

Welcome...to...

MARIOKART™

Welcome to the Mushroom Kingdom. Have you been here before? Well, even if you have, this time around it is a little different. This time, there are... go-karts!

Go-kart tracks everywhere! Across the fields, through the castle, under the sea, up in space. Citizens of the Mushroom Kingdom and the surrounding lands love go-karting, and now you have the opportunity to join them.

For the next 10 years, you will be one more kart racer among hundreds of others. You will have the opportunity to compete in single races, larger circuits, and even battle tournaments. And you will have to do so if you want it to make it through this Jump. You must race at least once per month, or you'll fail. You don't have to win, but you do need to get behind the wheel and do your best.

Don't worry, your life isn't on the line. This version of the Mushroom Kingdom is peaceful. Mostly. Ok, it is still dangerous, but you won't have to worry about any sort of world-ending threats or invading armies. Worst comes to worst, the invaders would just challenge the Mushroom Kingdom to a kart-racing tournament. Nope, all that you have to be concerned about is winning!

In any of the racing circuits, from the smaller 3 race circuits up to the World Grand Prix with 12 different races in all, or in the battle tournaments, there are four different trophies that you can win. Bronze, Silver, Gold, and the secret Platinum Trophy. The first three are for those who come in third, second, and first, respectively, in whatever competition they enter. The Platinum Trophy goes to a first place winner who also came in first place in every race or battle that they competed in. No coming from behind victory, they will have to have been dominating from the start to have a hope of winning this trophy. As a benefit, each trophy you win will come with a cash prize, just a handful of coins for a bronze, going up to thousands of coins for a platinum. Good luck!

Here are **1000 CP** to get you set-up.

ORIGIN

Your age here doesn't matter much, so you will be able to freely pick. Your gender will match your prior self, though you can pay 50 CP to change that.

For your Origin, you will choose a Weight Class and a Race.

Weight Class

There are three different weight classes, Light, Medium, and Heavy.



Light - You are fairly small and light, in the vicinity of 70 pounds or less. You'll accelerate quicker, and can glide through the air for a bit longer, but you'll also get knocked around a lot easier by the other racers.



Medium - Fairly well-balanced, between 70 and 250 pounds or so. You fit into the middle ground between light and heavy, with decent acceleration, decent speed, and a bit of an edge when it comes to handling.



Heavy - You're a biggun', well over 250 pounds at least. You're slower to start, but you have a higher speed once you get going, and a bit more traction to keep you from sliding around, even when you get hit.

Race

There are six different races that you can choose from. You'll gain some basic memories for fitting in with whatever race you are, but none of the memories will be overwhelming.



Human - Well, this is a bit boring. You are a plain old human, though maybe a bit shorter and stockier than you are used to. You've got a few tricks up your sleeve, but are pretty much a middle ground racer.

Toad - One of the most prolific races in the Mushroom Kingdom, most of the Toads fit into the Light or Medium category, but there are a few bigger versions that sit comfortably in the Heavy range.





Koopa - Behold the power of Shell! The Koopa are bipedal turtles that have served as the armies for the King Koopa, Bowser, for generations. They have some tight teamwork and camaraderie, as well as an assortment of shell-based projectiles. If you pick Heavy variant, you might even gain the signature spikes of Bowser himself.

Ape - They've come for a rumble from the jungle. Apes and monkeys of all sizes can join in the fun, going wild on the track while munching on their favorite bananas.



Shy Guy - One of the most secretive species in the Mushroom Kingdom, the Shy Guys are still strong contenders in the kart circuits. They have friends everywhere, and their knowledge of the ins and outs of the various tracks is second to none.

Other - None of the above options appeal to you? Well then, you can just be something else. Pick any race that has ever competed in a Mario Kart race, or any species that you have ever been prior to this. You are now that species or race, with any powers they might have. You won't see any Perk discounts for this, but you will get a bit more points to play around with buying items.



PERKS

All Perks Discount by 50%, except for the 100 CP Perks, which are Free for the given Weight Class or Race.

Light Perks

Accel Boost (100 CP) - You might be light, but your foot is heavy when hitting the pedal. You are able to accelerate faster, either in a vehicle or on foot. This won't boost your top speed, but you will be able to reach it much, much faster than before.

