



Jumpchain

By Esper

Ver. 1.0

Introduction

Welcome, Jumper, to a world where four adventurous mystical ninja fight the strange and sometimes wacky forces of The Peach Mountain Shoguns among other strange villains in a surrealistic comedy adventure.

Revisit a time when the first ninja named Sasuke you likely encountered was a mechanical creation of The Wise Man of Iga, who loved tea and hot springs as opposed to being an edgy loner with second fiddle insecurities. When the perverted antics of Ebisumaru were censored by well intentioned American game companies with double standards seeing as they let Yae keep her bikini top in her mermaid form. And when Goemon throwing money at things seemed to solve all problems...well, okay that last one not as much. He still kicks ass though.

Follow along with these four ninjas on their quest to stop the villains from turning all of Japan into a creative arts stage the likes of which the world has never seen with their giant peach spaceship. There'll be fights, comedy, giant robot action, and probably moments of fridge horror (what did happen to the servants in Oedo Castle?)

Take these **1000 CP** and have fun!

Details

How old are you? You decide, your age must be appropriate for your origin!
What gender are you? Choose freely, and any other details besides!

Location

You may pick a location or start in Oedo Town by default. You may also random roll if you think it would be more fun.

1. **Oedo Town:** A large town near Mt. Fuji, just a short jog along the Kai Highway, as well as the beach area of Musashi just outside the town exit. Nearby is Oedo Castle, home of the local Lord and Princess Yuki. A few days from now a giant spaceship in the shape of a peach will attack and transform the place into a European Castle setting off the events of the game.
2. **Zazen Town:** The next major town on the map, it is both near and divided by a bamboo forest. It has many waterways, a disgruntled guard named Benkei, and connections to many areas of Japan. The Secret Ninja Agent, Yae, is here now investigating The Flake Gang whose members are helping the Peach Mountain Shoguns and responsible for the strange things happening around Japan. Goemon and Ebisumaru will join up with her soon.
3. **Yamato:** A small place with a sealed shrine outside Zazen Town right next to the Turtle Bamboo forest where you can warp to Awaji Island and go on a dragon flight! Unfortunately the dragon is currently being mind controlled via a machine by Colon, member of The Flake Gang, to kidnap children who are talented at dancing.
4. **Folkypoke Village:** The next town on the map is big on farming and where most if not all of the kidnapped children came from. It's near Mt. Kompira where the shrine to the God of Money is and the Tosa region which leads to some popular hot springs at Iyo. Near those hot springs is the Ghost Toys Castle blocked off except for a small hole that only a Dwarf could get through. Perhaps it's worth a look?
5. **Izumo:** You arrive outside a small rest stop at the bottom of a large hill somewhere in the countryside. To the East is a desert with an oasis where people will soon be seeing a battery floating in the air. At the top of the hill is the Izumo Amnesty which leads to the lake with a large tree where another battery will land. It's a pretty area, perhaps you should take a picture? The south door leads to the Kurashiki area of Bizen, a sort of outskirts of the Zazen Town area; there are many cracked walls here. The west door near the rest area takes you to Hagi, a road which branches off to Akiyoshidai, a large green field, on the right where you can find the entrance to Peach Mountain's underground Festival Temple Castle and the road to Kyushu.

6. **Kyushu:** A village on an island connected to the rest of Japan by a massive bridge, someone there seems to enjoy takeout all the way from Oedo. This location is currently blocked off by a barrier and soon to be renovated by the Peach Mountain Gang...if being raised into the sky and turned into a European garden maze counts as 'renovated'.
7. **Festival Village:** A small locale far to the north in the snowy mountains. It features a large waterfall where legend has it you can turn into a mermaid by swimming to the top, a massive lake or part of the ocean (idk, it's hard to tell) where Peach Mountain lost a Gourmet Submarine Castle full of food under the ice, and a circular shrine altar dedicated to the Pemopemo God who is said to take those who present him with the four Miracle Items to space. Mt. Fear is also close to this location where at the top a witch has made their home and has a similar business as the fortune teller but it'll cost you 300 ryo to use their service.
8. **Free choice:** Pick anywhere in Japan that was featured in the game to arrive.

Origin

You may treat any origin as a Drop-in option. You'll receive the proper knowledge and physical adjustments for your background if you choose to forego any memories.

The 5th Ninja: As the 5th ninja you are no mere flesh and blood creature, like Sasuke you are entirely mechanical. You were built for fighting so your internals are very robust and can take quite a beating, you are much more durable overall, and strength comes much more easily to you. You can still eat in this form as well though you require less sustenance.

Mystical Ninja: You are a trained ninja and knowledgeable about Japan. You know how to handle your primary weapon, swim, investigate, balance on precarious platforms, and how to get to places quickly. Running around the whole of the country hardly tires you out.

Citizen: You've lived in your village a long time and have honed your art to a level of mastery enough to be useful to everyday citizens and even ninja heroes that drop by. You know how to advertise your skills to entice customers even if you happen to live in a volcano.

Peach Mountain Shogun Member: You've worked hard to look as good as you do and to get good at circumventing the law to bring the plans you have for Japan to fruition. You know how to manage a gang and recruit minions for your schemes.

Perks

100 CP perks are free with their origin, 50% discount on the rest.

General Perks

Good Living (Free All) You are fit and healthy as a horse regardless of your actual appearance. You could be 83 years old and still be as spry as a spring chicken of 20. Or fat yet still capable of platforming like a boss.

Skilled Warrior (100 CP) Whether you fight with your fists, a kiseru, mallet, katana, kunai, or other Japanese weapon, you are familiar enough with your chosen weapon and martial art to handle the enemies that come your way.

Because I'm THE WISE MAN!!! (200 CP) You seem more informed about things than even the well traveled heroes. You are aware of all the legends in the setting and of magical locations in general and you have a pretty good idea of the things you need to make use of them, such as knowing you need special Miracle Items so a god will take you to space. Your knowledge updates in each world.

Linear Progression (400 CP) Don't want things on your adventure to stray too far from canon? Now you won't have to worry. You can change lots of little things like finding ways to get past areas faster without special abilities, or going out to collect the Miracle Items yourself before the heroes get to Mutsu, but all the important points that led to Goemon and friends defeating their enemies and saving Japan will still happen. They may not necessarily come with exact dialogue or character's reactions but you can rest assured that you won't destroy the rails unless you put in some serious effort, like killing one of the four ninja or withholding the mcguffin they really need. You can toggle this perk on and off if you want to take things in a different direction and it will continue keeping Canon on track in future settings.

Wrapped Up Ending (600 CP) So you get to the ending after a hard fought victory only to forget you left Kyushu floating in space. Whoops. Thankfully defeating villains here sets these kinds of things right again with stolen islands being set back in place without any problems, like sinking. Now you can take this effect with you. Any time you defeat an enemy who has had such far reaching effects on the setting those problems will be undone if you forgot to fix them. Whether it's stealing islands from their place, transforming castles and people, or even curses laid on the land. All will be undone and wrapped up for a happy ending.

Descendant of Dragons (800 CP) Be a fighting robot, unless you can be a dragon. Always be the dragon, and now you are! You are a large eastern dragon, a son or daughter of the Dragon God alongside Koryuta, unless you are Koryuta. You're big enough that you could carry multiple people on tours across Japan but you can also take on a human form if you need to talk to people or enter buildings. Comes with a free hand held, easily carried instrument you can give someone to summon you, you can hear the instrument from anywhere you are as long as it's played outside.

