



**Hello Jumper!**

**Welcome to the Mirror World, a strange dimension within the Dimensional Mirror. For the next 10 years the entirety of the Mirror World is free to explore. Be warned a growing darkness is now threatening to take over the Mirror World. You arrive about one week before Meta Knight begins his investigation into the Mirror World.**

**Before you go take this...**

**+1,000 CP**

**Location: (1d9 or pay 50 cp to Pick)**



**1. Rainbow Route - A scenic forested path that acts as an intermediary between the various areas of the Mirror World. Starting here just means that you can choose where your adventure begins.**

**2. Moonlight Mansion - Within a spooky forest shrouded by an eternal night, there is an imposing mansion with a dark secret. You wake up in a dusty guest room, be wary of the Golems patrolling the halls.**

**3. Cabbage Cavern - Under the surface of the Mirror world is a vast cave network seemingly continuing endlessly into the depths. Navigate tight**

corridors and underwater tunnels to fully explore this underground labyrinth. You wake up underground in an area faintly luminated by a beam of light from the ceiling.

4. Mustard Mountain - The northern portion of the Mirror World is made up of a volcanic mountain range. You wake up surrounded by flowing lava and red stone. As you make your way through the volcanic corridors be wary of random gouts of flame.

5. Carrot Castle - Deep within the western forest a regal castle awaits its guests. You wake up on the steps of Carrot Castle, if you enter expect to be met by the castle guards.

6. Olive Ocean - It's time to enjoy a tropical vacation! You start on a beach enjoying the pleasant atmosphere. If you are feeling adventurous, there are tales of sunken ships filled with treasure.

7. Peppermint Palace - A lone tower surrounded by snow covered mountains, the Peppermint Palace is a mysterious structure completely composed of ice. You wake up within the frozen caverns below the building, try not to get hypothermia.

8. Radish Ruins - Strange ruins built by some forgotten civilization, throughout its winding pathways are many guardians and traps. You wake up in an empty

room amidst the ruins. If you manage to exit the ruins you can venture through the surrounding deserts.

**9. Candy Constellations - You've made it to space! You wake up on a space station high above the surface of the Mirror World. The real question is how to get down?**

**Origin:**

The Mirror World is a reflection of Dreamland that can be accessed with the power of the Dimensional Mirror. Recently the Mirror World is being besieged by a great evil, one that threatens to spill out into Dreamland unless it's dealt with. Soon Meta Knight, followed by Kirby, will begin investigating the disturbance before encountering an unexpected enemy. Please choose your role in the upcoming adventure.



**Explorer:**

A resident of Dreamland who decided to investigate the chaos engulfing the Mirror World. Unfortunately, the moment you entered the Mirror World, the exit mirror was moved out of reach by an outside force. Until the darkness threatening the Mirror World is defeated, leaving is impossible.

**Guardian:** A protector of the Mirror World, you were spurred into action because of the growing darkness seeking to seize control. You are required to stay within the Mirror World until it is safe again, but afterwards you are free to visit Dreamland.



**Race:**

The Mirror World is a reflection of Dreamland so of course there are many of the same races to choose from. However, due to the unique properties of the Dimensional Mirror you can also find some familiar faces to notable inhabitants of Popstar. Recently the darkness infesting the Mirror World began to alter this process to only reflect evil copies of the inhabitants of Dreamland.

**Pink Puff (Free/-200 cp):**

By choosing this you are able to explore the Mirror World in a more compact and adorable form. You gain Kirby's ability to inhale his enemies and his boundless inner strength. Due to circumstances unique to this Jump you have the option to become one of Kirby's duplicates or spend 200 cp to be an independent entity. If you take Pink Puff without paying -200 cp, you will need to take a mandatory drawback.



### **Mirror Image:**

One of the numerous beings created by the Dimensional Mirrors. You have the choice to become an exact copy of a being native to Dreamland or become a similar but not identical being. You acquire any natural abilities that one of your kind has, as well as any purchased ones.

### **Dark Reflection:**

An evil doppelganger born from the corruption of the Dimensional Mirror. You are now a edgier “Dark” version of yourself, or you can become a copy of an existing person in Dreamland. Taking this as your race also causes your role to become a bit more sinister. An explorer can be reinterpreted as “Invader” and the guardian becomes the “Corruptor”.

