



Super Mario Maker Jump Version 1.0 By Tri-Sevon

Be careful where you are stepping there, Jumper. You are inside one of the construction zones-Wait, you aren't meant to be out there. Sorry, let's get you to where you need to be.

Okay, so welcome to the world of Super Mario. But not the one you may be expecting, since this is where they make all of the 'Levels' where Mario, his friends and allies, and even his enemies, such as Bowser, are in.

Your time here can either be making more levels, playing what others made out there, or just taking it easy. So take these **1000 Maker Points** to use as you see fit.

Starting Theme

Here are a selection of various locations you can pick. Depending on details later up ahead, you may or may not be in trouble for picking one place over another. And in

case you wish, you can roll some dice to determine where you start instead. Take your time.

Builder Zone

The actual place to be making all of the things out here, which is where you should find yourself at some point.

Super Mario 1

One of the classics and the starting point of it all. You'll find an exit at some point that can get you to other places...

Super Mario 3

It may be more obvious of being a stage play...But hey, someone needs to make the stage. Or just hang around to part of said play...

Super Mario World

An entire place where Dinosaurs exist and the first introduction of Yoshi into the Mario World. There is bound to be a way to get out of there, if you want to be elsewhere.

New Super Mario Bros U

An odd case, because while it may seem like the classics, it takes their own spin of the various environments. And to be frank, there are a lot of alternative paths to take...

Super Mario 3D World

A truly unique place in the Mario World, given that it perhaps goes even further on its spin on the old classic environments, while providing new ones. And hey, there is bound to be a way to get elsewhere out of here...

Additional Themes (Free Choice)

In case you want to be more specific being in a specific theme and level type, like being in a SMB1 Ghost House, or perhaps somewhere like a SMB3 Desert, you can use this to do so.

Maker Backgrounds

While you are initially given a goal to achieve if you wish, we can also easily allow you to determine the background of who you are in your final starting choice. This does include age and other personal details, if you wish to influence what exactly they may be.

(You can also use dice to roll up whatever age you end up at as well.)

Builder Species

You can retain what form of life you wish to be, but we do also offer a chance to gain an alternative form for you to start as in your venture.

(The options below can also be picked by rolling dice if you wish to opt for that method of choice.)

Mario-Like Human

Well, given the weird history of the Mario Bros, let alone how others like Peach, Daisy, and so on are...This is for you if you wish to still be human, but also be more of a 'Super Mario Human' as well.

Mushroom Kingdom Toad

Ah yes, the little fungi that make up the Mushroom Kingdom. You still have the functions of being human-like, but also the esoteric benefits of having a mushroom for a head...or hat...

...So yeah. Oh, and you don't have to have a high-pitched voice with this one in case you were wondering.

Koopa Kingdom Baddie

You don't actually have to be a 'Baddie', but that's for you to work out. Either way, this contains all of the options ranging from the simple Goombas and Koopas, to the furthest related members working under Bowser.

And yes, you can also pick whatever special deal makes up being Bowser and his son, Bowser Jr...

Other

In case there is anything else you may wish to be, this is for you.

(In essence, this is the Free Choice option to use whatever you want in case the options above aren't exactly what you want or don't fit any of them somehow.)

Maker Perks

*You gain **5 Maker Tokens** as Freebies for any of your purchases here. And in case you wish to go for an alternative option, forgoing the freebies will allow you to get a stipend of 600 MP to use.*

Super Maker OST [Free]

A special Perk that will allow you to be able to emit your own music of choice, perfect for you to hear by yourself or with others if you wish to share. And yes, you can control this at will and it will never hamper you.

Builder Sense [100]

Anytime you are working on building or constituting anything, you can shift your vision into a sort of 'blocky build' mode that can help you determine how much space you can take up in your immediate area.

This also helps with maximizing and minimizing said space you wish to take up, especially in terms of making buildings or smaller items and equipment.

Thematic View [100]

Maybe you like the look of the brown blocks as they were made for a different theme, but don't want to keep constantly swapping around the actual blocks to see them?