Air Time (200 CP) - You can fly! Or at least glide! You have greater control of vehicles while they are in the air, and can keep them in the air for a few seconds longer than they really should. As a bonus, when landing, your vehicle will barely suffer any damage, even when dropping from a fairly large height. These same bonuses will also apply when you are outside of a vehicle.

Water Wheeling (400 CP) - There is a benefit to being "light on your wheels". It can often seem like you are barely touching the ground at all. You can now drive on any surface, including water or lava, and treat it like it was a roadway. Large bumps or dips in the surface will still cause your vehicle to bounce around, and it can still be damaged by the surface, but you won't have to worry about mud slowing you down or sliding into the lake. Can be toggled in cases when you do want to interact with the ground. This perk applies to you when running around as well.

Medium Perks

Handle Boost (100 CP) - You can handle any vehicle like a pro. The controls seem to become much more responsive under your hand, responding to your will and working with you rather than against you.

Coin Operated (200 CP) - Now you can finally have a use for that cup holder full of pennies in your car. At any time while operating a vehicle, you can 'pay' using any loose change you have in your pocket to cause your vehicle to travel faster. This gives a 5% boost per coin spent, up to 50% faster for ten coins. This boost lasts for several minutes, with the duration rising according to the value of the coin.

I Know Car-Fu (400 CP) - Your vehicle is more than just a vehicle. It is an extension of your body, and now, it is a potent weapon. You can move your vehicle in seemingly impossible ways to attack other vehicles, knowing just how to strike to send your foes spinning off while suffering minimal, if any, damage yourself.

Heavy Perks

Speed Boost (100 CP) - You've got a need! A need for speed! Any vehicle that you are controlling will have a greater top speed, and can maintain that speed for longer before suffering any ill effects like overheating, if such things are a danger. Just watch out for any speed traps. This applies to your own body as well. Once you get going, you can move much faster than you could before.

Ultimate Traction (200 CP) - You give new meaning to the phrase "hug the ground". Any vehicle you control can 'grip' to any surface, allowing for pin-point turns and even wall-driving if angled right. You can also toggle this effect to allow for skids and slides if you desire. Also applies when you are running, though you have to be in motion for it to take effect.

Crash Derby (400 CP) - Your vehicle is the strongest one there is! In a collision, your vehicle will generally win, coming out of the crash with minimal problems, while your targets will suffer much greater damage than they might otherwise gain. This effect scales upwards with the overall speed of your vehicle.

Human Perks

Odd Configuration (100 CP) - Is that a baby carriage? There are some weird Karts out there, but you're not worried, because you can drive any vehicle you get behind the wheel of. Maybe not well, but you can get it to move with basic competence in a matter of moments, and will master controlling it far quicker.

Power Slide (200 CP) - When changing direction of movement, you can slide, and then gain a burst of speed when you start moving straight again. The longer that you hold this slide, the higher the burst of speed will be at the end, and the longer the burst will last. Just be careful, if you get disrupted before releasing the burst, such as by running into a wall, you will lose the built-up charge.

Bird's Eye View (400 CP) - You can see your Kart from here! You gain a mental mini-map of your general area, allowing you to track your position, and those of any enemies / rivals that you might be facing. Comes with a mental warning if anything dangerous is approaching you.

Superstar Victory (600 CP) - Once per race, or once every three days when not racing, call on the power of the Stars. You, and any vehicle you are operating if any, become temporarily invincible, and gain a moderate boost in speed.

Toad Perks

Good Race (100 CP) - Win or lose, you can always maintain a positive outlook. Negative feelings caused by your losses will be diminished, and other people generally won't mind losing against you either.

Shroom Powder (200 CP) - Once every five minutes, you can release a cloud of magic powder, which causes anything that enters it to randomly either be healed, gain a small speed boost, or shrink. The cloud disperses rapidly, but makes for a handy smokescreen. Over time, you can learn to control what effect gets produced.

1-UP (400 CP) - Once per race, or once per day when not racing, you can call on the power of the 1-UP Mushroom. When you are in danger, such as falling off of a cliff or about to be smashed by a giant winged shell, it will teleport you a short distance away to safety, and heal you up to boot. Has to be manually triggered, so stay alert.

Mega Mushroom Extract (600 CP) - Once per race, or once every three days when not racing, you can call on the power of the Mega Mushroom. When you do, you will swell up to giant size, gaining a boost in speed and causing a shockwave around you when moving that will knock those hit by it spinning.