The 5th Ninja

Breakdown Prevention (100 CP, Free 5th Ninja) The Wise Man made Impact and Sasuke, but with you he improved on their designs somewhat. Your energy source is in the yes range as far as power is concerned so you need not switch out your batteries or find a socket to charge yourself. Your power source is much harder to remove as well since it would take specific enemy action to remove it, meaning if they want you to go offline they'll have to remove it themselves. Also you were made to be put back together easily, if your limbs are cut off or you fall to pieces for some reason you can quickly pull yourself together. Enough damage will still kill you though.

Attack Hair (100 CP, Free 5th Ninja) Every part of you is made of metal, including your hair and yours is so pointy it can even be used as an improvised weapon just by headbutting things. Luckily the one who made you foresaw such a use and gave you the ability to launch your hair forward on a spring action extension that can reach 7 ft in front of your body and snap back right quick. You can retain your hair's deadly pointiness in other forms by allowing your hair to become stiff and gain needle-like sharpness, or lay flat when you don't want it to hurt someone, you can't shoot it forward though without an alt-form blender but it could be handy as a shield or when you need to get something off your head.

Inexplicable Buoyancy (200 CP, Discount 5th Ninja) The Wise Man is some sort of physics defying genius because whether you are the size of a human or as large as a fighting robot you somehow are able to float and even swim in water despite being all metal. Your insides are also very well insulated and protected from things like fire, electricity, and leaks even in the airless vacuum. This translates to other alt-forms as being highly resistant to those elements and capable of breathing in space.

Dash Dash Dash!!! (400 CP, Discount 5th Ninja) Before a large battle you'll be allowed to enter into a minigame where you can smash stuff to regain any energy stores you have, such as magic or oil, without consequences and time won't have passed once you're finished. You only get about a minute or so to destroy whatever you like but this scales with the amount of energy you have, so as your total energy storage increases you'll receive more from what you smash. Comes with an awesome track to listen to to get you fired up and the minigame changes to reflect your environment and alt-form as well. Incidentally, if you become a mech it'll change to a road where you can smash buildings and only increase in scale from there as you get bigger and bigger alt-forms.

I Am Impact! (600 CP, Discount 5th Ninja) Your creator went a bit further with you, building you until you were larger, better, faster, stronger. The very equal of the great fighting robot Impact! Or you are him, I don't know. Either way you now have roller skates for feet, a chain pipe you can hook enemy mechs with to reel in for a combo, a Super Punch where you rapidly punch your enemy with both fists, the ability to shoot small plasma bolts (Nasal Bullets) from your nose, and as you fight you'll gain a steady charge that when full you can unleash as a giant

laser fired from your mouth. You can even fly your way to space though this is more for traveling and orientation than something you can use in combat. There's room inside your head for up to four people to help you fight if you allow them to pilot you, though one person can do so by themselves if they need to, and you have a tractor beam to bring them in with to get them set up. It's also in your mouth, you can fit a lot of things in there. Unlike the real Impact you have a smaller body you can deploy with your consciousness that's a little taller than Sasuke, but just as nimble, which you can run around in when you don't need your giant form. You are able to send out a signal to call for your greater self from wherever you are when you do need some more firepower. Using your smaller form leaves you without your more devastating attacks but you can morph your feet into roller skates when you need a little extra speed.

Mystical Ninja

Duel Skill (100 CP, Free Mystical Ninja) You were trained in a secondary art of some sort to supplement your fighting talents. Perhaps you learned to throw money as a secondary weapon, play the flute, dabbled in photography, maybe you even run a business like a shop or inn to pay those taxes when you're not saving Japan.

Hi-yah! (100 CP, Free Mystical Ninja) The classic ninja war cries are not to be underestimated, for just by shouting them you raise your focus to battle meditative levels and can hit twice as hard as you could before. You have to keep up the "yahs" and "Hee-yahs" and what not to maintain this but this world is already like a cheesy kung fu movie, you'll fit right in.

Machine Pilot (200 CP, Discount Mystical Ninja) You somehow know how to pilot and fight using a mech, arguably something a ninja from an ancient time shouldn't be able to do. In fact any mech you get into the pilot's chair of, you can easily take for a spin. Must have been all those classes on being adaptable.

Party Aegis (400 CP, Discount Mystical Ninja) There are some unusual travel rules that govern this place. Places that are inaccessible to everyone but a Dwarf or Mermaid didn't stop Goemon and the others from being present in the Ghost Toys Castle or the sunken submarine, a place that by all logic only Yae should've been able to explore. It's like as long as a certain party member was in the lead the others fell under the effects of their special powers. You can also affect three people in a similar fashion. You can create a kind of leader slot system and choose who is currently 'in charge', any powers used on them whether that be shrinking in size, blessings, or other affects, will count the other three people as under its protections. The downside is that enemy actions also affect everyone, damage that hits the one 'in charge' will hurt everybody, as will debuffs and other things. Luckily, unlike the game, the three people that aren't leading can still attack and aren't restricted to taking action in general though they do have to be within the leader's vicinity in order to benefit from this system, about 30 ft from the leader let's say. Just be careful that the boss of the team doesn't die or you all do.

Ninja Magic (600 CP, Discount Mystical Ninja) You wouldn't be a *mystical ninja* if you didn't have the potential for magic. Now the magic of this world is less 'incant spell, throw fireball' and more in the form of trials that must be won in order to earn your special power. But you still have to put in your own energy to use them so to that end you have basic training in how to do so and in how to increase your energy stores. The abilities you can get from this setting are shrinking, super strength, turning into a mermaid, and a super jump. This perk ensures you'll meet people along your journey who can teach you these abilities but it's your job to pass the trials. In future Jumps you'll always qualify to learn such powers via tests, trials, and challenging the legends of powers being granted by doing some action. You'll meet people who can test you, and even if you fail you can try as many times as you want to gain those powers. So, if there's a legend out there that says you can gain the power to turn into a bird by jumping off a certain bridge on a certain mountain when it's foggy, consider that power yours after a trial even if magic isn't supposed to exist there.

Citizen

Food Guru (100 CP, Free Citizen) You are not a bad chef when it comes to making Japanese cuisine. Dumplings, Oden, Sushi, you can make them all! in fact your food is good enough to help a group of ninja heroes on their quest to save Japan by healing their wounds. You poured that much passion into your craft!

Pulasuma!!! (100 CP, Free Citizen) You're in the fortune telling business and you're good at it. Foretellings you hand out are never these vagaries that are nearly self fulfilling, no, when someone comes to you for help you know what step in the journey they need to take next to proceed. You can foretell things for your own advantage as well.

Mt. Fuji Crafting (200 CP, Discount Citizen) You are a well renowned smith, the best at your craft. You know the secrets to upgrade weapons so they're stronger and even more durable yet still just as easily handled by a ninja hero. Why, you could even create things like The Meat Saw-Hammer and Yae Bazooka.

Spirit Mysticism (400 CP, Discount Citizen) Rather than learn a craft to tell fortunes you instead took a crack at the witch lifestyle in order to learn how to divine past memories and call upon the spirits of living people. What, you thought you'd talk to the dead? Well, you can do that too and chat up some strange spirits incidentally, but when you need to get in touch with your fortune telling brother in town, summoning his spirit is much like a phone call and very convenient. As a side effect of your craft you live quite a bit longer than other people reaching the age of 120 with ease though your hair will have turned grey with age by that time. Luckily you won't have to worry about senility or mental diseases like Dementia and Alzheimer's when you get there, as your mind will remain sound and healthy.

