



Super Mario 64
(And also Super Mario 64 DS)
Jumpchain by Cthulhu Fartagn



Intro

Once again, Princess Peach and her kingdom are under attack by the evil King Bowser Koopa and his Koopa Troopa. This time, Bowser has decided not to drag her off to parts unknown (read as, the Bowser Kingdom) and has instead utilized some magical paint to seal away anyone and anything that would resist him inside paintings and portraits that he has created. You - or rather, Mario, though you can always help him - will need to enter these paintings to steal back the stars that empower them, and by extension, Bowser himself. If this takes you the ten years that you'll be staying here, I'd be very surprised.

Of course, you may not be here to help. You might be one of the many minor nobles or lesser rulers, one that has found aiding Bowser to be advantageous. Just keep in mind that if you do help, there will be cake. Either way, go ahead and take these.

+1000 cp

Origins

Plumber

You've been invited to the princesses castle, though by the time you reach it Bowser will have pulled yet another zany stunt and it'll be time to get to work. Best put on your best overalls and cap, because it's time to flush the turd.

As a Plumber, you are a human, or possibly one of the species that are a remarkably similar lookalike to them.

Helper

Help Princess Peach, or help Bowser? Peach... or Bowser. That's the choice you have to make right now. You're a common citizen of the lands, though which kingdom in particular is up to you. If you want to work for Peach or invade alongside Bowser, that's up to you.

As a Helper, you are a Toad or an enemy race that has the metaphorical '1 hp' such as a Goomba or a Bob-Omb, though you will have the option later to become a Yoshi.

Ruler

You are no mere citizen or a guest in the castle - it is in fact, your castle that this adventure takes place in! ...Because it's either your castle on account of it being your castle, or because you stole it, see? Well, either way you are now a step up from a common citizen. Do try to enjoy your stay.

As a Ruler, you may freely pick between the various enemy races present in Bowser's army as of this particular invasion into the Mushroom Kingdom. The specifics of your form - such as being an ordinary Koopa, a Dry Bones, or a Hammer Bro - will be determined by what perks you choose to take.

Discount Rules

100 cp perks and item are free and everything else is half off to respective origins

Perks

Plumber

100 cp - Jump And Kick!

You have to wonder what the pipes in the Mushroom Kingdom look like if basic combat and some rather extreme parkour are considered essential skills for Plumbers to have. Still, you've chosen to be a Plumber and so these skills you now have. You may now jump, double jump, triple jump, backflip, long jump, and of course punch, kick, and ground pound your way to victory over the evil King Bowser Koopa. Additionally, you may choose to make your jumps just a little bit slower and a little bit lower in order to make your fists hit a little bit harder, weaken those same attacks in order to gain a little extra height - perhaps even a flutter jump? - or to be able to kick off walls to gain an extra jump off an unusual surface.

100 cp - Goomba Stomper

Of course, no matter how high you can jump or if you can flutter, there will always be that one wall or gap that is simply too big to get over under your own power no matter what you try. Emphasis on 'under your own power'. See, more often than not there will be a Goomba or a Koopa lurking around to mock your failures, and their head looks extra stomposable under those circumstances. It takes a keen eye to figure out how to use your foes to enhance your jumps, but you can quickly make strategies that rely on just that. What one person alone can't do, two often can. You just need to lure them into position first.

200 cp - I Will Save You!

The sad fact of life is that more often than not, heroism is a pretty thankless task. Sure, you saved the princess from the evil king, but he'll be back next tuesday. It can be hard to keep moving forwards under such bleak circumstances. Luckily for you, there's cake at the end. It may be something simple and slightly silly that keeps you moving, but as long as you have a reason, any reason at all, you'll find that you never seem to have any issues with running out of motivation. Who cares if Bowser will be back in a week or two with his next scheme - that just means more cake in the long run!

200 cp - Someone Save Me!

Nine times out of ten, when Mario is saving the day he's doing it all by himself. The Toads help point him in the right direction, but they've spent years building up the courage to actually do something and they still aren't quite there yet. Luckily for you, backup is on it's way. Should you find yourself overpowered, cast down, trapped in a small cell, or otherwise prevented from moving forwards, your friends and allies will simply show up mysteriously, having felt some urge to come see how you were doing, or perhaps having meant to come with you originally only to oversleep. Whether they're enough is another matter, but at least you won't be facing your challenges alone.