### **Perks & Abilities:**

(Perks and Items get a 50% discount for matching Origin/Race, 100 cp Perks and Items are free for matching Origin/Race)

#### **General Perks: (Undiscounted)**

**Gluttony (Free All)** - By eating food you can recover health. Normal food only heals you a little, but for some reason tomatoes heal you completely. You also gain Kirby’s bottomless stomach, so you don’t need to worry about getting fat.

**Sweet Dreams (Free All)** - No matter where you sleep, you can always have pleasant dreams. You also get a full night's rest no matter how short you nap.

**Star Signals (Free All) - Regardless of where you are, your call for help will reach your allies. Even if you are on the opposite ends of a planet or trapped in a separate dimension your friends will receive your call. This perk can be utilized by three of your allies as well.**

**Wave Rider (-100 cp) - You are a master of the waves. You gain masterful skill with a surfboard, and the ability to skim along the surface of water. As a bonus you can accelerate by “hopping” off the crest of waves.**

**Dream Physiology (-100 cp) - No matter how unrealistic where your home is there is no chance of things like logic and physics ruining your time here. For example if you are a penguin living on Mustard Mountain, there is no risk of overheating. Of course if you are going to jump into the magma you still get hurt, it only protects against environmental damage not direct exposure.**

**Copy Abilities (-200 cp / Free Pink Puff) - Grants the ability to absorb the abilities of enemies consumed. You don't get perfect copies of abilities, but rather an archetype of what they represent. Post-Jump this perk is more versatile in its ability acquisition, for example punching Naruto in the face for Ninja instead of eating him. You can also copy Abilities that didn't show up in Kirby & the Amazing Mirror (ex: Wing, Metal, Bubble).**



**Perks:**

**Origin Perks:**

**Explorer:**

**Labyrinth Navigator (-100 cp) -** An essential perk for any would be Explorer, you gain a 6th sense for traps and unstable terrain that you may encounter. You also become accustomed to maneuvering through tight corridors and caverns. While exploring uncharted territory you can move without impediment as long as it isn't the result of hostile action.

**Mental Maps (-100 cp) -** While exploring there is always the possibility of getting lost. Taking this perk gives you a self-updating mental map that gives precise information of areas that you enter. Your map will also have markers that indicate the location of your allies in relation to the map. These markers follow your allies into uncharted territory, but will only give a very bare bones map instead of the usual one.

**Optimal Routing (-200 cp) -** It's time to do a speedrun! You gain a perfect understanding of how to get from one location to the next. As long as there is a definite start and end point, you know the optimal route to get there. You can also add extra stops you want to get to, and the perk will change the route to compensate.

**Express Exit (-200 cp) - Sometimes you feel it's time to quit adventuring and just go home. You can now leave at any time you please. You can remotely call a vehicle to your location to pick you up from a long day of adventuring. The vehicle will completely bypass any obstacle and distance to arrive at your location in seconds. Once you get on it will go back to your HQ with the same speed and invulnerability it used to get there.**

**Don't Split The Party! (-300 cp) - You are now immune to being separated from your friends! This perk grants you the ability to bring any ally that hears your call for help to your side. If any of your friends hear and accept the call, a temporary Mirror Door to your location will materialize before them. This perk is limited by the medium used for communication. For example if you are using a cell phone and it runs out of batteries, then the perk will not activate.**

**Puzzle Solving Explorer (-300 cp) - This perk allows you to simplify a process to the point where even children can solve it. By applying this method of puzzle solving to an obstacle, you can do absurd things like "Press A to hack computer" or "Punch to remove corruption". This perk seems to have a preference towards brute force solutions, effective but is prone to collateral damage.**



**Amazing Mirrors (-400 cp) - It seems that your time in the Mirror World has affected you more than usual. Reflective surfaces, not just Mirror Doors, act like portals allowing for instantaneous travel between two places. Not only that but you also acquired a strange magic allowing for bizarre antics like splitting into multiple mirror copies, and hiding within mirrors.**

**Final Weapon (-600 cp) - When it's time for the final battle with the fate of the world at stake, it's best to arrive prepared. You have a knack of acquiring gear and abilities suited for defeating whatever overarching threat you face. Should the final boss be some kind of concentrated mass of pure negativity, perhaps those strange heart things you've been collecting will possess an alternative use aside from spreading joy and good cheer. Should there be a dark wizard terrorizing the populace with nightmares, luck will have it that you stumble across a magical dream rod prior to the final battle. The battle had already started the moment the adventure began.**

