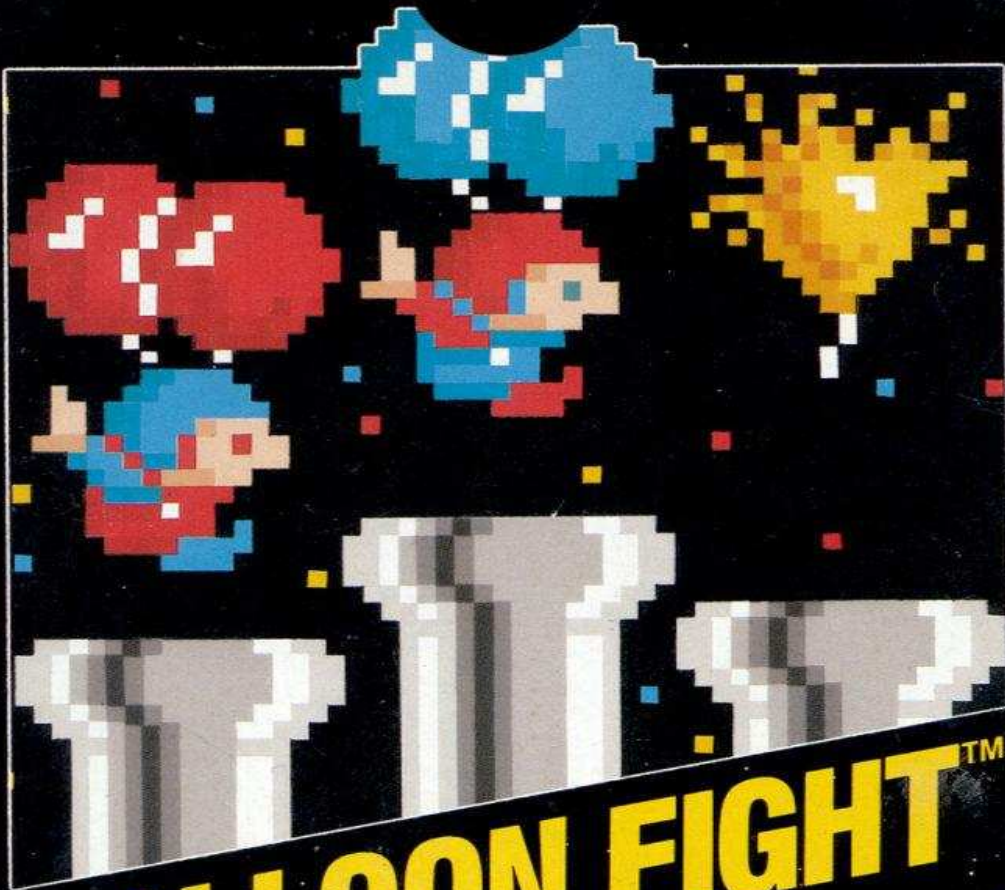


Nintendo



BALLOON FIGHT™

ENTERTAINMENT
SYSTEM

Nintendo



Balloon Fight 1.0 By Burkess

Welcome to Balloon Fight. The unnamed Balloon Fighter will soon do battle against the Balloon Birds in a thrilling battle for survival. You'll need these.

1000 Balloon Points.

Locations:

1. Near where the unnamed Balloon Fighter faces off against the Balloon Birds.
 2. Anywhere else in this universe.
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Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Balloon Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be **purchased multiple times**. Doing so provides an additive bonus.

A Balloon Fighter: You're a balloon fighter, equal in skill to the unnamed balloon fighter. You know all the tips and tricks for battling while flying, both in the sky and close to the ground. You also have the physical fitness to regularly wage war.

Balloon Shaper: Can twist balloons into floating, obedient minions in the shape of your choice. They'll do your bidding to the best of their ability.

Balloon Protection: Grants the ability to extend your own durability onto anything you're touching. You could make a balloon as hard as your body, letting you bounce off walls with it.

Balloon Mission Experience: Each purchase gives you 10 years of experience in balloon fights, with the memories to go along with them.

Close Range Balloon Combat Specialist: Turns you into an elite close combat specialist, giving you the training needed to dispatch enemies in short order. This background in martial arts and dirty fighting will help you when fighting with balloons, bare hands, and with weapons.

Floating Person: You're naturally buoyant and capable of floating by flapping your arms. Aggressive flaps will make you fly farther and faster.

Helium Touch: At will, you can create a steady stream of helium gas. You're able to shape and control the gas after it's formed, manipulating its shape. You're able to breathe helium as if it's normal air.

Balloon Touch: You're able to create balloons with a thought. When touching something, you can conjure enough balloons that would be needed to lift it into the air.

Balloon Dive: While in the air, you're able to rapidly descend, up to 5 times faster than you usually could in a free fall. This greatly aids in closing the distance in midair battles and popping someone's balloons.