400 cp - Try Again

Maybe it's the power of the stars, maybe it's the nature of the paintings that Bowser is using to control the castle. For you however, all you need to know is that you have some utterly absurd luck when it comes to those same paintings, as well as other similar pocket worlds. You genuinely have a hard time dying inside of them - be thrown off a cliff, drown under the ocean, or fall into some lava, and instead of that being the end of things, you'll simply wake up back in the real world after being all but thrown out of the painting. By default you start with four such 'lives', but they recharge fairly quickly - a string of successes in the form of treasures gathered and enemies slain could see this rapidly increase to dozens, but at the very least you'll never wake up in the morning with less than four.

400 cp - Mildly Heroic Helpers

Just because the Toads aren't brave enough to confront Bowser... or Bowser Jr... Or a Goomba, does not actually mean that they are useless. If anything, their lack of courage often drives them to find ways to contribute without ever risking themselves the way you would be. In turn, the people you save, be it from Bowser or from some other monster, now feel oddly obligated to help you out in whatever small way they can. Hints and rumours, whatever healing items or powerups they can scrounge up, access to their network of cannons for when you need to launch yourself into the blue... Very rarely, one of them may even have a star for you. But, the specifics aside, you'll never walk away with nothing.

600 cp - Secret Star Searcher

Just because Bowser took all the stars and handed them out to his minions, doesn't actually mean that he took ALL the stars. It just means he thinks he did. You know better than that, which is why you're now an utter master at searching out and locating hidden areas and other secret things. You have this nagging feeling that there's still something left to do, and it drives you to search under every rock and behind every tree. You also have a near perfect memory for these secrets once discovered, so that you'll be able to abuse the ones that can be abused and not waste any time rediscovering the ones you already knew about. On very rare occasions, this may even force such a location into existence where none would otherwise be, so to give you something to find.

600 cp - Speed Demon

Are you sure you want to go here? Are you so willing to abandon all pretenses of being heroic simply to get things done faster? Well, so be it. With this, you will discover that the world is ever so slightly different. It still spins around the Sun, Bowser still kidnaps Peach regularly, but. It's almost as if certain laws and rules have become more flexible. Specifically, those relating to going fast. To be clear, this offers no actual ability to bootstrap your way up to ludicrous speed - but, should you find a way to do just that, you will discover that doing so will somehow manage to solve all your problems. Is there a locked door in your way? Simply gather enough speed to punch your way out of the universe, circumnavigate the globe, and punch back in on the other side. Speed, in sufficient amounts, can be the answer to all your problems.

Helper

100 cp - Just Enough Resistance

Let's be completely honest, you aren't Mario. You aren't even Luigi. Is it any wonder that when the time came to defend the princess from Bowser, you cowered? Well, luckily for you it seems that you are in fact an expert coward, a supreme master of quaking in your boots, a master of putting up a token effort of resistance, and a genius of being massively underestimated if not outright ignored by the villains. Yeah, took a bit of a turn there didn't you? To be perfectly clear, while you are excellent at pretending to be quite useless, your true talent is one of observation. Watch and wait, find a weak point, or examine the technique being used to enslave your race for whatever flaws it may have - and then pass it on to Mario, because actually doing something about this is not your jam.

100 cp - You're Doing Great!

If you can't do anything yourself, then do everything you can to help. And right now, that means cheering Mario and his friends on from the sidelines. You are a masterful motivator, able to compress an entire rousing speech about the trials a person has faced such far and how they have overcome them, about how the only thing standing between them and victory is the need to grit their teeth, roll their thumbs, and keep going, and about how the princess's delicious cake is waiting for them into something as simplistic as "Cheer up, you're doing great! You're almost there!" And sometimes, a little bit of simple cheering is all a Plumber needs to hear.

200 cp - Mario Got Captured

And isn't that just dandy? Well, as far as things go there are worse things that could have happened but this is pretty bad. Who will rescue him after all? Well, you. Be you Toad, Yoshi, or any other citizen of the Mushroom Kingdom, you have something most people lack. The ability to swallow your fear and move forwards. However, you need not think that this fear is something that's holding you back. If anything, fear is a superpower - it can help you run faster, jump higher, eke out that little bit of power that going in without would have meant defeat. Being afraid keeps you alive - you are actively stealthier, can run faster, and can jump higher when you are afraid. Not by any great amount, but as your fear grows so will this.