Wise Man's Knowledge (600 CP, Discount Citizen) Perhaps you were his assistant or are the Wise Man himself, either way you have his know-how for building the things in the setting. From

the smaller robotic enemies to the large mechs and on up to the peach spaceship itself, instant stage beam included, as well as things like phones and batteries. He kinda branched out. Weirdly the constraints of the time are no hindrance to you as you can build a system that churns out armies of small robots in a week, the mechs in a month, and a spaceship as vast as the Peach Mountain Gang's in a year. You can even set up a device to teleport new ones to the location of a destroyed bot just a few minutes after it's obliterated. You're so good at this stuff you could have all of Japan infested with your creations in under two years. Good thing you're not so easily bribed, ey?

Peach Mountain Shogun Member

Oh, hoh, hoh, hoh! (100 CP, Free Shogun) You just can't help but put on a performance whenever you're in the limelight being such a massive ham with a strikingly fitting maniacal laugh. You actually had some lessons in acting and dancing as well so you're no slouch in that department. You're not hard on the eyes either and basically steal the show whenever you appear.

Note: You're not compelled to ham things up, you just know how to grab attention like one.

Spring Breeze Charm (100 CP, Free Shogun) Being a villain with an interest in the performing arts has given you a lot of practice in being charming. Your minions don't mind when you casually ask them to pick up your favorite makeup foundation (even if you do take forever to pay them back) and you could attack the home of the local lord and you'd still have fans among the citizens willing to come beat up the heroes who defeated you in an outraged mob.

Oooh (200 CP, Discount Shogun) Even if you're not the top dog in the Peach Mountain Shoguns you still know how to stylishly enter and exit stage left....by spinning! Phase through a wall or the ceiling just by spinning in or out of the room, your practice at this strange dance has made you much less clumsy and you're immune to dizziness. You're also able to hover in place and spin on the air to leave.

Casual Working Conditions (400 CP, Discount Shogun) It's not enough to just recruit minions if you can't keep their loyalty because of the way you run things. Luckily you're lucky when it comes to finding people who will not only work for you but put up with your shenanigans. You could act less than professionally by telling awful jokes and being beat on by your fellow Shogun for stealing their screen time and your minions wouldn't be offended, embarrassed maybe but they can ignore it and keep things on track, even if this is happening in front of your nemesis. Now, this doesn't cause your followers to ignore their own moral codes (if they have any) but they won't leave your leadership just because you don't act in a way they think befits your magnificence.

Gorgeous, My Stage! (600 CP, Discount Shogun) You have plans, grand plans for Japan. When you want a stage you don't settle for a single building, no, you'll make the entire country your stage. And you know just how to do it. Your plan might require a kidnapping or two,

transforming a castle, and absconding with an entire island, but you either go big or go home. Any such hairbrained plans of a similar nature you'll quickly find you have ideas on how to pull off, whether that's stealing all the rubber ducks in the country or resurrecting the King of the Underworld. You can get your plans underway via such subtle means that any would-be heroes won't learn of them before you're ready to make the first move, and you'll stay a step ahead of them the whole way until it's time for your final performance.

Items

100 CP items are free with their origin, 50% off on the rest. All items are restored if destroyed and return to the Warehouse if lost or stolen.

Mystical Tracks (Free All) The music of the game is rather iconic once you hear it and with this you can listen to it all the time, turn it off, freely adjust the volume, and choose whether others can hear it as well. You'll be able to listen to any other music you've heard before too. You can also apply the sound aesthetics of the N64 and any older systems to any music in this soundtrack, in case you ever wondered what Led Zeppelin sounds like in the 8 bit era.

Map of Japan (Free All) If you're going to wander around this setting it's important to know where you're going. This map will let you know where you are at all times and can even change to include the floorplans of large buildings you enter. Unlike the game, this map is much more detailed showing actual roads and terrain and such. It will update in future settings, displaying your country or local environment as needed including the layout of towns.

Basic Weapon (Free All) A basic weapon of your choice, it's durable enough to smash boulders and comes with some means for you to carry and deploy it easily such as a holster or bandoleer. Its Japanese origin can become a new alt-form for an imported weapon. Better yet, this weapon can be upgraded twice and is receptive to other magical upgrades in the future.

- **(100 CP Upgrade)** Second level weapons take on a silver sheen and can destroy even bigger rocks and do more damage to enemies that normally take two hits. The stones you can break with these are akin to the pillars you lift with Link's golden gauntlets in Ocarina. Yae can also perform the sword-shield technique with her upgraded katana.
- **(200 CP Upgrade)** Third level weapons are gold in appearance and can destroy in one hit enemies that take three with your normal weapon. They can also destroy Rigid Doors, which are thick steel doors that have also been boarded over with wooden planks. Yes I know that doesn't make much sense when you're already destroying boulders, but I didn't make this thing.

Japanese Sombrero And Straw Raincoat (Free All) This is some light and basic armor you can don for traveling. I'd put it on the level of a decent mid-grade Gambeson and it will indeed keep the rain off of you. It'll repair itself if damaged after 10 hours and never requires cleaning or maintenance. You may import an armor you own into this.

5th Ninja Items

Extra Parts (100 CP, Free 5th Ninja) In the event you do need to replace something, this item will provide the parts and facilities to help you, including drones to piece you back together. It also comes with a retrieval system to come pick you up for repairs if you go offline or otherwise can't crawl back to civilization.

Party Tracker (100 CP, Free 5th Ninja) Now you can track your allies so you can find them if they need help. Comes with a radar installment that can also detect enemies.

Metal Helmet And Armor (200 CP, Discount 5th Ninja) This armor is the equivalent of the level two weapons with its silver appearance. It's a bit heavier but can take a good beating from a boss bot before retiring, although you don't have to worry about ever needing to throw it out as it will repair itself after 10 hours. You also never have to clean or maintain it and it will adjust in size to fit you. You may import an armor you own into this.

Booster Jet (200 CP, Discount 5th Ninja) No this isn't the Jetpack power, though that'd be nice, rather you now have a rocket booster installed so you can go faster on the ground. Works very well with roller skates. Gives you access to a super kick, though you'll have to practice without falling over.

Yae Bazooka (400 CP, Discount 5th Ninja) This item is a lot like the Fire Cracker Bombs except you can shoot rockets at enemies from even further away. When charged up you can use the targeting feature which will lock onto enemies and fire three rockets which will turn in the air to hit them like a smart missile. It comes with 30 rockets which you never have to load and refills daily. You may import a weapon to gain these features.

Torii Warp Gates (400 CP, Discount 5th Ninja) There are two such gates in this setting but you're getting three because technically Turtle Rock in the bamboo forest is a warp point to the one on Awaji Island. These gates will maintain their warping properties even if you uproot them to move somewhere else. You can deploy them as shortcuts anywhere in the setting at the start of a Jump but after that you'll have to move them yourself. Only those who have your permission can use these red gates so you don't have to worry about unwanted visitors if you keep one in your Warehouse.

Maintenance Station (600 CP, Discount 5th Ninja) Even robots need a place to relax. This thing has everything: a waxing booth, a tuneup center, an oil shower, paint sprayers, etc. It also scales up so it can treat you even if you're gigantic. This can also be used for robots you own or mechanical Companions, including cyborgs.