Victory Jingle: You can set a condition, and then when that stipulation is met, you'll hear a victory fanfare. For example, if all enemies are defeated in a balloon fight, you'll hear the winning theme. If you don't hear the sound, you'd know there's still some left.

Three Lives To Live: Gifts you with three extra lives. In the event that you're killed, you'll be restored moments after, and all the gear you had on you will be repaired.

Wrap Around Mechanics: Can establish a boundary in an area, and until you release this effect or are incapacitated, you and everyone within it will automatically loop back around when reaching the edge. It also locks them in there with you.

No Fear Of Heights: Erases any fears you may have about flying, and anything related to it. You can also choose not to feel fear anymore while in combat.

Popped Or Get Popped: Grants the mental fortitude to be a balloon fighter and everything that entails. In a balloon fight, you're expected to pop your opponent's balloons and send them falling to their doom. You could do this to hundreds of people and sleep soundly at night. The justifications for self-defense and aggressive acts come easy to you, and you'll feel no remorse.

Balloon Bird: You can be a man-sized bird person. Balloon Fighting is in your blood, and you're a true master of aerial combat.

Pause Button: Enables you to you can activate the pause button, stopping time for everyone, including yourself. This gives you all the time in the world to think and plan your next moves. Repeatedly pausing and unpausing can give you a serious advantage.

Falling Right: You're able to survive a fall from any height. You also gain a decent resistance to blunt damage, shrugging it off much easier.

Gliding: When in the air, even without outside assistance, you can control your direction and enter a glide that lets you slowly descend.

Control And Awareness: Grants fine control over your motor skills along with intense concentration, even in stressful situations. This would let you thread a needle while sprinting at full speed.

2d View: You can lock your view to a 2d plane and see everything around you from a bird's eye view. When others come near, you can alter their vision to make them see things the same way you do. It can disorient them at a crucial moment.

Items:

Balloon Fighter Uniform And Goggles: Comes with a helmet and suit. The suit deploys balloons when needed that will enable you to fly. There's a pair of goggles to keep the wind out of your eyes, and the balloons will transform into a parachute if damaged. Comes with an air pump to inflate a new balloon if one pops.

Endless Balloons: Whenever you require a balloon, you'll have one. Two of these balloons are enough to support an adult human male's weight and allow him to fly. Reaching for a balloon will have some appear where you can get them.

Lightning Clouds: A group of clouds will fly in at your command. They'll fire lightning at your foes, which will form into a ball that bounces everywhere and shocks on contact.

Balloon Chimney: Chimneys that spawn balloons. The balloons can be set to follow a certain trajectory and mimic enemy movements, making them excellent party games and/or training tools.

Bird Nests: These nests periodically spawn man-sized bird balloon fighters who will fight under your banner if paid enough or convinced to help. They're masters at aerial warfare.

Flipper: These will spin and bounce anything they touch in a different direction. Tapping it once will make it spin if it's not moving.

Gravity-Free Platforms: These are deployable platforms that float in midair. You have the schematics for the zero gravity technology they use to do this and can apply it elsewhere. The platforms will move with your mental commands.

Piranha And Lake: This is a lake that holds a school of man-sized piranhas. At your call, the lake will splash down where you are, and your piranhas will attack your enemies. Swimming in the water to get to their foes.

The Golden Balloon: Touching this balloon turns someone into a balloon fighter. If someone who is already a balloon fighter touches the balloon, they can choose to make man eating piranhas, as well as human and bird balloon fighters, a common occurrence. They'll spread across the setting and will be found everywhere.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Balloon tokens, same as you got.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free! You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Continuity Toggle: Free! You can decide at will what Nintendo properties are canon to this universe.

Be The Main Character: You are the Balloon Fighter. It is your job to defeat the birds in balloon fights.

Longer Stay: You'll spend 10 more years here.

Warehouse Lockout: You can't use or access your warehouse.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Power Lockout 2: You don't get access to any purchases here until after the jump ends.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.

Be The Main Badguy: Your goal is to defeat the Balloon Fighter. The unnamed Balloon Fighter is aware of your existence and feels defeating you will be his final task. If you took this and **Be The Main Character**, you'll face off against yourself and a recolored copy of the unnamed Balloon Fighter.

Rhymes, Puns, And Dad Jokes: You now can only speak and communicate exclusively in rhymes. The one exception is when an opportunity to tell a dad joke or a pun comes up. You can speak normally to do that.

Dossiers: If someone becomes your enemy, they'll soon after receive a detailed dossier on you with information about your general tactics, personality, and capabilities.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many Balloon points as you spent. They don't like you and want to defeat you.

The Balloon Bird Wars: The Balloon Birds begin the jump against you and will engage you in balloon fights if you come near them. It will take effort to gain their trust and end this feud.

Battle With The Ice Climbers: You will encounter Nana and Popo, the Ice Climbers, and be forced to engage them in battle. They were promised an invitation to the Smash tournament if they defeat you.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?