200 cp - Just The Cameraman

Or perhaps Bowser might completely ignore you? It seems that you are not in fact a citizen of the Mushroom Kingdom - or if you are, you're somehow one that is in high standing in the Bowser Kingdom and the Koopa Troop. When you declare your neutrality in a situation, people - both those who would benefit from your protection and those who would have gone through you - will respect that decision. Truth be told, you aren't here to do any fighting or any saving, you're here to film a nature documentary about the recently discovered species of rabbits in the Mushroom Kingdom. Though, following Mario around to record his adventures - or his failure - is also acceptable use of your time. Just be sure not to overstep your neutrality, as any protection offered by this will be voided by picking a side or offering too much advice.

400 cp - Yoshi To The Rescue

Well now, it seems you are no ordinary toad. Or a toad at all, for that matter. You are a Munchakoopa, also known as a Yoshi, one of the dinosaur-like creatures that have been Mario's ally since the man himself was still wearing diapers. While you cannot fight in the traditional sense, you possess much of the same ability to jump as a Plumber does - triple jump, long jump, and backflip - as well as a flutter jump of your own. In addition to that, you have a fantastically extendable tongue, and the ability to swallow things many times your size in order to convert them into eggs, and a fantastic aim for throwing those eggs. You can also, under the right circumstances, breathe fire - either with a power up or by swallowing a fireball to spit back at your foes.

400 cp - Infrastructure Expert

Toads are traditionally known to be weak willed creatures, but they make up for their lack of courage in other ways, and often in any way that they can. Most often, this comes in the form of an exceptional ability to scrounge up useful materials and other items to offer to Mario. Right now however, it comes in the form of a decent number of lesser trade skills. You are a passable carpenter, stoneworker, architect, and perhaps you are even an actual plumber amongst other things. On top of that you also possess a minimal amount of talent at technology - specifically, you know how to create and operate the cannons that the Bob-Omb Buddies originally produced, one of which is even installed in the outer courtyard of Princess Peach's own castle.

600 cp - Substitute Hero

When all other hope is lost, who will rise up and save the day? ...I rather suspect you hope the answer to be "anyone else", but as of right now, that answer is you. As the heroes fail, a very small twist in fate is born. That twist represents all of the good karma they had stored up, all of the hopes and dreams that once rested on their shoulders, and the fact that by all accounts they should have won. It is also something you can tap into. There is little to be gained from it other than raw luck, but even a fool can stumble into a victory or two with this. And with any luck that will be all you need to get the real heroes back on their feet. Whether you stood by and watched them fail, or slept through the whole invasion makes little difference - all you need to do is be willing to stand up and help.

600 cp - Thank You For Playing My Game!

In this world there is a god, and it is a kind one. If you desire proof of this, then know that it has decided to reward those who are kind and good and it is through you that this god's gifts will be given. You now have the ability to "bless" people with simple but effective powers, such as an immunity to fall damage or the ability to jump slightly higher. Not very impressive individually, but a clever person could get a great deal of mileage out of them. The inherent power of these blessings is somewhat tied up in how much someone deserves them - a kind and good person could deserve a small blessing or two with relative ease. A true hero would easily be worth more. Your crowning gift however, comes in the form of a stock of 96 extra lives - or 1ups, if you prefer - that refills each jump. You may hand these out to whomever you please, though I should point out that because they are meant to be given away, you may not benefit from them. The number you may give to a person at any given time, minimum of one, is limited by the same rules as your simpler blessings, but there's nothing stopping you from giving each and every life to someone you believe would make a good hero and watching as they slowly become worthy of more and more of these extra lives at a time.

Ruler

100 cp - Gwa Ha Ha!

You know what any good leader needs? To stand out, to be noticeable, to be memorable. And as it turns out, you do just that. Maybe you're exceptionally pretty, or extremely buff. It's possible you have a unique laugh, the kind that haunts people in their dreams and dying moments. How this manifests in specific is something I'll leave up to you to decide, but the fact of the matter is that you're unique and that you stand out. A person you've never met before looking upon you might not know that you're a king, but they will know that you're important and to be respected. Or perhaps protected, if you've chosen beauty over intimidation?

100 cp - Boom!

The enemy races, citizens of the Bowser Kingdom, members of the Koopa Troop, are often extremely powerful or extremely weak. Goombas are something Mario can defeat by the dozens, and Koopa aren't much better. Thankfully, you're a bit sturdier than the normal member of your race - though, not in the traditional sense. If you were a Bob-omb, then you might find yourself able to explode without actually destroying yourself, while a number of aquatic races might find themselves able to operate on the land for extended periods of time without drowning in the air. In effect, this is less of a power in and of itself and more of a smoothing over the weaknesses of your race - something like being able to write a book despite lacking hands might also be a valid choice.