Gourmet Submarine Castle (600 CP, Discount 5th Ninja) Take along this fully repaired submarine stocked with a ton of Japanese food which will stay preserved and ready to eat. You can switch it between its dungeon state and a version much more user friendly, it's highly

resistant to the damaging effects of ice. Import a submarine or ocean base to gain a new form and the available features if you want.

Mystical Ninja Items

Chain Pipe (100 CP, Free Mystical Ninja) This pipe stretches on a chain to hit enemies from mid range and helps you get across gaps. It's a lot like a whip and grapple hook in one. You may import a suitable tool or weapon to gain these features.

Medal of Flames (100 CP, Free Mystical Ninja) A gift from the God of Money, it allows you to throw Ryo or other coins with the power of fire. When flung the money can do more damage and set things on fire such as torches. Charging the coins will allow you to throw three at once. Naturally you actually need a metal currency of some sort to use this.

Windup Camera (200/300 CP, Discount Mystical Ninja) This camera aside from taking some great pictures has some special properties. By charging it fully you can expose hidden items, invisible walkways, and even make ghosts manifest solidly enough for you to destroy them. Has infinite film and you can upgrade it with an extra 100 CP to produce instantly printed photos. You may import a camera you own to receive these features.

Fire Cracker Bombs (200 CP, Discount Mystical ninja) A sack of 20 bombs strong enough to blow up a cracked wall, small robots, and do decent damage to the castle bosses. Not the mechs though, they're just too big. Refills daily.

Meat Saw-Hammer (400 CP, Discount Mystical Ninja) This red and white mallet has the magical property of causing health items to appear when you destroy enemies. In this setting those are dumplings, but in future Jumps it'll be whatever is native to the world like stimpacks, red potions, aspirin, etc. You may import a weapon to gain these features.

Kunai of Severe Cold (400 CP, Discount Mystical Ninja) This kunai grants you a magic blessing, allowing you to charge a bit of magic into your hand to throw an ice kunai which can cool hot floors enough to grant passage and freeze enemies solid, even ones that breathe fire. The effect lessens the larger the enemy becomes but you can reliably freeze targets sized at 9ft and smaller. As long as you have the energy you can throw as many ice kunai as you want and if you charge it a little more you can throw three at once.

Ghost Toys Castle (600 CP, Discount Mystical Ninja) Ever wanted a haunted castle? Here you go! Enjoy the giant pool table. You can switch its state between 'dungeon' and a more welcoming if creepy palace. You still get to keep the giant toy features in either state. You may import a property you own to gain a new form and the available features.

Adventure Diary (600 CP, Discount Mystical Ninja) You'll occasionally encounter signposts along your journey where you can save your progress, usually before a dangerous area or just before you fight a boss. You can save once and you'll be resurrected at the signpost if you die

but once used up the signpost burns to ash and cannot be used again. You can only use five such posts every five years.

In future Jumps you can call a signpost to you, but they'll also place themselves somewhere you'll likely encounter them where you can make use of their ability in case you forget. Nobody will notice these posts or remark on your revival in front of them nor the post's sudden destruction.

Citizen Items

Dumplings (100 CP, Free Citizen) Five sticks of dumplings stored in a handy food safe package. Eating them heals and restores health. Sometimes you'll get lucky enough to get a stick of gold glowing dumplings which fully heals and restores health. Refills once per day.

Ryo (100 CP, Free Citizen) A bag with 500 Ryo, that's enough to buy some armor, food, and a night at an inn if you want and maybe more if you're frugal. The bag itself can hold as much money as you want. You get 500 Ryo every month.

Super Pass (200 CP, Discount Citizen) This pass allows you to travel through any gate leading to the entrance/exit of a town where you might expect someone in a medieval society to check your travel permit. Without it you might find your adventure hampered by guards. Your pass updates in future settings to also allow you to access low security areas that normally require employee passes of some sort, but not the higher security areas. It'll get you in the building and access to some levels but beyond that is up to you.

The Log (200 CP, Discount Citizen) This log is sturdy yet fragile as it explodes when you throw it at something, not enough to break down walls but definitely enough to hurt. Upon destruction you immediately get a new one to throw. Useful to trip up enemies or challenge disgruntled guards who won't let you pass.

Hot Spring (400 CP, Discount Citizen) A Nice place to relax, recover health, and heal. It can be installed into any property you own or remain as a Warehouse attachment.

Store/House (400 CP, Discount Citizen) Your place of business which is likely also your home. You have a large front room to interact with customers while in the back it expands to include a lovely home and work area with the tools of your craft. You may import another house you own to gain a Japanese aesthetic and form.

Surprise Pack (600 CP, Discount Citizen) This thin red pack gives you an extra life when you open it, saving you from death once. Your 1-up will be renewed every ten years or every Jump.

Oedo Castle (600 CP, Discount Citizen) This Japanese style castle will now come with you. Since it was actually designed to be a home before its transformation, its dungeon state is not as headache inducing as the others. You may switch it between its dungeon look and its stately

home appearance, doing so will also cause the outside to transform. Import a property you own to gain these features and a new form.

Peach Mountain Shogun Member Items

Elaborate Costumes (100 CP, Free Shogun) To put on your best performance you've got to look the part. This wardrobe closet contains costumes like the two shoguns wore and also others you might see at a Lady Gaga concert or that Masked Singer show, plus any more that you would need for a musical theater stage. Despite how seemingly complicated they appear they are actually really easy to get on and off when you need to change quickly between roles. Now you're ready for the Gorgeous Stage Grand Opening!

Makeup Kit, Wigs, And Accessories (100 CP, Free Shogun) Wait! You can't just go out on stage with only the costume, stage lights are terrible at capturing beauty, but with this makeup kit you can look good in any lighting. It even has your favorite foundation! The wigs and accessories include everything from beards, glasses, purses, belts, decorative chains, necklaces, mustaches, even fake moles! Better yet your boudoir is all packed in an organized carry on suitcase.

Gold Helmet And Armor (200 CP, Discount Shogun) Villains naturally want the best for themselves so of course you got your hands on the best armor. This is like the level three weapons, an armor that was upgraded with that golden sheen and three times as tough. Why, you could be stepped on by a fighting robot and you'd probably survive. Probably. It's actually very light and easy to move in, it doesn't even hamper you while swimming, and you never have to clean it, maintain it, or repair it as it does all those things itself, repairing happens after 10 hours. You may import an armor you own into this.

Robot Production Machine (200 CP, Discount Shogun) This machine will randomly produce any of the smaller robots from the game (or series with the toggle) when you turn it on. It can produce enough robots to take over a small town in a month and only requires a third of the resources it normally takes. A ready made army, perfect for a villain like you.

Boss Robot (400/600 CP, Discount Shogun) This item grants you one of the smaller boss robots for 400 CP.

They are, Congo: actually a gigantic robot concealed inside Oedo Castle fashioned to look like a clay golem, he spits fire and shoots lasers from his neck in a circle when damaged.

Control Machine: designed to look like a top, appropriate as it spins in place to fire bullets, its main use is to control large creatures like dragons.

Dharumanyo: its appearance is that of a Daruma but with legs and long arms with two prongs on the end for stabbing or sweeping cuts and it can also fire explosives, its main strength is in the fact it's part ghost and largely invulnerable unless its heart is exposed.