**Guardian:**

**Collector (-100 cp) - This perk allows you to create caches of items within your domain. As long as the cache is undisturbed by anyone, the value of the items within will slowly increase. However, in order to activate this perk you must give up something as collateral for the effect to activate.**

**Maze-like Manor (-100 cp) - Intruders beware! Should an intruder enter a location that can be considered your territory this perk will come into effect.**

When you begin developing your territory, you can prepare a “for guests” and “for intruders” version of the location. While you enjoy the comfort of your home, any intruders will have to deal with whatever security systems and traps prepared in advance. The layout of the “for intruders” version does not need to conform to expected physical dimensions, or even logic for that matter. Corridors that loop in on themselves, floors replaced with spikes, electrified walls, and pitfalls. Not only that, but any navigation tools or abilities are reduced in effectiveness making intruders prone to getting lost more frequently.

**Adventurous Terrain (-200 cp)** -You gained the ability to alter any territory that you own cosmetically. A bare concrete building could appear as a luxurious mansion, or a lot changing into an ocean beach. If you stay in the same area long enough, the cosmetic changes will become reality! Any environmental conditions will begin to resemble those of the environment mimicked. As a limitation the effects of the perk are confined to the boundaries of your domain.

**Minion Spawning (-200 cp)** - Sometimes you need extra help in managing your area. This perk allows you to summon 3-4 minions every hour to defend the premise. The race and powers of the summoned beings are thematically linked to the location they are summoned in as well as your personal preferences. If a minion is destroyed by accident or direct harm you can resummon it later. As a safety feature all minions will remain within your domain, and will automatically despawn if they exit the area specified.

**Hiding in Shadows (-300 cp) -** You are a shadow, unnoticeable and hidden from all. You have gained the capacity to create sub-spaces capable of holding you and items, inside walls and large objects. As long as you are inside, no means of detection will find you. You also can enter a shadow form to slip through barriers and small cracks to enter unnoticed. By cleverly using this ability you can stalk your targets with them ever noticing.

**Asymptomatic Abilities (-300 cp) -** Until you start actively using your powers, there is no possibility of them being detected. This perk also hides any side effects caused by power use such as auras, particles, sounds, etc... With practice you will be able to completely hide emissions tied to power use in general.

**Ambidextrous Adversary (-400 cp) -** You seem to have something in common with the illustrious Master Hand, and that is that you are part of a pair! This perk allows you to create an identical copy to yourself. You control both bodies equally, sharing powers, perks, and personality. The two bodies are linked in a way that lets you survive as long as one body remains. If you do lose a body the remaining half can revive its counterpart after a few days. You have the choice of turning this perk on/off whenever you please, as a bonus you are now ambidextrous.



**Labyrinth of Mirrors (-600 cp) - This perk lets you replicate the basis of the entire Mirror World. By reflecting the very landscape you can create duplicates of entire biomes. Repeating this process produces variations, making it seem to be a natural extension of the surrounding environment instead of a forgery. To aid in travel within your reflected landscapes, you can create and manipulate Mirror Doors within its boundaries. By using this perk with Adventurous Terrain, you could create a world rivaling the Mirror World in complexity.**

**Race Perks:**

**Pink Puff:**

**We Can Work Together (-100 cp) - The true strength of a group is when every member is working together for a single goal. This perk gives you in depth knowledge on how to best work in groups, as well as an instinctive understanding of your teammates behaviors. Even if you get cloned at some point you will never have to worry about any clone rebellions.**

**Just Try Harder (-200 cp) - absorb the unabsorbable Occasionally you will encounter enemies that can't be inhaled. Usually due to an increased size or the enemy being too strong to inhale without a fight. This perk allows you to overcome your enemy's resistance against being absorbed. However, you must put in greater effort into the absorption or else it will fail.**

**Smashed Together (-400 cp) - You are the swiss army knife of powers! This perk allows you to combine up to four different powers into a single versatile one.**

**You can use this to meld mutually exclusive abilities into one power able to do the work of four. Every component power can still be utilized at maximum capacity alongside the other ones. This perk also comes with a basic force field and skills in unarmed fighting.**