200 cp - Fire Breathing, Flying, And Rather Chilly

This perk is actually twofold - first, you have an ability above and beyond the normal limits of your race, such as a Paratroopa's wings, the exceptionally spiky shell of a Spiny, or possibly even a natural affinity for one of the elements such as Bowser's fire breath or Chief Chilly's, well, chilly-ness, as compared to a standard Bully. Beyond your own personal power, you're also exceptionally skilled at working with and managing individuals who by all accounts don't mesh particularly well, such as the different variations and sub-variations that your race might hold. Normally the fire monsters and the ice monsters don't get along particularly well, but with you standing between them they'll get along far better than normal.

200 cp - Perfect Princess

If this was your only claim to rulership then while you'd be a decent leader, you'd also be ripe for conquering. You have a natural charisma that makes your orders seem more reasonable, a talent for figuring out effective ways to get everything done without doing any work yourself, and that's ignoring that you're every so slightly taller, stronger, and generally more powerful than a normal member of your race. You even have a level of training in more domestic things, such as economics and politics. You really are a good ruler - maybe even great - but I'd suggest either bowing to Bowser or finding a champion to keep you safe and maybe un-kidnap you in case of emergency.

400 cp - You Must Fight With Honor!

What kind of Hero would they be if they simply commandeered an airship to crashland on your castle, or routed an army to aid them in battling you? Well, a smart one, but those appear to be out of stock at the moment. In an interesting bit of doublethink, people are both more honorable towards you, and less harsh about your own lack of it. A knight seeking to rescue a princess might be more than willing to enter melee combat with you with only his trusty sword and shield, despite knowing that there were magical weapons only a few hours travel away, and might even offer you a moment to catch your breath should they land a particularly heavy blow. Similarly, they are almost always caught off guard when you fail to match their courtesy, while also failing to penalize you for it - after all, you're most likely the bad guy. Why would you?

400 cp - Pocket Paintings

The King of Koopas may be renowned for his sheer brute force, but never let it be said that he's uneducated. After all, he somehow managed to trap Peach and her Toads inside paintings, a technique you now share. With a dash of artistic talent - yours or someone else's - and a good dose of magic energy, a painting can be created. These paintings are half shortcuts to real places and half pocket dimension, with the exact ratio changing as desired. You could create a copy of one of your minions' fortresses inside the painting, or you could simply allow anyone who jumps into it to be teleported there. As something of a safety feature, moving too far away from the exit point will simply warp you back and spit you out, but that is actually something that can be turned off with a bit of practice. The area inside the painting, or the safe zone around it can both be expanded via investing additional energy in them, such as a handful of Power Stars.

600 cp - Chains Held Up By Stars

As a ruler, you have a certain presence about you. Something that demands respect, something that inspires loyalty - something that allows you to exert control over the local spacetime and make your decrees into something akin to the laws of physics. Well, that's a slight exaggeration, but the idea behind it holds true. Whether you make your claim by inheritance or conquest, you possess the ability to alter your property and warp it to your will. Doors become impassable until certain conditions are cleared, stairs lengthen to keep out those without authorization, guards automatically know the location of intruders, and you can project your senses and voice into any corner of the land you control. Maintaining these defenses is expensive, and while your personal reserves can now cover a small castle, you may wish to look into finding an extra source of energy. Something like one hundred Power Stars ought to do it.

600 cp - Jumper, King of Jumpers

There are many lands in this world, and each has their own notion of rulership. Some rule through blood and divine right, and can afford to be kind to their citizens. Other lands are less fortunate, and rule through power, overwhelming power and simply declaring their own right as a consequence of their might. Whether you're a ruler or not, you have that power. Forget being anyone's minion, because in a land of such savagery, you have the power needed to call yourself king and have it stick. If you have claws, they are sharper. If you have a shell, it's sturdier and possibly even spiky. You might even breathe fire. Whatever species you choose, be it a simple Goomba or even a Cheep Cheep, you are the strongest specimen of your species currently alive. And nothing shows this better than your sheer durability, leaving you able to withstand the blows of dozens of members of your own kind all at once, and even more if they were foolish enough to attack you one at a time. A normal human would stand no chance against you at all, not unless they were to be exceptionally clever in their actions and started abusing the environment or even found a way to redirect your own attacks.