Well, now you can just adjust your vision on specific items to see how they may look in different themes that already exist, alongside taking a bit of time to generate any new ones you can come up with mentally.

Aestical Value [100]

You can easily make additions to the environment that make things look a certain way without any harm or obstruction with the flow of the area. And you will always have an idea of what it will look like from a 2D and 3D perspective.

Ambiance Control [100]

They say the right ambiance in an area can really make it stand out. So why not give you some help?

In short, you find it vastly easy to incorporate various means to produce music and sounds in the places and properties you own. But it also makes it where even if the source is via magic, tech, or something else...

...It'll also be able to adapt and change as needed to your specifications in case you want certain areas to have that special touch...

Make & Shake [200]

A lot of the items you'll find out here for building can actually be shaken in order to change their function. So why not let you be able to share this same quality with your own stuff.

In essence, you can easily modify your gear and items to shift into attentive modes or functions by just shaking them if you want. And of course, you can easily control them so not even Earthquakes, Tremors, or any other form of uncontrollable rapid movement won't set them off unless you want them to.

Kuribo's Power [200]

You can now imbue your own form to be able to cross spiky obstacles with no form of damage by crossing them, while also getting boosted protection from other hazardous or detrimental ground-based terrain.

You can also freely change your shoes or footwear into the green shoes or the stilettos seen around here as well, while also gaining the latter's ability to stomp as well (no matter what your footwear ends up being).

(As for the other non-spikey hazards tidbit, DO be aware that walking in dangerous places like lava, acid, and so on will kill you, just not as fast as it would be without this being active.)

Sub-Area Maker [200]

Sometimes, you need more than just 'one' layer to a place you may be making. And this allows you to help make that a reality.

Either by using the various colors of Pipes, Doors, Warp Boxes, or what have you...You can easily make entrances into alternative layers that may be different from the main one while retaining the same size of the main one.

And yes, you can make more and more...But you do have to be aware that with an additional 'layer' or 'Sub-Area' you make past 4 of them will get vastly smaller and smaller until you can't make anymore by this Perk alone.

Sturdy Headgear Protection [200]

You find it extremely easy to fit what would be large shells of various kinds onto your head, especially if you got headwear (or hats/helmets) already on your noggin (or equivalent). In fact, they also won't get easily removed thanks to gravity or heavy wind...

...And as a bonus, if any of the shells have special properties, they will also apply to the rest of your form as well.

(And yes, you can also use other shells and other possible shell-like objects to substitute as additional protective headwear from other settings.)

Additional Ammos [200]

Those famous “?” boxes usually just have Coins and Power Ups, but what about the Bill Blasters? You know, the cannons that fire out the Bullet Bills?

Well, much like the Bill Blasters in these parts, you can easily replace any form of gun, launcher, or projectile emitting object to fire their ‘normal’ ammo with something else specific instead.

Coins? Easy. Mushrooms? Still easy. Giant Flying Goombas? Totally. And in very large amounts to boot, as long as the thing exists. And even then, you can also make your changes go further by adding on the ‘Red Bull-Eye’ mode.

(Sadly, trying to make infinite resources via this method by this Perk alone will not work. If you wish to log a complaint, please take it up with JumpChan (or equivalent.)

Automated Connections [300]

Strangely, there are a lot of these conveyor belts, One-Way Gates, and even Tracks out around here...

...And now, you too can easily make these automated devices, while also making them easily fit into any environment. But what makes this truly special is that they can be chained together with living and other artificial objects to make unique contraptions.

Oh, and they can defy gravity as well without having to worry about them falling down to the ground, unless they were made to do so.

Hazard Maker [300]

Grinders and Skewers? A good way to add danger to an area. Bumpers, Cannons, and Fire Bars? Yeah, they can do the job as well.

In essence, you can really make use of defensive hazards in any place you make, but also find ways to creatively place them to maximize their effectiveness in removing or eliminating intruders.

But this also helps make it where you and your allies can make use of these hazards (if possible) as means of moving around or doubling as additional offense.

Land Maker [300]

You find it vastly easy to reshape the land beneath your feet, even outside of this special constitution world you are in.