**Four of A Kind (-600 cp) - Apparently Dark Meta Knight was on a cutting spree, because when you looked in the mirror there were four of you! You have gained the ability to split into four clones of yourself. Each version of you has a slightly different personality and a unique color pallet. You can choose to manually control each clone or let them act independently. Every version of you has access to the same perks and abilities of the original. Should you feel the need you can reverse the process and become a singular entity.**

**Mirror Image:**

**Plus Sized (-100 cp) - You are just built better than other people, one of the biggest advantages you have is the fact that you are resistant to being absorbed. Any attempt to consume you will take significantly longer or can be negated entirely as long as you can still fight. As a bonus this perk gives a sizable boost to the amount of damage you can withstand.**

**One Of Many (-200 cp) - Once per jump you can choose to populate the world with beings that share your race and copy ability. This perk can be used with any past race that you have become in past Jumps. If the race you choose**



doesn't have a copy ability naturally, select one ability from the Copy Abilities section.

**Off Screen Refresh (-400 cp)** - From near death to full health in less than a millisecond. How can this be? You obtain the ability to instantly return yourself to perfect health. The only caveat, you must be alone for the reset to work. This healing extends to non-physical damage like mental stress and supernatural effects like curses. This perk will function even if you are under remote surveillance, however if there is a hostile combatant in the same room this perk is disabled.

**Mega Armor (-600 cp)** - The works of man are never infallible, but with your skill you can reach farther than anyone else. You gain the knowledge of creating the near invincible armor protecting Mega Titan. This perk allows you to create a suit of armor that completely negates any harm inflicted on its wearer. However, any armor made will have a single exception to its protection, like Balder and mistletoe. As the creator you are able to decide what exactly bypasses the damage nullification. For the sake of convenience, the armor can be dispelled when not in combat.

**Dark Reflection:**

**Stolen Reflections (-100 cp)** - This perk allows you to disguise yourself by using the appearance of anyone you've encountered previously. This disguise is not



perfect if the person you took the appearance of shows up, the disguise will quickly fall apart and reveal who you are.

**Shattering (-200 cp)** - You now have a particular ability to “shatter” things and seamlessly repair them. This ability allows you to essentially turn shattered objects into jigsaw puzzles. As long as all the pieces are reassembled, the object will function as if it was never destroyed in the first place. This effect can even be applied to your own body, allowing you to suffer no damage from an enemy's attack as you can simply reassemble your body.

**Refraction (-400 cp)** - You can now replicate Dark Meta Knight's feat of splitting Kirby into four copies of himself. This perk allows you to split a person or object into four or more instances of the original. As long as you only create four instances of the original, the copies are equal to the original in all aspects. However, if there are more than four instances every clone's capabilities will be lowered to the point of uselessness. If you make more than four instances of an inanimate object the same restrictions apply.

**Mirrored Orientation (-600 cp)** - You have reached the pinnacle of power within the Mirror World, allowing you to tap into the more exotic applications of the power of mirrors. You can now accomplish feats like reversing the x and y axis, creating Dark Reflections of your enemies, and even corrupting powerful artifacts like the Dimensional Mirror. In addition to what's listed above you are

capable of enduring a staggering amount of punishment, and shoot huge lasers out of your eyes.



### **Copy Abilities:**

Mirror Images and Dark Reflections may acquire a Free Copy Ability appropriate for their race. Additional Copy Abilities can be bought for 100 cp each.



**Beam** - Flail this beam like a whip. It has many useful attacks. Try to store up for a super shot!



**Bomb** - Grab a bomb and hold the button to set the throw angle. Toss it and it'll go Ka-BOOM!



**Cupid** - Cruise through the air on pure wings. Pelt your foes with arrows from the sky!



**Cutter** - Throw a boomerang all over! Slash! Jab! Strike! You can even cut ropes!



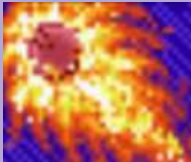
**Fighter - Hi-yaa! Concentrate as you punch for a stronger blow! That punch is an instant KO!**