Items

Plumber

100 cp - Magnificent Plumbers Cap

Sitting proudly upon your head lies a simple cap in a color of your choice, with the first letter of your name emblazoned upon it. It is a replica of Mario's own cap, the very same one that he has worn on adventure after adventure, from the days of his childhood onwards, and one that he will continue to wear should he ascend into the stars themselves. ...Well, maybe. He probably has spares. You certainly do, given how there's always at least one copy of this hat hanging on a coat rack or in a closet even if you have one on your head. This cap also serves as something of a good luck charm, often turning away harsh blows and making them land lighter or hurt less.

200 cp - Minigames

Well, I suppose any decent plumber needs a way to practice their skills whenever Bowser isn't actively invading the Mushroom Kingdom. Both in this jump and in future ones, you'll find a number of odd keys scattered throughout the world, keys that unlock doors that seem to have magically appeared in your warehouse. Through these doors lies a number of Toads setting up activities and games, trampolines to launch Koopa shells into the sky to hit balloons with, mazes made of Warp Pipes, hordes of Bob-Ombs and Wigglers to test your mind with, and other simpler things like various card games. In each jump there are seven such keys, with an additional two doors present and already unlocked by default.

400 cp - Warp Pipe

One of the major means of transport in the Mushroom Kingdom, outside of a variety of wacky vehicles such as Bowser's flying ships. These green pipes stick up out of the ground a few feet, and dot the landscape. One might be a short distance from your house, another sitting atop a mountain, a third at the local library, so on and so forth. These pipes may be used to traverse great distances in a significantly shorter period of time. Upon entering them, you will be transported into a cave system of sorts with a few weak enemies and perhaps a pitfall or two - or dozens, depending on exactly how far you plan to travel. Reaching the end will see you spat out of a pipe that will promptly vanish, having reached your destination far quicker than if you had gone the normal route. Paths that end in a fixed endpoint, such as another pipe, are far shorter.

600 cp - Question Blocks

Traditionally a bright gold, for some reason this particular variation of the block is instead red and white in color. Striking the block will cause a single item to fall out of it - for right now, that means one of a trio of caps in the same make and color as Mario's own cap, or your Magnificent Plumbers Cap should you have one. These caps are the Metal Cap, the Vanish Cap, and the Wing Cap. The first of the three causes you to become made of metal for a few brief moments, making you extremely heavy, mildly stronger, and temporarily cancels your need to breathe. The second makes you fade out to the point of almost invisibility, as well as allowing you to pass through fences, chains, bars, and certain thin walls. The last one allows you to fly up into the air upon launching out of a cannon or performing a triple jump, and lasts much longer than the prior two. These ? Blocks can be found scattered around the kingdom and paintings, much like the Warp Pipes but in much larger quantities. You may also fill them with additional items, which will exist in a state of partial nonexistence until you break the ? Block, at which point the most useful item to your current plight will appear.

Helper

100 cp - Mips and Co.

Toads are relatively speedy and are decently strong, but they aren't great jumpers and they don't have much in the way of natural weapons or fighting talent. That's why when it comes to keeping something out of Bowser's hands, you need a rabbit. What you have here is a squad of fuzzy beasts with a specialty in fleeing at high speeds. Mips, their leader, is by far the fastest. As you might imagine they don't have much combat potential, but even with an important item clutched in their hands they are ludicrously fast. Do try to keep them busy however, as a bored rabbit may refuse to work for you unless you catch them first. Which is... Difficult, though they'll likely hold back to make the game fun.

200 cp - KNN Camera

Do you by any chance work for the Kingdom News Network? Perhaps you were hired to do a documentary on the recent renovations to Peach's castle? No, you just have one of their cameras? Well, okay then. This bright blue camera - which, for some reason seems designed to be dangled from a fishing pole - is a fairly recent invention that Peach ordered. It's not quite as good as Lakitu's camera, but it floats about automatically and records anything interesting that happens nearby, like a sleeping Yoshi in its natural habitat, or a Plumber valiantly braving the painted worlds to save the princess.

