing there. The traps can be modified in other ways, such as opening up a trap door or turning part of the bridge into a vertical wall.

**Brain Transfer Helmets** (100 CCP, Discount Elder)- A pair of strange helmets. Put them on the heads of two people, and the “knowledge” of each individual will be transferred to the other’s body. Essentially, it’s a body switcher. It’s essentially switching knowledge, not souls, so all powers that are based on the body or soul of the individual are not transferred. Also, since “knowledge” is a rather broad concept, the helmets could be used to transfer things other than brains, such that you could switch bodies with a simplistic, non-sapient robot, a book, or a powerful artifact if it has some sort of internal programming.

**Curse/Potion/Legend Books** (200 CCP, Discount Elder)- A library full of information on various curses, potions, and mystical legends. New books are added in each jump.

**Barrel Factory** (100 CCP, Discount Business Owner)- A decent-sized factory that can turn simple twigs and logs into high-quality barrels for you to use as you like.

**Barrel Rocket 007** (200 CCP, Discount Business Owner)- A giant barrel rocket capable of storing dozens of barrels or other items for transport. The rocket will home in on a location of your choice, and after depositing the items it will return to you. It has unlimited fuel, so it could go as far as the moon if necessary. That said, it isn't invincible, so if something damages it midway, it would be unable to complete its delivery.

**Bungee Barrel** (100 CCP, Discount Soldier)- A special, barrel-shaped cannon that shoots the unfortunate rider out at a target while attached to a bungee cord. Once the live projectile has reached the literal end of the line, the recoil will yank him right back to the cannon, ideally allowing for a swift getaway.

**Klap-Blaster** (200 CCP, Discount Soldier)- This bazooka is loaded with Klaptraps, miniaturized and in stasis while stored. Once fired, the Klaptraps fly out and begin eating anything in sight. With a ravenous appetite and teeth that can chew through a whole ship, they are a great way for getting rid of unwanted obstacles. The Klaptraps have minds of their own, and tend to scatter once released; however, the gun summons more whenever you need to reload.

**Robot Clone** (100 CCP, Discount Mastermind)- A robot designed to perfectly mimic an individual of your choice. The robot is fully loyal to you but is able to skillfully mimic the demeanor and persona of the person it's made to imitate, such that even if someone who knows that person were to see the robot and the real person would be tempted to think that the robot is the real one. The robot has a fairly clever A.I. system that helps it cover up slips that could potentially break its cover. The robot lacks any special abilities of the original that come from the "soul/heart", so to speak, but it may have a fair amount of the original's physical skills. Despite its lack of an inner "heart", the robot is able to apply spiritual curses to targets and is programmed with a number of them. The robot also has a self-destruct function that can be activated by you at will.

**K.I.A.** (200 CCP, Discount Mastermind)- Kremlin Investigation Apparatus, a remarkable system of hidden cameras that you can place at will in an area of your choice (up to a whole

island), even in places where the people present would never let you set up the cameras. All of the cameras feed back to a large telescreen situated in a secure location of your choice (even inside the Warehouse). People aware of the cameras can see you on the other end, allowing for two way communication, but unless you announce your presence, the people on the other end will be unaware that they are being watched. However, you can only access one camera on your screen at a time, allowing things to potentially slip past your notice. You can also have the screen automatically change to whichever camera is closest to an individual companion you wish to contact; if you wish to communicate with the person you homed the camera in on, you can speak and they will somehow be able to see you on the other end of the line.

**Parrot** (100 CCP, Discount Pirate)- This bird decorated in pirate gear is quite intelligent and can carry out complex conversations and schemes. Trained in roguery and piracy, it acts as a great scout and thief. And unlike most of its kin, this one is steadfastly loyal to you, so no need to worry about a double cross.

**Pirate Ship** (200 CCP, Discount Pirate)- A classic galleon decorated with pirate symbols and the like. If damaged, lost, or destroyed, the ship reappears in new condition in the Warehouse after a month has passed. A special dock is added to the Warehouse to store it, and you can summon it into any body of water directly around you.

## Companions

**Buddy** (50/300 CCP)- You can import or create companions for 50 CCP apiece or 300 CCP for 8 companions at once. Each companion gets a free species and job along with 400 CCP to spend.

**Character** (100 CCP)- With the purchase you can have one of the characters from the series join you as a companion. Just a warning – most of them are idiots, jerks, or both. Can be purchased multiple times.