**Fire - Burn bright with fire power! Light the fuse! Yow! Hot! You're on fire, man! Yoww!**



**Hammer - This Hammer packs a wallop! Punish stakes and blocks! When it's on fire, foes beware!**



**Burning - Burst into flames and blaze through enemies! Become an Invincible Fireball as you fly through the sky!**



**Ice - Freeze foes with icy breath! Kick ice cubes into others! Freeze the surface of water to walk across!**



**Laser - Fry your foes with lasers from your eyes! Charge up to fire big lasers, and watch them ricochet off a slope!**



**Missile - Transform into a missile to decimate your enemies. As a missile you have unparalleled airborne mobility!**



**Parasol - Guard against falling objects! Twirl to attack or just drift. Or do a parasol throw!**



**Spark** - Release a powerful electric charge! Electrify your surroundings to send out an electric current.



**Stone** - Pound! Pound! CRUSH! Change into many heavy forms. When on a slope, you'll sliiiiide.



**Sword** - You wield the king of blades! Unleash the Final Cutter! Show your sword mastery!



**Throw** - When it comes to throwing things you are the king! Destroy obstacles with improvised projectiles.



**Tornado** - It's time to SPIN!!!! Blow away your foes as an unstoppable tornado!



**Wheel** - Run over your enemies at high speeds! Nobody can stop you now!



**UFO** - A mysterious object descends from outer space! Use a variety of built-in weapons to conquer the planet!



**Smash** - Join the brawl with some familiar moves! Dominate the melee with a variety of abilities to become the ultimate fighter!



## **Modifiers:**

**Persistent Ability (-200 cp)** - Normally after taking a solid hit your ability will get ejected as a short lived ability star. Taking this allows your ability to persist indefinitely outside of your body. Post-Jump you are able to store any temporary power-up outside of your body as a star.

## **Items:**

### **General Items:**

**Cell Phone (Free ALL)** - You obtain a set of indestructible cell phones, there are four in total. The phones are compatible with any form of signal/network.



**Spray Paint (Free ALL)** - You obtain a can of magic spray paint, just by thinking of a color pallet you can alter the color of your body and attire. Best of all it's just as easy to reverse so you can experiment with what works best.

**Soundtrack of the Stars (Free ALL)** - You get a mental playlist of the entire Kirby series. There are a variety of options for how you want to listen. Stereo, mono, listening to it privately, sharing the sounds with everyone basically any form and configuration of listening to the soundtrack is possible.

**Empty Pedestal (-50 cp)** - A small pedestal that can be used as a resting palace for an object. Placing an item on the pedestal will allow you to recall it should it

be lost or destroyed. Alternatively, this pedestal can be used to store power ups or copy abilities allowing you to have a perpetual source of them for the future. This Item can be bought multiple times.

**Copy Ability Testing Room (-100 cp)** - A new room is connected via Mirror Door to your warehouse/personal reality. In it is an indestructible training dummy, every known Copy Ability Essence and an infinite food dispenser in the corner. By using a panel near the door you can modify the lay out, scenery and time of day within the testing room.

**Invincible Candy (-100 cp)** - Somebody was generous enough to share some delicious Invincible Candy with you. You gain a candy box containing 12 Invincible Candies, the box refills after every candy is eaten.

**Mirror Doors (-200 cp)** - Lesser copies of the Dimensional Mirror, used to connect the various areas of the Mirror World. You gain a shipping container's worth of full body mirrors set in golden frames. These mirrors must be manually attuned to a counterpart or else going in will drop you off at a location with no way back. Mirror Doors cannot bypass dimensional barriers, but can lead to a corresponding location in the same dimension. If all Mirror Doors are used up a second container will arrive the next year.



**Goal Mirror (-600 cp) - A Special XL sized Mirror Door has now appeared in your Warehouse/Personal Reality. Once you enter it you can play a fun new mini game, flying on a Warp Star at high speeds while dodging Stone Star Boxes. If you are good at it you can snag cool prizes like Maximum Tomatoes, Batteries, and “1-Ups”. The Goal Mirror needs about 2 ~ 3 days to restock on prizes, but can be used repeatedly if you just want the thrill.**

**Dimensional Mirror (-800 cp) - You now possess the most amazing mirror in the world! The Dimensional Mirror now floats inside your Warehouse / Personal Reality. There are many uses for this mirror, like divination, putting on makeup, turning into a giant bee, and creating Mirror Images of creatures. However, the most important use of the Dimensional Mirror is creating a Mirror World of the current jump you are in. This Mirror World will be slightly different from the one it was based on, but its residents will be Mirror Images of the originals. The Dimensional Mirror can store each Mirror World created for you to visit again in later jumps.**

**Explorer:**

**Collection Room (-100 cp) - You now have your very own Collection Room, this room inside your Warehouse / Personal Reality can contain all of the treasures you find in your journey. If you want you can remotely access the items stored within at any time.**