400 cp - Power Flower

Neither a fire flower nor an ice flower, this particular plant that's native to the Mushroom Kingdom has a most unusual trait to it. Simply put, it has no specific effect - instead, the power it grants to whomever eats it is effectively random. Luigi fades into Vanish Luigi as though he had grabbed a Vanish Cap, but Mario inflates into Balloon Mario and floats off into the sky. Yoshi, meanwhile, gains the ability to breathe fire. Once used, a person's ability will not change, but from person to person there is little in the way of rhyme or reason to the power gained. You have a small supply of these flowers hidden away in a little garden somewhere. Not enough to spread across the land to use as a proper power up, but then they are rather early to be in this universe, aren't they?

600 cp - Magical Plumbers Caps

A set of three caps, one red, one green, and one yellow. Made in the image of Mario, Luigi, and Wario's own caps, these magical items transform the wearer into a near perfect copy of the respective plumber, as well as granting basic skills, abilities, and even the mannerisms possessed by those plumbers. The disguise is so effective that Luigi himself would have trouble identifying you as a fake Mario rather than as his brother, but at the same time this illusion is fragile. One good hit will knock the cap from your head and end the transformation. It should be noted that these caps combine well with the Power Flower, allowing you to access not only your own power, but those of others as well. Anyone wearing one of these caps also benefits from a lesser form of Substitute Hero - or perhaps enhanced, should they already possess that perk - as the illusion of a heroic form will grant a similar effect.

Ruler

100 cp - Refined Correspondence

One of the sad facts of life as a ruler is that you simply don't have the time to drop in unannounced at your another's castle - or perhaps it's because you are unwelcome in their presence. Because of that, you have instead decided to send them a letter. You now have a truly staggering amount of stationary in a variety of designs, pens and pencils of all colors, more than a few kinds of envelopes, and even a small handful of signet rings and some wax with which to seal them. Best of all, no matter how much care - or lack thereof - you put into your writing, the calligraphy on these letters is always top notch, as though you had spent several minutes crafting the most elegant '*Dear*' you possibly could, let alone the rest of the message.

200 cp - Secret Slide

One of the renovations that Peach has had performed on her castle over the years - or, will perform? - was the addition of a magical painting of her own, one that took the form of a stained glass window made in her own likeness. Behind this glass was the secret slide, an emergency exit from the castle should she come under assault. Sadly, this slide has never actually seen use due to Bowser's tendency to catch her unawares or out and about. You have a similar exit hidden away somewhere in your home, though... Since the slide itself was never used, if you wish I can also offer you a small trinket of some kind which, when used, will transport you a short distance closer towards your exit point? With any luck you might actually be able to use it.

400 cp - Jumper's Haunt

You know, if you were a citizen of the Mushroom Kingdom I would have to wonder how on earth you got your hands on this. You now possess a retainer of sorts, one whose primary duty seems to involve carrying around a small birdcage. The inside of this birdcage is a warped area that shrinks whoever enters it, much like the paintings but also quite different. Whatever species you have chosen as your retainer, a decent collection of loyal citizens of that same species now reside inside the birdcage. For Boo's, this area may resemble a haunted mansion, while for Toads it would be one of the several outpost castles that dot the Mushroom Kingdom. Isn't it convenient, being able to carry around not only a comfortable place of rest, but also enough minions to wait on you hand and foot?

600 cp - Princess Of The Jumper Kingdom

Idyllic countrysides, small towns full of bright smiling citizens, and in the center of it all a shining castle for the beloved princess to reside in. Is this your desire? Well, congratulations. You are no thug who must claim power through the use of mere muscle, you have inherited it as it was meant to be. During the jump, you may be a royal of the Mushroom Kingdom or of one of it's sister lands as you desire. In future jumps, this castle will sadly not come with you. Instead, you may choose to enter the jump as a member of existing royalty, within reasonable limitations of course - if there is no royal birth to be had, or if it's halfway across the world from your starting location, then you are somewhat out of luck.

General

50 cp - Cake With Peaches

You were promised cake, and so there shall be cake. Let none doubt the truthfulness of Princess Peach's word. Every day, you will find a small white box tied with a red ribbon sitting upon the kitchen counter, or in the fridge, or perhaps on a shelf in your warehouse. Inside that box is, quite obviously, cake. What kind of cake it is changes quite often, though it will almost always incorporate peaches into its design somehow, be it having their likeness frosted on top with peach flavored frosting, or the fact that it's a peach upside down cake.