Koopa Perks

Teamworker (100 CP) - Everything's better when you're part of a team! You have instinctive coordination with allies, giving you a general knowledge of their position, and a bit of instinctive guidance for where to position yourself to best assist them. This effect is boosted when you are the same species.

Paratrooper Wings (200 CP) - Once per day, you can give any object you own temporary wings. This gives the object a small boost to speed, jump height, and glide distance, and also gives you a small amount of control over the object's movement.

Dry Bones (400 CP) - You are a skeleton! With dense durable bones, you can endure any impact, simply getting temporarily thrown apart, before you pull yourself together again. Your lack of flesh makes you lighter, granting a boost in acceleration, while your dense bones make you heavier, giving you a boost to top speed. Don't ask how that works. Toggleable after this Jump.

Death-Comes-On-Swift-Wings-For-You Shell (600 CP) - Once per race, or once every three days when not racing, you can call on the power of the Blue Shell. This will summon the shell down on whoever is currently 'winning' in your vicinity. Whether the lead in a race, the champion in a fight, the fast talker in a debate, whoever is sticking up most is about to get pounded down. Be careful, because it could be you. The explosion from the shell can knock over those nearby,

but it won't cause any permanent damage to them.

Ape Perk

Jungle Beat (100 CP) - Those jungle drums are your jam! You can set a piece of music to be your 'theme' and you will gain a boost to steering and vehicle performance when you are listening to it. You can change the set music once per day, so you better pick something that you won't get tired of listening to. Theme music gained from Jump Documents can qualify for this.

Barrel Engineering (200 CP) - Who'd have thought you could build a functional racing machine using only barrels and coconuts? You've got skills with improvisational engineering, allowing you to patch up any vehicle you own with non-standard material and allow it to keep running. You can even fix your vehicle while it is still in motion, provided that you can reach what needs to be fixed.

Go Wild! (400 CP) - Those other racers are stealing your bananas! Or at least your trophy. Either way, you can enter a berserk state, allowing you to actual boost the performance of your vehicle by pounding on it, but also raising the risk of vehicles and items spontaneously failing. Makes your driving quite a bit more reckless, but also a bit faster as well.

POW (600 CP) - Once per race, or once every three days when not racing, call on the power of the POW Block. You can create shockwaves around your vehicle that will knock anything nearby spinning. This can also be used while you are out of your vehicle, simply by striking a nearby surface.

Shy Guy Perk

Hidden Shortcut (100 CP) - You are sneaky, and have an instinctive knowledge of any hidden routes nearby. You can sense when there is a shorter route to your destination, even if it is hidden or obscured.

Tag Out (200 CP) - Sometimes, you just need a break, even from kart-racing. Lucky for you, you can make your own replacement, so you won't miss out on races. You can create a temporary duplicate of yourself, that appears to be you physically, and has your skills in a single area, such as kart-racing, boxing, or cooking. The duplicate will follow basic orders, but is basically a low-ranked CPU character. It lasts for a day, and you can only summon one at once.

Lakitu Lookout (400 CP) - Lakitu is watching out for you. He will catching you quicker, give you a small boost when he gets you back in the race, and may occasionally drop items on you, and spinies or even Bomb-ombs on your competitors. Even after this Jump, his blessing will follow you, giving you good fortune, especially when good fortune can take the form of something

falling out of the clouds. (Can't Take This With Lakitu's Grudge).

Call The Lightning (600 CP) - Once per race, or once every three days when not racing, you can call on the power of the Lightning. Several lightning bolts will shoot down from the sky, and will cause those that are hit by them to shrink, drop their items, and be stunned for several moments. Targets your enemies in the local area.

ITEMS & COMPANIONS

Items are Discounted 50% to their listed Origin. Items can be bought multiple times. Those with the Other Race get an extra 400 CP to spend on Items Only.

Kart (1 Free For All, Variable Upgrade Cost, Additional Karts cost 100): A Basic Kart, perfectly average in it's stats (Speed, Acceleration, Handling, Traction, and Weight). You can pick an appearance from any Kart in the game, but the change will be purely cosmetic. For an additional 50 CP, you can boost performance of the Kart in a single Stat. Each Stat can be boosted twice in this manner. See Notes at the end for more information on Stats.