**Randomized Chest (-100 cp) - You found a treasure chest! The item contained is randomized with prizes ranging from food to unique treasures like Vitality Hearts. Every week a new random item will appear inside the chest.**

**Warp Star (-200 cp) - Kirby's primary means of transportation, or at least a convincing replica of the Warp Star. This giant cartoon star can speed past the limits of reality to instantly arrive at the intended location or be manually driven by its user. While the star is being ridden it automatically protects its passengers from the dangers of high speed travel. If you frequently perform crash landings like Kirby you can instantly summon another.**

**Hub Area (-400 cp) - The Hub Area is a room filled with Mirror Doors that can be used to access important areas of any world you currently reside in. You can use this room to organize permanent portals to any alternate dimensions you have access to.**

**Guardian:**

**Personal Lair (-100 cp) - You acquire a personalized arena to fight in. The rooms aesthetic and layout can be changed to suit your desires. The entrance to your Personal Lair is a Mirror Door that can be Placed anywhere.**

**Thematic Frames (-100 cp) - You gain a set of decorative mirror frames, you can set a Mirror Door in one and it will set the Mirror Doors destination to a location that thematically matches the frame.**

**Alliterative Area (-200 cp) - You can choose to take an entire section of the Mirror World with you for the rest of the Jumpchain. Each area is about the size of a small country. This item can be purchased repeatedly up until there are no areas remaining.**

**Galaxia (-400 cp) - You've acquired Meta Knight's signature sword Galaxia. It is capable of launching blasts of energy, causing ground shaking downward thrusts, and other powerful sword attacks. Not only that it is a powerful holy sword capable of destroying evil beings. The sword is placed inside a pedestal inside your Warehouse / Personal Reality and will return when lost.**

### **Companions:**

**Bring a friend (Free) - Got some friends already? Pick this to import up to 8 companions you wish to bring along to your adventure in Dreamland. Each companion receives 800 cp and can pick any combination of Origin and Race available. If 800 cp isn't enough, they can get more by taking drawbacks from the section below.**

**Recruit a Local (-50 cp) - If you want to invite one of your new friends here to join you, just pay 50 cp each to recruit them as a companion.**

## **Drawbacks:**

**Out of the Looking Glass (+0 cp) - You can now experience the events of other Kirby Games after the events of Amazing Mirror pass.**

**LAN Disconnection (+100 cp) - Maybe your connection is bad? Because for some reason everytime you pass through a Mirror Door, your perception grinds to a halt for a few seconds. While you experience lag you are liable to get hit by attacks you could have dodged.**

**Glass Doors (+100 cp) - Who had the time to set up so many glass panels everywhere!? The Mirror World has been filled with plain glass panels disguised as Mirror Doors. You now must be careful before going through Mirror Doors, because many have been replaced by the fakes!**

**Pranked! (+100 cp) - Prank the purple prankster seems to have it out for you. No matter how cautious you are he can still pull off whatever practical joke he seems to have in store for you. Remember to watch out for any banana peels on the floor!**

**Block Busters (+100 cp) - For some reason everytime you destroy a Star Block, a Blockin will be spawned where it once was. For Stone Star Blocks a stronger version of Blockin will spawn. Not only does this slow you down it will also ensure you have a steady stream of enemies throughout your Jump.**

**Requesting Backup (+100 cp) - Kirby and his clones now have your number. Everytime a distress call is sent out you must go and help them out. Expect for your time in the Mirror World to be constantly interrupted by ringing cell phones.**

**[Mandatory if taking Pink Puff for Free]**

**Tedious Treasure Hunt (+200 cp) - Upon entering the Mirror World, a number of your belongings vanish from your storage space. These items have been hidden throughout the many treasure chests in the Mirror World. Your items can't be retrieved without manually tracking down each chest.**

**Air Raid (+200 cp) - Sometime after you arrive in the Mirror World large amounts of Bang-Bangs, Bombars, and Bombers will go berserk. Survive an unending onslaught of explosions for one week, or have your ashes scattered into the wind!**

**Chef Kawasaki Sends His Regards!! (+200 cp) - Chef Kawasaki had his revenge for not being included in the game. All recovery items in the Mirror World have been downgraded to regular food items. Hope you can heal yourself, because you won't be finding it here!**