## Drawbacks

Take up to +600 extra CCP.

**Fun and Games** (+0 CCP)- Turns out that this really is the same universe as the games. How the heck did *that* happen? If you already took the *Donkey Kong Country* video game jump, the things from that jump will transfer over to here, and people you met back then will still remember you, like it or not.

**Singalong** (+100 CCP)- Hey, this was a kid's cartoon; of course every episode needs some songs. Every day, there will be at least two corny song-and-dance numbers, often for pointless reasons and occurring right out of the blue. And you will always get pulled into them.

**Catch Phrase** (+100 CCP)- You always have to say this highly corny catchphrase like "Banana Slamma!" whenever you attack or make a dramatic entrance. Get used to it, and you'll even start saying it just out of the blue.

**All Bluster, No Bark** (+100 CCP)- Whenever you are in the slightest of danger, you lose all courage and will grovel for mercy. Trust me, it will look very embarrassing as you act like a spineless worm.

**Jerk** (+100 CCP)- With all the jerks on the island, what's wrong with one more? You act like a big jerk, always getting mad at people and having hissy fits. Well, that's the typical attitude of most people on the island, so it's not like you're the only one.

**A Big Ham** (+100 CCP)- You get a little too dramatic and over the top with things, and you cannot resist any opportunity to gloat and act like a ham. Even when your ultimate goal is almost in your grasp, you will delay claiming your prize to instead rub in your victory.

**Lost** (+100 CCP)- Don't worry we're almost to our destination – well, almost as in somewhere between not really and sort of kind of. You have no sense of direction and tend to just wander in circles and lose track of where you are.

**Clumsy (+100 CCP)**- Ah, slapstick, bumbling comedy, always a given in this sort of show... You're always tripping over and breaking things. Naturally, this won't exactly endear you to people you interact with.

**You Never Asked (+100 CCP)**- People have a tendency to fail to inform you about important things, whether it's mystical curses you could activate by mistake or that they can't swim when your plan requires swimming, until it's already too late.

**Speak No Evil (+200 CCP)**- You are mute for the full course of the jump. To make matters worse, charades and body language are only at most halfway effective, meaning that people will misinterpret your gestures.

**Butterfingers (+200 CCP)**- You have a hard time holding onto things, and tend to lose your grip. Given how you may need to use a lot of items in the jump, not to mention climb things, this could prove to be a significant problem.

**Idiot (+200 CCP)**- You must have hit your head too many times as a baby, as you are now...rather stupid. You fall for even the dumbest of tricks and seem to have an idiot ball constantly floating around you.

**Rival (+200 CCP)**- There is someone on the island who is very jealous of you. He or she isn't very strong, but your rival has a lot of wealth and influence to bring to the table, and he or she will work to sabotage anything you're trying to accomplish.

**Bunches of Blames (+200 CCP)**- People are constantly blaming you for things, even when it's entirely not your fault. Even if the actual "evidence" linking you to the problems is faulty, you'll still be seen as the culprit; at best, they might "forgive" you eventually, but they'll never consider that it wasn't you fault.

**Coding Klutz (+200 CCP)**- You insist on using top-secret codes (which you invented) and overly-complicated jargon for most conversations. To make matters worse, you change codes at the drop of a hat, thus confusing everyone – even yourself; you might have trouble decoding the operation plans you wrote and coded yourself just a day ago.

**They're Up to Something** (+200 CCP)- You are excessively paranoid and tend to jump to the worst conclusions, always thinking that everyone is plotting against you. A search for buried treasure must be, in your view, a search for a diabolical doomsday device, and someone just giving you a gift will make you think that they're scheming against you, even when they aren't.

**Ape-Nesia** (+300 CCP)- You hit your head upon arrival, and have lost all of your past memories as a jumper. To make matters worse, you are now rather gullible, and you can be easily convinced (multiple times) that you are someone you really weren't.

**I Need Some Back-Up Here!** (+300 CCP)- You have lost your overall fighting abilities and have difficulty fending off even just one minor minion. Well, at least the drawback didn't cut back on your evasion skills, so I'd advise running away until you can find someone who can help you.

**Toothache** (+300 CCP)- You have a toothache that never fully goes away. At most, it can be temporarily cured, but it will flare back in a week's time at most. Plus, whenever you are even temporarily cured from the toothache, you are honor-bound to fulfill a favor to whoever helped you out.