50 cp - Miniature Chain Chomp

Given the size of the Chain Chomp that resides in Bob - Omb Battlefield, you may have somewhat unrealistic expectations on the size of your average Chomp. That particular one is an exceptionally large specimen, and normal ones are rather smaller. This particular Chain Chomp is actually quite the opposite, being small enough to fit in the palm of your hand. His teeth are still sharp, and his bark is remarkably loud for something so small, but luckily for you he's also quite well trained and won't be biting for the sake of biting anytime soon. In fact, as long as you keep him well fed, there's no reason you couldn't take him with you wherever you go.

Companions

50 cp / 300 cp - Companion Import

While Mario's adventures are traditionally single player, it's worth noting that this time around he brought Luigi and Wario with him. Of course, due to Bowser trapping them in certain rooms, that's not saying much, but still. He made the effort. If you would like to make that same effort, then you may pay 50 cp per companion, or up to 300 cp for eight of them, to import your friends into the jump. Each one receives an origin and 600 cp to spend on perks and items. They may not take drawbacks to get more cp, or buy companions of their own.

50 cp - Companion Export

Of course, bringing friends with you to help save the day is one thing, but what about after all the hard work is done? Do you intend to part with your new friends so soon? And that princess you met, it would be an awful shame to just abandon her to the evil king's clutches. Well, you could always take them with you. For 50 cp a person, and with their consent, you may take an individual from the Mushroom or Bowser Kingdoms as a companion.

Drawbacks

+0 cp - Definitive System!

Wait, did Mario bring his friends or did he come along? Has Princess Peach finished installing her secret slide or is it still in the design phase? Are there 120 stars in the castle, or 150? How odd. Don't get me wrong, I knew the Mushroom Kingdom had time travel capacity, but this doesn't quite seem like that. Well, regardless, you may now pick between the two versions of events to decide which one is real. If you prefer, you can even have both of them occur, with Bowser invading, being kicked out, and then invading again some time later.

+0 cp - Made On Drugs?

Or you could start running towards left field and never come back, that also works. For one reason or another, your entry into this world has created a small inconsistency in the known facts of the world. It may be that 1up mushrooms are now poisonous, or that Mario carries a gun. Perhaps all the color has leached out of the world leaving it almost entirely white with only sparse blotches of real color, or you literally cannot stop jumping? You may pick one of these as you please, though do be aware that you'll be given no points if you use this to make things harder on yourself - that comes later.

+100 cp - Iconic Headwear

What is a Plumber without their hat? Sweltering in the heat, that's what! As of your entrance into the jump, you will be handed a hat. Or perhaps you'll purchase one as an item? Regardless, at any point in time that you are not wearing that hat, you will feel slightly lethargic, be slightly more sensitive to the temperature, and should you be harmed then it will hurt more. In addition to that, no matter where you go there will be at least one enemy or environmental hazard that will want to steal your hat. You can of course replace this hat with another hat of a similar style, but that will only blunt the effects rather than cure them. You need your hat for maximum effectiveness.

+100 cp - Old School Style

One cannot help but wonder what the world truly looks like. You've seen it before in the minds eye of others, but there's always a limitation of some kind... Does it really look like that, or is it a little different - or even a lot different? Sadly, that does seem to be what it really looks like, as things are looking rather dated as far as graphics go. Beyond simply being rudimentary in shape and style, this also introduces a number of minor annoyances into the world. Something like only being able to open doors with your left hand, or occasionally tripping when your foot sinks into the ground because the collision wasn't quite right in that spot. Things just aren't quite right. Thankfully these incidents are, while often unexpected, easy to understand and thus avoid repeats of.

+100 cp - From Left To Right

This particular adventure is somewhat unusual as far as things go - you see, traditionally while Mario must rescue the princess, he's also traveling in as straight a line as he can manage, moving from point A to point B as quickly as possible. Your time in the Mushroom Kingdom won't be plagued by such necessity. Instead, it will be plagued by such limitations. You cannot curve. You cannot turn. You may move forwards, backwards, and sidle left and right, but you may not walk forwards and then drift off in one direction. Well, not at anything more than a slow meander. I would hate to make going to the bathroom inconvenient, but anything past an exceptionally lazy walk is subject to these limitations.

+200 cp - The Long Road

The paintings that Bowser has created to imprison the princess and the toads inside of are, if you will forgive the pun, a work of art. Half portal to another place, half pocket world, entirely as much fun to play with as they are a threat to the princess... why, in future eras, they might even end up co-opted as a means of travel even faster than a Warp Pipe! Unluckily for you, due to a tiny flaw Bowser has introduced into the paintings, they are now only one-directional. In other words, while you may jump into any painting you like in order to reclaim the stars from him, you will have to walk back from the location depicted in the painting manually.