**Bad Reception (+200 cp) - It seems your cell phone, or any other communication device for that matter ceased functioning. For the rest of the Jump you can't remotely contact others, however they can still have one sided calls with you.**

**The Three Stooges (+200 cp) - For some reason Kirby's clones are really dumb, like how they know how to eat levels of stupid. Unfortunately, fate seems to have forced you into the role of their babysitter. You now must keep track of the three puff balls for the rest of the jump.**

**The Mirra World (+300 cp) - Every Mirror Door is a Mirra, even the Dimensional Mirror. In order to get around you must proceed with stealth and strike like lightning. If you are too slow the Mirra will burrow deep into the ground, not resurfacing for hours or even days.**

**Dropped My Abilities! (+300 cp) - The Droopys are a type of foe that Kirby encounters in the Mirror World. When touched they can take any ability Kirby has at the time. However, in your case they seemed to have learned how to steal your perks. Everytime you touch a Droopy you will lose a random perk, and the Droopy will transform into whatever inspired the perk. Any perks lost will be returned at the end of the Jump.**

**Built Better (+300 cp) - Every enemy from Waddle Dees to Dark Mind now possess the Plus Sized perk. Meaning that you will need to over power any enemy before you have the chance to copy their ability. To accommodate the size increase of its residents, the Mirror World itself has quadrupled in size.**

**Misaligned Mirrors (+300 cp) - It seems somebody decided to mess around with the Mirror Doors. The connections between each Mirror Door has been randomized, every mirror connects to a different exit point than intended. These paths will be randomized again every three months starting the day you arrive.**

**Final Frontiersman (+400 cp) - An army of UFOs approach from beyond the stars. A few years into the Jump you will need to fend off a full on invasion, as UFOs begin their conquest of the Mirror World. In order to protect the Mirror World you must find and destroy the UFO Mothership lurking in deep space.**

**Kaleidoscopic Labyrinth (+400 cp) - The farther you travel from the Hub Area the more convoluted the paths become. Eventually, you will need to navigate an Escher-esque landscape to reach your destination. If you manage to return to the Hub Area the distortion subsides. However, if you venture out again the process will restart and distort the path ahead.**

**The Tainted Mirror (+400 cp) - You seemed to have picked an unfortunate spot to arrive at. You now start in the Dark Mirror World normally accessible after collecting all the mirror shards. This puts you directly in the attention of Dark Meta Knight and Dark Mind, and even if you do defeat them you still need to wait for Kirby to reassemble Dimensional Mirror to get out.**

**Shattered-Mirror Puzzle (+400 cp) -** Dark Meta Knight was feeling vindictive when he broke the Dimensional Mirror. Instead of 8 total pieces, there are a total of 80 Mirror Shards to assemble before you can leave this Jump. Expect the bosses guarding the Mirror Shards to become progressively stronger the closer to completion.

**Mega Minions (+600 cp) -** It seems that every enemy, including bosses, have been outfitted with their own Mega Armor. The specific weakness of the armor varies from enemy to enemy, but it is guaranteed to be one of the available Copy Abilities.

**Overflowing Darkness (+600 cp) -** Mirror, mirror, on the wall who is the evilest of them all? Dark Mind isn't alone in his takeover of the mirror world. The mirror versions of all the final bosses from the Kirby series are all in the Mirror World running rampant. They are all empowered with the strange abilities from the Mirrored Orientation perk.

**Mirror Match (+800 cp) -** Your arrival to the Mirror World did not go unnoticed, worse Shadow Kirby seems to have mistaken you for an enemy! Shadow Kirby has been enhanced with several perks from this document. Every perk that you purchased from this Jump, Shadow Kirby has as well. While convincing him that you aren't his real enemy isn't impossible, remember that it took Kirby the entire game before they became friends.



### **End of Jump Options:**

**It seems that your allotted time here has come to an end, you now must decide what your future holds.**

**Go Back Home:** Perhaps you feel homesick after traveling for so long. Choosing this will return you to your home world keeping any perks and items acquired in your travels.

**Keep On Dreaming:** Maybe you are tired of all the hardships of your journey. Choosing this means you will live happily in Dreamland with Kirby and his friends.

**Waking Up From The Dream:** Dreamland while nice is not enough to satiate your wanderlust. Choosing this means you will continue on your Jumpchain.

**Notes:**

**Special thanks to Spriters Resource for inspiration and images.**

**Special thanks to Nintendo and HAL for creating one of my favorite games.**