And Tsurami: also a ghost-like robot that looks like a woman practicing the art of plate spinning, which is precisely how it attacks by throwing explosive plates as it hovers around, the robot is weak to its own attack.

For an extra 200 CP you can instead get one of two giant fighting robots.

They are, The Wartime Kabuki Robot Kashiwagi: this mech can launch four missiles at once, turn its hand red hot and charge with it, fly and deploy giant metal umbrellas at the enemy, ram with two giant, metal, Geta sandals that it can also use as shields, and its special move is to conjure a cloud of sakura flower petals from which it forms a clone to attack with.

And The Charming Mermaid Taisamba 2: the head looks like a koi fish as this is a purely marine fighting mech. It can attack from the surface of the water but its real strength is fighting in it, It can fire missiles when launching out of the waves and from quite a range under them, it'll dive deep and come up for an ambush, when under the water it'll swim far out of sight then rapidly rush from another position in a ramming action, and its special is creating underwater whirlpools as thick as tornados to envelope the enemy and attack them with missiles before ramming them as the vortex dies out.

You may purchase this option multiple times to get all the robots.

Time Bomb (400 CP, Discount Shogun) A bomb powerful enough to destroy a castle. If you change your mind about using it you can easily deactivate it and reset the timer to grant more time. You get a replacement in one year if you use it.

Grand Castle (600 CP, Discount Shogun) You may pick either Festival Temple Castle or Gorgeous Music Castle to take with you. You can flip them between a dungeon state or liveable state at will to invite friends and dissuade intruders. Upgrades you make carry over. You can import a property you own into this to grant it these features and a new form. You may also purchase this again to get both castles.

Balberra (600 CP, Discount Shogun) The Great Peach Mountain Battleship itself. It has swarms of peach bot gunships it can deploy, shoots missiles from its petals and lower stem, has a row of three guns on both sides of its center which shoot homing mines, and can fire its own laser from the red pit in the middle. The center can split open to expose the innards in order to release your robot swarm, such a move makes the battleship and its laser system vulnerable. Your version of the battleship is much tougher and can put up a real fight and even if it is destroyed the outer shell will split apart to reveal The Fairy of Love And Dreams: D'Etoile, a mech with a tail instead of legs. It can fire missiles by spinning and even more by rapidly spinning, curl up into a ball to roll around and ram objects, hits hard with the tail, has a big shield to block devastating attacks and also ram with, and has a special attack that allows him to open a cloudy portal and summon asteroids. Like the main battleship, D'Etoile is much tougher than the original and can also be deployed separately.

Companions

Import/Create (50/100 CP) Import or create a companion for 50 CP, or import all your Companions for 100 CP. They'll be given 800 CP to spend along with any freebies.

Canon Character (50/100/200 CP) You can invite a minor character like the Wise Man for 50 CP or a major character like the four ninja or the villains for 100 CP. For a 100 CP extra you can purchase the four ninja heroes as one Companion slot, they'll receive 800 CP to spend and have the Mystical Ninja line of perks as well as Attack Hair for Sasuke.

Koryuta's Flute (200 CP) The son of the Dragon God, Koryuta, will come to you if you play this. He is a large, blue, eastern dragon who usually gives tours and acts as a transit system for people but he's willing to ferry you all over if you need to get somewhere quick. The flute only works outside, as even if he could hear you, Koryuta can't fit into a building while he's a dragon.

Conch Shell (200 CP) This large spiral shell can call the giant mech Impact to your location during emergencies. He won't stick around once you no longer need him (he does have several movie shoots to get back to) but if you need to fight a giant mech in any terrain, he's your mech of choice.

Drawbacks

No drawback limit, take as many as you dare.

Extra Media (+0 CP) There are other games in the Mystical Ninja franchise, such as Goemon's Great Adventure the sequel to this adventure, take this option to make them all canon for your stay.

Alternative Media (+0 CP) Mystical Ninja also had a cartoon show and manga. If you'd rather go there or also make it canon for your stay, select this option.

It's Your Adventure Now! (+0 CP) Insert as one of the characters like the four ninja, The Wise Man, or one of the Flake Gang!

Exit Stage Left (+0 CP) You can leave when the adventure is over. Not sure how long that is but it's definitely not ten years.

Engrish (+0 CP) This game was sprinkled with dialogue and songs that had bad Japanese pronunciations of English words, which only added to its charm. If you would like the full experience, this toggle will make it so everyone, including you, talks in Japanese sprinkled with bad pronunciations of English words occasionally. You'll still be able to understand everyone and they you but you might find trying to say plasma to be an experience worth a few laughs.

Censored (+100 CP) English game companies had such lofty goals of avoiding lawsuits by censoring some adult content, to satisfy overprotective parents, leading to some hilarious unintended consequences when changing swears into something more kid friendly, or hiding the fact those "car magazines" were actually a porn stash. Your stay here is similarly filled with such censored content which may confuse you in certain situations and you yourself cannot get so

much as a single “F” bomb past the censors, the word coming out as something like “fudgsicles”, “Pogo Sticks”, or “Great Ducks in a farmhouse” among many other farcical replacements. Due to this, some things may be lost in translation when you try to talk to people as they won’t always understand what you really mean when you’re swearing up a storm.

Almost Naked (+100 CP) For some reason every time you start an adventure you lose most of your clothes with nothing but a loincloth (and undertop if you’re a girl) to cover your dignity. It takes you some time to get replacements during which you’ll be running around town mostly naked. People will comment about this and it might get a bit nippy in the cold seasons.

The Lord’s Place Again!? (+100) This isn’t the first time Oedo Castle has been attacked and while you’re here it won’t be the last. Every time a new adventure begins the new villain always makes their opening move by attacking Oedo Castle. This is stressful on the Lord and Princess that live there and they’ll always demand that you go after the villains and fix it.

Thief! (+100 CP) In every town you visit you will encounter a pickpocket who’ll run off with your purse, and even if you fend him off with a good whack he’ll still show up in town whenever you leave and enter, ready to steal your Ryo again and he won’t be in the same place as last time.

Graceless (+200 CP) You’re clumsy. You trip over things, drop your weapon a lot, and have balance issues in general. This will make nailing those precise platforming jumps more dangerous and seeing as you have to leap over spikes and poisonous water in places...uh, you might want to stay home.

Lead Shoes (+200 CP) You sink like a rock in water. This might not bother you too much depending on what you are but it might take you a while to get out if you plunge somewhere without easy access to the shore.

Lady Troubles (+200 CP) When you arrive in this world you’ll soon find yourself enamoured with someone, though from a distance. Unfortunately that special someone is often caught up in the events of your latest adventure such as just happening to be delivering dumplings to an island about to be raised into the sky by the villains. Such circumstantial happenings will cause you no end of worry for the person you pine after even if they turn out to be perfectly fine when you see them again.

Money Consumption (+200 CP) Rather than drawing on an inherent magical potential to fuel your special abilities, your energy is determined by how much money you have. That’s right, your powers consume Ryo when you use them. It’s never very much but if you don’t keep an eye on it you could find yourself broke and unable to afford food, armor, or a place to rest your head.

Abode in Flames (+400 CP) Any time you get a house in this setting there’ll be some inexplicable event that causes an explosion which will burn it to the ground. If you try to circumvent this with properties you imported don’t expect them to last long either!