In essence, as long as you have the means in Powers, Magic, Tech, or personal hand tools, you can easily shape the landscape around to be flat, blocky, or even have actual slopes to truly make the area become your own.

You also find that the land will carry a sense of inertia to remain the way it has been edited, making sure that it remains as it is meant to be. Of course, if you wish to change up the details, you can easily remove this 'inertia' and get back to sculpting the land.

Powerup Creator [400]

With all of the Power Ups seen and used in the larger world of Super Mario, why not let you be able to make your own?

Naturally, this allows you to make the iconic Power Ups like Super Mushrooms, Fire Flowers, and so on. But it also lets you make the rarer ones as well, like the Super Leaf, Cape Feather, or the Hammer Bro Suit.

Of course, you can use those as a base/platform to spring off the creation of new Power Ups, like perhaps a 'Thunder Flower', 'Space Mushroom', or 'Wrench Suit' as possible examples.

(And yes, you can make Poison/Rotten Mushrooms and other one-offs like the Kuribo's Shoe as well.)

Test Run [500]

This is a special power that allows you to designate a small chunk of an area that you own to act as a 'respawn point'. Meaning, that as long as it is active, you can freely test out your defenses and so on to see if you can really actually get around it.

If in the case you do happen to 'die' during this test run, you will not chain fail and will instead find yourself in the 'respawn point'. You can also designate a few 'checkpoint' extensions if you wish, but those will offer limited 'respawns'.

You will also always know exactly when this power is on or off, alongside being able to leave the test zone if you wish. However, the power only works on properties you fully own (and it'll be clear if you meet those requirements in a diegetic way)...

...And cannot be used outside of them, even if you try to twist or abuse this power. Because after all, this is meant for testing and seeing what you can improve in your constitution, building, and modifying your properties.

Well, unless you want to make them into platformer levels or something...

Super Jumper Maker [600]

Another special power, albeit this one is on the actual building focus while providing visual means on the boundaries you have in the form of a transparent grid system.

In short, as long as you own your property or it exists as an extension of your Warehouse (or alternatives), you can freely design the areas around and inside them as you see fit and be able to import them into other worlds, if you have that option.

Want a bunch of floating blocks defying gravity or make all of the ground out of pipes? Want the aesthetics of a Ghost House while also having Boos roaming around the place? Or just a grand castle filled with traps and hazards? Go ahead.

And in case you want to build with Non-Mario stuff? Go ahead. You are the 'Super Jumper Maker' after all.

(To explain some guidelines: As long as you have the blueprints/data on inanimate objects, environments, and various creatures in whatever setting you end up...You can recreate them with this power to build to your hearts content.

However, do be careful of what you edit/build because if you aren't careful, you could import dangerous things into the worlds you end up in if you don't have any safeguards or other powers to address such things.)

Wrecking And Building Items (Gear/Equipment)

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Super OST Collection [Free]

All of the music heard in the game is now able to be yours, in any audio format or medium you wish to use. Yes, even in vinyl, with accompanying equipment to play them among other choices.

Maker & Mario Games [Free]

A collection of the Super Mario Maker Games with all of the hardware to play them, alongside full-on copies to allow for multiplayer and so on. And yes, you do have multiple controllers as well.

Oh, and also...All released entries of the other games in the Mario Series. Yes, even the spinoffs as well with the corresponding hardware and equipment.

Super Amiibo [Free]

Yes, all of the compatible Amiibo for Super Mario Maker are now yours to have as a collection. And don't worry, someone already paid for them in your place.

Of course, besides the novelty, you also find that there are some additions in the collection that are actually of you and your companions...Albeit themed as being fellow Builders in this world.

And yes, you will get new ones based on new worlds you visit, while also updating to account for new companions that join you past this world as well.

Jumper Mystery Mushroom [100]

A special mushroom that when used, allows you to take on a 8-Bit version form of any official character made for this item in Super Mario Maker. And yes, if you take any damage...you'll lose the form and not take any damage till you change back.