Should you not enter into this conflict, or do so on Bowser's side, then you'll simply suffer from horrendous luck with any method of travel other than your own two feet.

+200 cp - Jumper Is In Another Castle (Requires at least one imported companion)

Well this is somewhat awkward. You've been kidnapped by Bowser. Not entirely sure how, maybe he snatched you right before you fully settled into the world and your other self? Regardless, you are now trapped inside a stained glass window that depicts you in it's glass. You will have to rely on your companions to save you - unfortunately, they're also having issues of their own at the moment, each one having been trapped in some kind of dressing room. Only one companion remains free, though they can swap places with other companions in these rooms if needed, much like how Yoshi would need to free Mario in order to let him open certain doors, only for Mario to voluntarily imprison himself to free Luigi when the power of vanishing was needed.

+200 cp - Super Jumper 64

Mario? Who's that? Everybody knows that Jumper is the hero who will save Princess Peach from King Bowser. With this, you've effectively replaced one of the main characters of the setting, or rather their space in the story. Mario is probably somewhere around here, but Peach's letter went to you and Bowser insists he'll beat you this time, despite your own insistence on never having met either of them. Regardless, whether you're filling in for Mario, Peach, or Bowser, you'll be suffering from some heavily exaggerated issues. As a plumber, everybody and their uncle Bob has an issue that they need you to solve, and evil kings are popping out of the woodwork to kidnap your potted plants. As a villain, plumbers and other heroic individuals practically fall out of the sky to accuse you of stealing just about everything, from the princess of a neighboring country to the last potato chip. As a princess? Pack a travel bag, you'll be out and about more than you'll be home.

+300 cp - Γ Is Real

From out of the corner of your eye you see a flash of purple. Investigating this unusual sight reveals nothing at all, nothing was there, no one is following you, and it was all in your imagination. And then you see it again later, and again and again and again. A cursed monster that cannot be seen directly is following you, having somehow noticed your nature as something other. This being hunts you for your realness, so that it might step into the light even as you fade away. There is no way for you to hurt it, the same lack of existence that it hates so much defends it from any retaliation you might offer - and yet, it can touch you, and every time it does you will feel your powers, your mind, your will to live, everything that makes you, YOU, fading away. He will even take your chain if you let him. Power Stars can be spent to ward this purple... thing, away for a brief period, but nothing will stop it for long. Run, Jumper.

+300 cp - Super Mario 64 - Chaos Edition

Before, I had offered you the chance to introduce a number of unusual features into the world, something like changing the color of things or making one of the mechanics act awkwardly. With this, all of those things are occurring at once. Objects randomly fly towards you in a hurricane of destruction, water stops supporting you, coins vanish upon touching them, and many more things besides. Things truly are chaotic. You may even simply die once or twice out of a sudden disconnection from being able to breathe. And don't think that this only occurs inside the paintings, as it will follow you out of them... and out of the castle... and out of the kingdom, should you assume that simply walking away is an option. In short, everything is wrong. Please do your best to survive.

+300 cp - The Lego Legend of Doomscape

This is another set of unusual additions to the world, though in this case it's less bad and more... Strange. A tall man in black armor stalks the countryside of the Mushroom Kingdom, slowly hunting you down. They call him the Abyss Watcher, and by all accounts he is even more invincible than Bowser is sometimes. In order to acquire the things you need to beat him, you will need to enter yourself into go-kart races, visit the knights academy on the floating island, and engage in a rapid construction battle royale, amongst other things. Then, once you have gathered power from dozens of series that aren't supposed to be here, you can break into hell, steal the Doomguy's shotgun, and face the Abyss Walker.

And no you don't get to keep any of this shit.

The End

Stay Here
Move On
Go Home

Notes

Q - Ruler says enemy races, but includes options based on Peach. Can I be a Toad?

A - Yes, you can be a Toad via Ruler.

Q - How do I be Peach via Ruler?

A - Toad, and then the Fire Breathing perk with some kind of pretty-fying upgrade

Q - Can I use that to be Bowsette?

A - ...You guys are never going to drop that, are you? Sure.

Q - Can a plumber use Fire Breathing to be Metal Mario permanently?

A - No, that's a temporary powerup not a type of enemy.

Q - Are Boo's overpowered because ghost never die?

A - Respawning for whatever reason does not a 1up make, so no.