Fancy Imported Foreign Model (100): If you want, you can import in a vehicle you already own, transforming it into kart form. It will have stats relative to other vehicles of its original class, translated into the Five Stat system. So, for example, a spaceship that handles well but is fairly slow compared to other spaceships in its original setting would have high Handling, but low Speed. Alternatively, you can choose to simply average out all the stats. You can also set a stat to average if it really doesn't apply to the original vehicle (for example, a spaceship doesn't use traction, so you can just set Traction to average when importing it). You can perform the same boosting as on the Free Kart, which translate over into its original form, as will changes you make with Min-Max Stats, seen below. The vehicle will maintain its Kart form as an alternative transformation in future Jumps.

- Min-Max Stats (100): Applies to both the basic Kart, and your Fancy Imported Foreign Model. You can shift the basic, pre-boost stats around as you please, maximizing speed by minimizing handling, or maximizing weight by taking points away from traction. This perk can only be purchased once, but it will allow you to alter the stats of any Kart you or your companions purchase, at the start of this Jump only. After that, you'll have to work on them on your own if you want to improve them. This perk can only bring a given Stat to the maximum value typically allowed for a Kart, if you want to push beyond that, you'll have to buy some actual Stat Boosts.

Super Feather (50, 1 Free For All): A feather that allows you to make your vehicle jump.

Fire Or Ice Flower (100, Discounted for Human): A flower that, when crushed, gives you the temporary ability to shoot fire or ice balls from your hands. Regrows in provided pot each day.

Boomerang Flower (200, Discounted for Human): A flower with a boomerang shaped head that when thrown, swells and arcs towards the nearest target, before returning to your hand. Regrows in provided pot each day.

Pack O' Mushrooms (100, Discounted for Toad): A set of three mushrooms. When crushed, they will release a powder that causes you or your vehicle to gain a boost of acceleration and

speed. Regenerates each day.

Golden Mushroom (200, Discounted for Toad): A large golden mushroom that releases a burst of powder when tapped that causes you or your vehicle to gain a boost of speed. Can release ten bursts, before it has to rest for an hour or so.

Green Shell Trio (100, Discounted for Koopa): A small green shell that, when crushed, causes three large green Koopa shells to appear, rotating around you or your vehicle. Each of these shells will break to block an attack that they are in position to intercept, and can be fired off in straight lines away from your vehicle. Regenerates each day.

Red Shell Trio (200, Discounted for Koopa): A small red shell that, when crushed, causes three large red Koopa shells to appear, rotating around you or your vehicle. Each of these shells will act like a green shell, but they will automatically lock-on to your nearest enemy when fired off and chase towards them, dealing a fair amount of damage when they hit. Regenerates each day.

Bunch O' Bananas (100, Discounted for Ape): A set of five bananas. When their peels are thrown, they swell up to three times bigger, and generate a small slipperiness field around themselves. Regenerates each day.

Mega Banana (200, Discounted for Ape): A massive banana. When its peel is thrown out, it swells up to five times its size, and it hurls out multiple 'regular' banana peels in a large explosion when hit. Also, tastes delicious. Regenerates each day.

Bomb-omb Whistle (100, Discounted for Shy Guy): A small black whistle that vanishes when blown. Causes a Bomb-omb to appear in front of you, who can be thrown towards an enemy, which they will walk towards and explode when they get close enough. Reappears a day after being blown.

Boo Whistle (200, Discounted for Shy Guy): A small white whistle that vanishes when blown. Causes a Boo to appear, who will make you and your vehicle invisible and intangible for 10 seconds, during which time he will steal an item from a nearby enemy. Reappears three days after being blown.

Piranha Plant Pot (300): A average sized clay pot. When the symbol on the side is pressed, a Piranha Plant will grow up out of it, and will bite at anything that gets near you. Its force can drag you in a given direction, along with your vehicle if it is light enough. Will last for ten minutes, then vanish, and can only be used once per day.

Chain-Chomp Keychain (300): A small keychain with a black ball on the end, it can be activated by deliberately flicking out the chain, causing the ball to swell up into a Chain-Chomp, which will pull you forward in whatever direction it is facing, and will snap at anything nearby as

it does so. Will last for ten minutes, then vanish, and can only be used once per day.