No-Magic Run (+400 CP) Items you brought in from other Jumps are unavailable to you, as is the Warehouse.

No Backsies (+400 CP) You only get to attempt the power trials once. On top of that if there are any items you were hoping to get, like say the Fortune Dolls, you'll find that if you don't find all of them in the castle areas you won't be able to go back and get them once Goemon and friends pass through. Especially the Gorgeous Music Castle, that place is blown up by the owners.

Meddling Mystical Ninjas (+400 CP) You'll find that your villainous plans have obstacles in the form of heroes rising up to stop you, and they'll be very good at it. Even if you got rid of the previous bunch it won't take long before a wandering samurai, disgruntled farmer, or some such hero of the people comes along to foil you. So you'll have to work harder for that win and to keep it too.

If you are on the side of heroes yourself you'll find yourself dealing with a new villain every month who'll have even wackier motivations than the last one.

If you're a citizen you're going to be dealing with the worst horror that can be foisted on you...the Homeowner's Association, and yes they'll be there to badger you whether you live on a remote mountain top or in space where they shouldn't be able to find you.

What Am I Doing Here? (600 CP) It turns out you are vital to the progression of things here whether you side with the heroes or villains or try to ignore them. Unfortunately you've forgotten anything to do with this world and will have to survive the dangers here by your own wits and abilities. Hopefully you didn't do anything that would increase the danger.

Warning! Threat Level Increase! (+600 CP) I sincerely hope you thought this was worth it because the mostly harmless enemies of this setting are now a significant threat. Practically no one dares to travel or go outside due to the armies of robots all over the lands and marching through towns. So you might find yourself making food deliveries to stranded people as the citizens cower behind doors. The smaller castle bosses are now much more dangerous as they have better reaction times and less obvious patterns. Oh, and the mechs are twice as tough and their pilots are skilled enough to make each fight suitably difficult, like 'you're always on the edge of being destroyed' difficult.

If you're a villain this'll raise the difficulty of your attempts to achieve your plans yet again as you're going to get stuck with the harmless robot armies while the heroes' competency won't have changed.

If you're a citizen consider the setting to be normal but if you get into trouble you won't be able to rescue yourself even if by all rights you should *coughWiseMancough* you'll find yourself complying with your situation and waiting for Goemon and friends to fix things.

Normal And Gritty (+600 CP) So you don't want aliens, robots, ghosts, and all that weird surrealist stuff? Fine, be boring, you're going to the real medieval Japan where there's no magic, no fun, and nobody's laughing when Oedo Castle gets attacked...for real. The Peach Mountain Gang are still a threat here, a real one with political ideological differences who

command armies of real people in the name of their philosophy while the heroes are probably a no-nonsense brooding bunch that've already bloodied their hands. I hope you're happy choosing to inject 'realism' into what was an absurdist adventure that will likely end in a lot of burned villages and bodies.

Fortune Doll Troubles (+600 CP) Scattered all over Japan are silver and gold Lucky Cat Dolls. They're found in hard to reach places like high cliffs you need a jetpack for or under water, they can even be found in castles and in space where the villains have their hideout. Any previous powers you had will be sealed in these dolls and you'll need to find them all if you want them back. Your powers will be restored when you leave regardless, but I doubt you want just anyone to find the dolls and use whatever power is contained therein. Happy hunting!

Scenario

Finding Fortune: So all those Lucky Cat Dolls we mentioned before? Yeah, now you get a reward if you find them all. See normally the reward was getting to refight any of the mechs you battled in the game consecutively without breaks, letting your mech accumulate damage until you lost or won. Your reward is similar. You get a fully immersive arena that can imitate any environment you want and hold any vehicular battles there without consequence. Oh sure your ships, mechs, tanks, and whatever else can still be damaged but once the simulation is over they'll be right back in pristine condition. Handy if you want to test your tech's latest upgrades without dying. You can hold any battle matchup you want to, too; ship vs ship, ship vs mech, mech vs fighter planes, an entire battle royale, etc. You just have to find all 45 dolls and the reward will be yours.

Ending

Had enough wacky adventures? I hope you at least enjoyed yourself. You are completely restored to the wholesome condition you were at the start of the Jump so no lost limbs, loss of sanity, or influences from your setting memories. Just you, here at the end.

What will you do?

Stay? You really enjoyed this place, then?

Go Home? I guess a medieval Japan having giant robots interrupt was a bit much for you?

Move On? Heck, yeah! Why wouldn't you? So many places to see filled with laughter, food, and friends!

I wish you well on the rest of your journey, no matter where it takes you.

Notes:

Funny bit of trivia, the first mech you fight in the game uses real bullet shaped missiles against you but all the following fights use colored balls. So, somehow the censors didn't catch that one!

Yes, in order to get Sasuke's battery at the big tree you must take a picture with the camera the same way you would to reveal ghosts.

The fighting robots are all in the 500 ft range when it comes to height.

Perk clarifications:

Wrapped Up Ending does not fix death or complete destruction as there were no such examples of people returning to life or destroyed things like Wise Man's house being restored. If you can find a setting where that happens please make a Jump for it, we could use such a perk if we haven't got one already.

I have no idea what other powers you get for being a dragon. I just know people would pitch a fit if I didn't let them be a dragon, so fanwank something. Unless you choose to be Koryuta yourself, you do not have to be the color blue. You can be red, gold, white, peach, lilac, magenta, whatever as long as it's a solid color and not polka dots or stripes or something. Your belly can be a different shade of that color though.

Yes, Attack Hair was a thing with Sasuke. He had to lie on the ground to use it, you don't.

Inexplicable Buoyancy doesn't give you full water breathing as a mechanical being, it just lets you hold your breath longer but you still need to be able to vent as like part of your cooling system or something (I'm kinda making this up because it's never explained how the robots work but I figure they have to have some sort of intake cooling system and ventilation, I don't think the Wise Man could break physics THAT much.)

Speaking of the Wise Man, not only could he make robots but he was able to make a resurrection machine in the sequel game, not sure how good it worked because the villain in that one wanted to use it to bring back the King of the Underworld, Dochuki, and the machine itself was called the Ghost Return Machine. But, uh, yeah the Wise Man is sorta the legendary craftsman of the world who branches out in different feats of engineering, he even upgrades your weapons to level 3. He appears in all the games (and the anime/manga AFAIK) so if you want to pull off the full scope of his accomplishments use the toggle to gain all his knowledge and fanwank from there.

Dash Dash Dash is indeed just a shameless reason to give you access to the Impact minigame before each boss fight, which is described thusly:

Mini-Game # 8: Smashy Smashy!

Reward: Nasal Bullets, Oil, and a Boss!

Objective (s): Before each Impact Boss you must knock down buildings, robots, flying enemies, larger buildings, debris, walls, and laser trip wires, among other things. Just smash everything by running into it, knock down the larger objects with your club (Use "B") and jump over things that trip you (Hit it with a Nasal Bullet for extra points)! There are also a few gaps...

You will face three of these in the game.

What can I say? That minigame is fun! And hey, if your alt-form is big enough you might be smashing through planets and more.

Blocked off areas:

The Super Pass can get you past checkpoints but there are still places blocked off by more than just guards. In Zazen Town the door leading to Bizen was electronically locked by a kidnapped kid and the batteries wore out by the time he was returned, you can probably find and remove them to get that gate open. The large shrine on the way to the Turtle Bamboo Forest is magically sealed and only pushing the stone in the proper direction can open it, you don't really need to go in there, unless you're looking for Fortune Dolls, but it's an example of a door the Super Pass can't get you through.