But this also allows you to do the same for yourself and your companions, while also being able to go in 8-Bit or what they actually look like at the time in a non-8-Bit form if you wish to go that route for fun or something.

Mario Pipe Catalog [100]

This is a special crate that comes with means to produce Pipes of any size and length in any color you wish. There are also transparent ones in here as well, alongside additional modes to outfit them and the normal ones to do other things, like have an inbuilt cannon to shoot objects and people around to other places.

Oh, and for some reason...If you find any Piranha Plants in any of them, they can be easily removed and placed around as harmless flowers/plants, or as defenses for dealing with intruders.

(And yes, they won't attack you, your companions, or allies. So do make sure to take care of them and they'll take care of you.)

Key Coins [100]

A collection of pink coins, that when 5 of them are collected and held together, they will form into a key to lock and unlock a door. But what is special with these is that you can easily designate which key you can generate with this...

...Namely, by tapping one of the coins on a door or similar-door like structure, which will then help make a key appropriate to it that can be used to unlock and lock it.

In case you ever run out of coins, you'll get a new set in about a day's worth of time to be found on either one of your properties or Warehouse.

Phanto Masks & Key [200]

A rather special key that looks...rather unimpressive. However, what is special about this is that the key is cursed. For whoever has it in their possession that is not the owner or those allowed to have it...

...A floating mask will chase the intruder to retrieve the item in a short amount of time, easily able to go from room to room and place to place while being immune to damage of the mundane kind.

For note, however, this mask would normally stop moving if one were to remove the key from their possession...But this one does have that limitation and can fake being forced to act that way to drop the guard of the intruder/thief.

And a special bonus, you also gain a special version of the Phanto Mask to use as well. By merely having it in your possession, you'll be able to see where the key is at all times. And if you happen to wear the mask (which will always fit your form)...

...You can control the other Phanto Mask directly. And no matter how far away it is, you'll always be able to connect to it and control it at will. To simply stop, either will it or just take the mask you are wearing off.

Big Mushroom [200]

Not to be confused with the Mega Mushroom, but this is in fact a very large Mushroom that makes you able to break brick blocks by running or jumping on them while you remain in the state provided by this Power Up.

In other settings, this also allows you to break through stone and brick walls very easily... Though doing so with metal walls may take a bit more work, speed, and power to them.

Super Hammer [200]

This Hammer-Shaped Power Up with a set of Super Mushroom-like eyes allows the user to gain access to a form that has access to a special hammer that can destroy tough bits of environments with a simple swing.

It can even defeat Thwomps and other similar enemies that can't be defeated normally by other methods. And as for an additional function, you can summon up to 5 crates to use as you see fit.

(Oh, and you can also freely designate if your form/body does/does not change into having the clothes/accessories that Builder Mario and others get.)

Superball Flower [200]

A very strange flower, especially since this does replace the function of what would be the Fire Flower. Instead of allowing you to shoot fireballs, this instead shoots out bouncy ball projectiles that bounce around in 90 degree angles on any surface.

Normally, you can only fire off one at a time, but this special version of the monochrome flower allows you to fire up to 5 at one time. And you can designate it where they can bounce off each other or not...

(You can also freely decide if using this makes you get a monochromatic aesthetic applied to your form, while you use this item.)

Jumper's Shoes/Stilettos [200]

A very strange shoe rarely worn by Goombas, except this one also has a spare to go with it. And both now belong to you. By default, you get a special set of the green shoes where they can be worn by you no matter the form you may have.

These shoes offer enhanced protection of all forms of spikes, blades, and sharp forms of danger and damage, while also offering a small boost to your movement speed and jumping ability. They can also amplify any stomping or ground-pound based attacks/abilities you may have as well.

However, you can also make said shoes actually become larger and hop inside them (and you'll always fit into them), to use them as an alternative method of traveling while enhancing the aerformented boosts in this state by a large degree.

(And yes, you can opt to get the Stiletto design as well, if you wish. Oh, and either version can be freely customized and modified to your heart's contents.)

Mechakoopa Box [300]

A special container full of Mechakoopas, which are not actually alive. But with how they act as defensive guards, you may think otherwise.