**Thieves** (+300 CCP)- Hey, put that down! You're not supposed to touch that! People are constantly trying to steal your belongings again and again. Even people you trust will at the very least feel inclined to play around with your stuff whenever you aren't around.

**Annual Jumper Challenge** (+400 CCP)- Once every year, you will have to face off against a challenger to prove your worth as a jumper. If you are defeated by a challenger, you will have to give up your title of jumper and thereby fail the jump. The challenge consists of three contests. The Contest of the Body is a basic 1-on-1 fight that only allows physical abilities. The Contest of the Mind is meant to test your wisdom, generally by solving riddles. The Contest of the Heart is essentially a test of your character and overall virtue/honor, so there's no particular way to prepare for it. The order of the contests is different each time you compete. The skill level of the challengers varies from year to year, but at least one year there will be a strong competitor who will give you a run for the bananas, so best not to let yourself slack off.

**Snip-Clip, Power Slip** (+400 CCP)- You're a wimp, and that's it. Someone permanently shaved all of the hair off your head, and it won't grow back until the jump ends. More than that, a curse has been cast on you, greatly sapping your strength. You are drained of all your powers, and your physical abilities are weakened to the point that a baby could overpower you.

**Return of Bluebeard Baboon** (+400 CCP)- Every 100 years, the ghost of the pirate Bluebeard Baboon attempts to curse the island, by distributing special letters across the island. Reading the letter activates the curse. Luckily, the full effect of the curse has been delayed. Now, the full curse will only take effect if 8 people read the full letter. However, once the eighth person has activated the curse, the entire island will begin to sink into the abyss. And if you manage to dispel or prevent the curse, Bluebeard Baboon himself will arise for one last raid.

## Fin

Well, kids, the show's over. Finally! What's up next?

**Turn Off the TV-** You're tired of all this craziness, and are ready to call it quits. You return to your home just moments after you left the first time. You retain all powers, abilities, items, companions, and other things you gathered during your jumpchain.

**Rerun-** Huh? You actually want to keep living here? I guess everyone has their own tastes. You decide to stay in this jump permanently. You retain all powers, abilities, items, companions, and other things you gathered during your jumpchain.

**New Channel-** Time to move on to the next jump. Good luck, and have fun!

## Notes

**Plot-** The plot of the show centers around the Crystal Coconut, a mystical wish-granting orb that does whatever's needed to get the plot rolling each episode. The enigmatic stone idol Inka Dinka Doo has foretold that Donkey Kong is the destined future ruler of Kongo Bongo, and it is therefore his responsibility to protect the Crystal Coconut from the villainous King K. Rool and his cronies. DK is also constantly trying to maintain his love life with his extremely temperamental girlfriend Candy Kong and deal with his obnoxious and arrogant love rival Bluster Kong, who runs the barrel factory. And in a few scattered episodes there's also some pirates to deal with, as their Captain Skurvy's great-great-great grandpappy was the original owner of the Crystal Coconut (after he stole it, of course). That's the basic gist of the plot, though the episodes range from sexy robot clones applying curses through haircuts to supposed alien invasions to treasure hunt episodes that completely forget about the Coconut.

**Cool-** In regard to the Cool Luster perk, "coolness" is generally obtained by being a kind, generous, brave hero and not being a greedy, cowardly, treacherous slimeball.

**Klaptraps-** The Klaptraps fired from the Klap-Blaster look somewhat like baby alligators, but despite their small size they have a big appetite and can eat through almost anything. Case in point, the Clapping Chompers perk was inspired by the Klaptraps.

**Crystal Coconut-** My advice to you is to ignore this unreliable doohickey as much as you can. Admittedly, it's apparently able to grant about any wish, and even its limited uses in the show have had some tremendous effects, like causing time itself to stop (but not living things) for as long as Donkey Kong sleeps. However, it seems to have the curse of "status quo". Meaning, it seems to cast a spell so that you never use it for anything useful. You can use it for help with little things here and there, but all large-scale plans for using the Coconut seem to vanish from your head as soon as you have your hands on it, to the point that you might just lock it in your safe as a trophy or use it as a power source for a satellite rocket instead of actually making a darn wish. If you do make a wish, it will probably be something you accidentally said and didn't mean, for the point of making things more "interesting" in the Chinese sense of the word. So basically, while you'll need to make sure no one tries to do anything bad with it, you're better off just leaving it alone rather than trying to use it for any serious wish-granting.