Oedo Castle before its transformation should be easy enough to leave but if you're there when it happens you'd need a chain pipe to navigate the gaps in the floors and the destroyed bridge outside if you don't want to go for a swim.

Ghost Toys Castle, aside from needing the mini magic just to get to it, also needs the ability to throw flaming Ryo with the Medal of Flames blessing as there are two torches that unlock the first door inside when lit.

Festival Temple Castle entrance is blocked by a cracked wall inside a cave, you'll need the Fire Cracker Bomb to blast it open so I wouldn't recommend starting inside the place.

Gourmet Submarine Castle is deep under water beneath a sheet of frozen ice, nuff said. You definitely don't want to start here without OCP or the Mermaid Magic Power.

Gorgeous Music Castle I think gets built on Kyushu before it gets lifted into space, either that or it's the giant peach spaceship itself. It's not easy to navigate without all the abilities and weapons in the game, it is the end-game area after all.

Kyushu's barrier appears as a wooden gate blocking the bridge on the mainland side, you were never able to visit before it got transformed later so if you're there you'll have to put together a town layout from scratch.

The road to Mutsu is just outside Oedo Town to the left when you get to the beach but it is blocked off by a solid steel block that you'll need super strength for, unless you brought your own or can jump up the cliff.

The gym in Bizen requires a key from the Priest in Zazen Town, it opens the High Jump trial.

Mt. Fear is blocked by a very large stone so you can't see the witch unless you have the level 2 weapons.

If you leave for space via the Stone Circle at Ugo, or because you went up with Kyushu, you won't be able to get back until Peach Mountain has been defeated, unless you have another method of going to and from space. Not sure how members of Peach Mountain get around outside of their ship, they're either already on Earth or projected via hologram. So make sure you did everything you wanted to do before you go fight them.

The power trials:

Ebisumaru's Mini-Ebisu power (shrinking) trial involves stealing and eating 8 sweets from a giant cupboard at the Golden Temple in Zazen Town without getting caught by the giant Oyakata and within a time limit of 90 seconds. There'll be some objects to hide behind whenever the giant checks for you and the sweets drop from the ceiling. The fisherman Ushiwaka teaches this in order for the group to get into the Iyo Hot Springs after freeing Koryuta from the Peach Mountain's control.

This power lasts indefinitely until you turn back and normally you wouldn't be able to attack while small, I assume because your weapon is too large, but I won't enforce that because Jumper's can easily get around such. Just consider your attacks to suffer effectiveness and greatly reduced damage.

Goemon's Sudden Impact power (super strength) trial involves standing on a platform, throwing metal boxes onto some Oyakata dolls with spikes on their heads, to prevent them from popping balloons in a circle that you're in the center of. You defend the balloons for a time limit of 99 seconds. Completing it successfully grants you Super Sayian hair and the strength to push what I assume are solid steel boxes as large as a human.

Your attack damage is also increased at the cost of decreased defense. This power, and the hair, lasts a few minutes upon activation. The guy who grants this moves into Oedo Town and sets up a gym across from where Goemon and Ebisumaru live after Kyushu goes floating away.

Yae's Mermaid power trial involves swimming up a waterfall all the way to the top, while avoiding the Oyakata that get in the way, which will allow her to transform into a mermaid and

swim in the deep rivers, lakes, and ocean. You have to reach the top within 60 seconds. The trial is at the large Waterfall of Kegon in Mutsu, the northern snowy portion of Japan, on the way to Festival Village to the left of the snowy road in Uzen: Tunnel. I believe the power is female restricted so you'll need a perk that allows you to learn things normally restricted by gender if you want it but don't want to be a girl.

This power lasts indefinitely until you transform back and also protects you from freezing in frigid waters (that's not a game effect but you can't just go swimming in a frozen lake indefinitely in reality you know).

Sasuke's Jetpack or Flying power (yes, really) trial involves lots of precise platforming around a very tall pillar where the platforms move and retract into the column, you have to get to the top within the time limit of 99 seconds. When the group is looking for the last Miracle Item, after the submarine and mech fight, there'll be a guy in front of the Golden temple in Zazen Town with the key to the training gym in Bizen. It's the first building in the Chugoku Region you encounter. The jetpack allows you to hover for a very short time but you can move while you do so and reach double the height you could jump.

I'll also raise the limitation of using it only while your feet are on the ground so you can use it as a sort of double jump if you time it in midair.

Finding the last Miracle Item:

The last miracle is received by a Kappa in Zazen, name of Kihachi, in the center of town within the bamboo area you normally cross to get to the other side of town. Benkei tells you about him and his big collection of stuff, the Kappa wants some special cucumber that the Priest's Son makes over on Mt. Nyoigatake which requires Sasuke's super jump to reach and 800 Ryo unless you came in with OCP.

OCP can really trivialize this setting's adventure, seriously. Still fun First Jump or Baby Jumper material though.

Some information about the prices of things in the game for those interested:

Inn Rooms:

Bronze Room	60 Ryo
Silver Room	100 Ryo
Gold Suit	200 Ryo

Hearts Restored:

Bronze	= 4 Hearts
Silver	= 8 Hearts
Gold	= ALL Hearts

General Store 1:

Plain Rice Ball...50 Ryo
Plum Rice Balls...120 Ryo
Fish Rice Balls ...200 Ryo (found in Festival Village and Kyushu)

General Store 2:

Sombrero.....50 Ryo
Straw Raincoat ...80 Ryo
Metal Helmet150 Ryo (found in Zazen)
Metal Armor200 Ryo

Restaurant Oedo Town:

Dumplings15 Ryo
Oden25 Ryo
Sushi45 Ryo

Restaurant Zazen Town:

Rice Crackers15 Ryo
Sauced Dumplings..25 Ryo
Hot Tofu45 Ryo

Restaurant Folkypoke Village:

Orange.....15 Ryo
Noodles25 Ryo
Fresh Bonito45 Ryo

Restaurant Festival Village:

Apple15 Ryo
Bowl of Noodles ..25 Ryo
Kinitanpo45 Ryo

Hidden General Store, Festival Village:

Gold Armor350 Ryo
Gold Helmet250 Ryo
Surprise Pack500 Ryo (don't know what these will do for you in the setting considering they're 1-ups in the game and already offered as such in the items section. There's one in Folkypoke and Kyushu as well as in all the castles for those curious. The Gold Helmet and Armor can also be found in Kyushu if you missed them in Festival Village. The way to the store is hidden underwater in the town shopping district for some reason so it probably wouldn't be there in reality. Maybe.)

Restaurant Kyushu:

Sponge Cake15 Ryo
Round Radish.....25 Ryo
Chanpon Noddles...45 Ryo

Here is the Fortune Doll List (This is not seen by Jumpers, let them do their own research)

Odeo Town :

Silver Dolls : 2

How to get the Silver Dolls -

#1 : Found near the gate to Musashi in the water on a platform.

#2 : Found in the area that has the Star Boxes. Use the boxes that lead to the left wall to get to the doll.

Kai Highway :

Silver Dolls : 1

How to get the Silver Doll -

Go across the first bridge, go right, then go across that bridge. Then it will be in a corner on a little hill.

Mt. Fuji :

Silver Dolls : 1

How to get the Silver Doll -

As soon as you are on the first ladder and get up, keep on going straight ahead.