Besides the original variety that can spring back up after being knocked down, there are also the Blasta and Zappa Models. Blastas act like a version of mobile Bull-Eye turrets with the projectile they fire, but said shot also explodes after time as well.

As for Zappas, they lack raw long-distance range and instead have strong short-range damage. By shooting an entire blue laser out of their mouths that can pack a mean punch...And these versions don't have to stay still to fire them.

In case you ever need more, just simply open the container and take out what you need. And when you close it and open it again, you'll have a fresh supply to use as you see fit.

Ninji Outfit [400]

A customizable and modifiable odd outfit that will fit your form no matter what it is. Its main function outside of being clothes is to give you a rather large boost in all manner of movement, sneaking, and stealth, especially those befitting a Ninja.

You also find that you can take the form of a Ninji by wearing these, if you would like to roam around as one. And being in this form offers no detriment to any of your powers, abilities, skills, or even your gear and items.

Builder Truck [500]

A specialized delivery truck that will always show up when you need additional building materials, as if whoever is on the inside knows when that will be. Despite not being able to see who is inside, nor being able to actually enter it...

...The back of the truck will have a near infinite amount of whatever building supplies you need as said before and ones that you may have not possibly thought of using as possible alternatives.

And when you are done, the truck will leave very quickly without a trace, meaning that nothing will get stolen from it, nor will it end up being attacked by any of your enemies or foes.

Construction Team (Companions)

Companions can purchase more companions.

Import [200-300]

You can bring along 8 companions for 200 MP. They will each individually get 600 MP to spend for themselves or instead receive 4 Maker Tokens for Perks.

If you wish to bring in more than just 8, you can spend an additional 100 MP to bring in as many as you want.

Recruit Anyone [100]

Anyone you want to recruit in this world will cost 100 to get a chance to join you as a companion if they agree. If they don't, you will be refunded.

Construction Hazards (Drawbacks)

You can take up as many Drawbacks as you want, just don't make it impossible for yourself...

Longer Stay [+100]

You can take this to make you have to stay around for a decade. This can be taken up to 5 times, but any further time extensions will not give you any additional MP.

Fly Problem [+100]

Every now and then, a good amount of flies will enter the area you are in. They will be easy to hit with a fly swatter, but they will be a distraction that will try to bother you.

Pre-Shaken [+200]

Any of the building items you use that other functions will be pre-shaken when you begin to set them out. You will need to reshake them to get them to be what you want to be, adding a bit of time to the process.

Unsticky Items [+300]

Sometimes on a rare occasion, like if you say you are using a Super Mushroom to make a Mario Enemy be bigger, they will actually spit out the mushroom. Or a Bill Blaster will not accept the items you wish for them to fire.

Muncher Attack [+400]

Those Munchers you have among the equipment will now try to be a pain in the neck by moving around on their own and possibly trying to bite you on occasion as you use them (or not).

At worst, a bite from them will just be a small bit of pain and they'll never be able to kill or seriously harm you or your companions.

You can get these misbehaving plants to stop by shaking them a few times, but be careful...There may be another pest out there that may get involved.

Glitchless Levels [+500]

Simple one at best, but you can't make any levels or projects that run on Glitches seen across the runs of Mario Maker 1 & 2. Doing so will mean they will not operate or be available to be tested till you fix or remove those attempts at ignoring the rules.

Marathon Tester [+600]

Every now and then, you will need to stop working and actually play the games of Super Mario Maker 1 & 2 to test out levels made by others. This will take some time, because you will always have a quota to reach and you do have to complete them in order to keep on working.

If you do want to just play the games all the time instead, you need to actually test your own levels a certain amount of times to fulfill a quota for them before you go back to that matter.

In-House Builder [+600]

You have no access to any Outside Perks, Gear, Equipment, and your Warehouse as long as you are here in this world. Good luck on your end.

Final Choices

So with your work or fun here over, you have three choices...

New Building Project (Next Jump)

New Iterations (Stay)

Build Log

v1.0

The First Version