Oedo Castle 1st Floor :

Silver Dolls : 1

How to get the Silver Doll -

Go to the room with Mr. Elly Fant, the doll will be nearby.

Oedo Castle 2nd Floor :

Silver Dolls : 2

How to get the Silver Dolls -

#1 : The room where you find the 1st Silver Key, don't go straight, take a left. It will be in the room.

#2 : Once you beat Congo, go to where the giant hand was. Now it is gone, go across and through the door.

Oedo Castle 3rd Floor :

Silver Dolls : 1

How to get the Silver Doll -

You will see it right before the door to Congo.

Musashi :

Silver Dolls : 1

How to get the Silver Doll -

Found near the Metal Box.

Zazen Town :

Silver Dolls : 2

How to get the Silver Dolls -

#1 : Go into the corridor that leads to the other section of Zazen. Near the little pond, you will see a little pipe thingy (I don't know what it is!). Hit it, and the doll will land right by you.

#2 : Go to Duck Creek. One section you will see a platform. Once you have Sasuke's Super Jump, use it to get on the platform. The doll will be near the platform but not on it.

Yamato :

Silver Dolls : 4

How to get the Silver Dolls -

#1 & #2 : Push the Turtle Stone to the North, and the Yamato Shrine will un-lock. The dolls will be inside the shrine.

#3 : Near the path to the Turtle Stone, in the water there is a cave. You must have Yae's Magic Power to swim under to the cave and get the doll.

#4 : Push the Turtle Stone to the sign that says about some fortune. Then the cat will fall on the middle of the Turtle Stone section of the forest.

Kii-Awaji Island :

Silver Dolls : 2

How to get the Silver Dolls -

#1 : It will be to the left on the path to the Kii-Awaji Tourist Center.

#2 : This one is on Husband & Wife Rock, on the top of the taller one. To get there, push the Turtle Stone to the sign that says about a red gate. You will teleport in front of the Red Gate. Go through it and you will be there.

Vine Bridge :

Silver Dolls : 1

How to get the Silver Doll -

When crossing the bridge, fall through a section close to the gate to Iyo.

Folkypoke Village :

Silver Dolls : 1 to get the Silver Doll -

Go to the area that has a bunch of haystacks. Once you have the Mini-Ebisu power, shrink and go under one of the haystacks that has one under it.

Ghost Toys Castle 1st Floor :

Silver Dolls : 2

Gold Dolls : 1

How to the Silver Dolls -

#1 : The doll is near the Power Switch that turns on the Crane Game.

#2 : This one is two rooms straight ahead of #1.

How to get the Gold Doll -

The first Gold Doll in the game! It is in the biggest room in this floor. Walk across the tightrope, and the doll is yours.

Ghost Toys Castle Basement :

Silver Dolls : 1

How to get the Silver Doll -

About halfway through the basement you see a little platform under the water on the bottom. Use Yae's Magic Power to get it.

Ghost Toys Castle 2nd Floor :

Silver Dolls : 1

How to get the Silver Doll -

This one is found near the center of the big room with the hot water and spinning tops.

Iyo 2 :

Silver Dolls : 1

How to get the Silver Doll -

It is found in the area that has the red bars in it.

Chugoku Region - Aki-Nagato :

Silver Dolls : 2

How to get the Silver Dolls -

#1 : This one is on the Red Arch with a moving platform. Use that platform to get the doll.

#2 : From the bridge, make sure you are facing the long wall not the water. You should see an area that you can get to. Go there, and keep going on the path. Then you will need to shrink to get under the wall sticking out. Then you will see the doll.

Chugoku Region - Inaba Dune

Silver Dolls : 1

How to get the Silver Doll -

Go to the little lake at the one end of the area. You will see it near the little dam.

Chugoku Region - Bizen

Silver Dolls : 1

Gold Dolls : 1

How to get the Silver Doll -

It is behind one of the cracked doors.

How to get the Gold Doll -

It is behind the other cracked door.

Festival Temple Castle E Area :

Gold Dolls : 1

How to get the Gold Doll -

First, you must get past the very first area that needs the Kunai of Severe Cold. Then, keep going through the doors until you are outside. At one end of the balcony area, look down and you should see the doll. If not, try the other end. Then jump to it and it is yours.

Festival Temple Castle W Area :

Silver Dolls : 2

How to get the Silver Dolls -

#1 : Found near the 1st door you come to with a Silver Lock. You reach it by climbing among the roofs. Need Super Jump.

#2 : This one is found near the Kunai of Severe Cold.

Festival Temple Castle S Area :

Silver Dolls : 1

How to get the Silver Dolls -

#1 : It's in the long corridor area above you. You don't need Super Jump, you need to enter from another door. Then take the platform across to it.

Festival Temple Castle N Area :

Silver Dolls : 1

How to get the Silver Doll -

Go to the area that has those things that look like fish that swing around. The doll is found on the highest platform on the pillar. Not the one with the Sparkling Dumpling but above that.

Tunnel to Northeast 2 :

Silver Dolls : 1

How to get the Silver Doll -

Found in the open area near the gate to Mutsu

Festival Village :

Silver Dolls : 1

How to get the Silver Doll -

Where the little lake is, use Yae's Magic and swim under and through the tunnel underwater. There is the hidden shop, and the doll will be nearby.

Waterfall of Kagon :

Gold Dolls : 1

How to get the Gold Doll -

Once you obtain the Mermaid power, change Yae into one, then swim

underwater and find a tunnel. You will find it in the back of the waterfall.

Uzen (Tunnel) :

Silver Dolls : 1
How to get the Silver Doll -
Go into the water and swim to the ladder on the dry area of the tunnel.
The doll is near the ladder.

Japan Sea:

Silver Dolls : 1
How to get the Silver Doll -
Found at the other end of the area from the entrance.

Gorgeous Music Castle :

Silver Dolls : 4
Gold Dolls : 1
How to get the Silver Dolls -
#1 : It's in the room with the fans and a Gold Lock. Found on a platform against the wall, use the fans to get it.
#2 : Found in a room that has a Diamond Lock and a Gold Lock. It's in the open. No problem.
#3 : This one is confusing. It's in the room that has Mr. Arrow in it. When you activate the platforms, you will see some bars near the water. There is a little platform on top. Go on it using Sasuke's Magic. The doll will be on a platform nearby.
#4 : This is the only one in the Basement. Found in the maze-like area with the baddies that shoot those spiky roses at you. You will see it at a dead end.
How to get the Gold Doll -
Found inside Dancin's picture. The room that has his picture, just jump inside of it. The doll will be in the hidden room.

Changelog:
Made the doc.

11/30/2021

Clarified that Linear Progression and the Map of Japan continue working in future settings.

The updating of knowledge under Because I'm The Wise Man perk has been adjusted to say it updates in each world rather than Jump as it's more elegant and gets across that the effect doesn't stop working if your Jumper has left the Jumpchain System for whatever reason.

The Japanese Sombrero and Straw Raincoat now no longer need cleaning or maintenance.

Under the Kabuki Robot item the wooden Geta Sandals have been changed to metal ones as that makes more sense.

Just a clarification on the Lady Troubles drawback, you'll be the one pining for the other person while they'll be completely oblivious. You don't start out in an established relationship and it won't go anywhere unless you confess your feelings. That won't stop you from worrying about your love interest.