Bullet Bill Ball (400, Discounted for Other): A large black sphere with a pair of mean-looking eyes drawn onto it. Can be crushed, causing your vehicle to temporarily transform into a large Bullet Bill, which will then Rocket forward. Can be directed, slightly, and will blast through any and all obstacles in its way. This effect will last for one minute before ending. The sphere will reappear three days after being used.

Mystery Box (400, Discounted for Other): A crystalline box, with a question mark on the side. You can take any non-CP backed, destructible item, and ‘imprint’ it onto the box. This will cause the item itself to vanish. You must imprint at least three items onto the box to activate its other ability, and up to eight items can be imprinted in all. An item may be imprinted to replace an already-imprinted item, but the older item will then vanish forever. In order to be imprinted, an object must:

- Be capable of being destroyed.
- Be small and light enough to be carried in a human’s arms.

The Box’s other ability can be activated by shattering the box. When this happens, the pieces of the box will vanish and one of the imprinted items will appear. The item is chosen at random and will be in perfect condition, fully charged or loaded with whatever energy, ammo, or other contents it might have. The item can then be used until it breaks, runs out of contents or energy, is willfully dismissed, or until three hours has passed. When the item vanishes, the Box will reappear and may be used again. The Box may be ‘overcharged’ when used, which will cause all imprinted items to appear. When this happens, the Box will not reappear for one week after the last item vanishes.

Jump Kart Krew (50/300): You aren’t going to keep all the fun to yourself, are you? You can import any of your current Companions for 50 CP each. They will get to select a Weight Class and Race, and will get 300 CP to spend on Perks or Items (not Companions). If you have a whole bunch, you can spend 300 CP to import up to 8 Companions all at once, with the same selections.

Racing Rival (100): One of those you raced against was impressed by you, and wants to join you on your adventure. For 100 CP, you can take any canon Mario Kart racer as a Companion. They will have the Freebies for their Weight Class and Race, if any.

SCENARIOS

There are a few scenarios which you can choose to take. You can only pick one, and if you manage to accomplish your chosen scenario, then you will gain a prize. However, choosing a scenario is not necessary. You can choose to simply spend your time racing.

Failing any scenario does **NOT** count as Chain Failure, unless specifically stated in the scenario itself. You will simply not gain the prize for the chosen scenario.

Slow And Steady

For your first four years, you will have to earn at least three bronze trophies (or better) each year. Given that there are dozens of circuits and tournaments going on throughout the year, you will have plenty of chances to win. During the three years after that, the minimum acceptable trophy level will rise to silver, and then to gold for two after that. Finally, in your last year, you will have to win at least three Platinum Trophies. You can win your trophies in any tournaments, ranging from the smaller Cups like what is featured in the game, to large sets of races featuring more tracks.

Reward: As your reward, you'll get the Platinum Rocket. A super-speedy kart, it features maximum acceleration. Comes with the Platinum Charger device, which slightly lowers your maximum speed while charging, but then allows you to expend the charged speed in a single large boost.

Grand Prix Champion

Every year, there is a massive tournament known as the World Grand Prix. Featuring races on tracks from around the world, racers must compete in at least eight qualifier races, gaining points based on their placement in each qualifier. The top 144 racers will be entered into the Grand Prix, which consists of four rounds. The first round features 12 races, with the top eight racers from each race moving on to the Quarterfinals. The Quarterfinals features 8 races, with the top six racers from each race moving on to the Semifinals. The Semifinals features 4 races, with the top four racers from each race moving on to the Final Cup, where the top sixteen racers in the world will compete in a massive 8-Lap race through the World Final Raceway, a sprawling track that features all manner of terrain, to see who will be crowned the Grand Prix Champion! Your goal will be to ascend to the height of Grand Prix Champion, and then, once you've reached the top, you must defend said title in two consecutive years. On the upside, once you become Champion, you will be auto-qualified to compete in the next year's tournaments, so you will only have to worry about winning the qualifiers once.

Reward: As your reward, you'll receive the World Champion Kart. A kart featuring a map-like design of the world across it, this kart has maximum top speed. Comes with the Auto-Mapper, a device that plots out the location of obstacles and will help guide you in avoiding them, even when moving at top speed.

Battle Tournament Master

Races aren't the only thing that happens with karts. The ever-popular Battle Derbys are opportunities for Kart racers to go head-to-head in sprawling arenas, using a variety of items to try and take down their foes. The pinnacle of these derbies is simply known as the Battle Tournament. Kart battlers who want to compete in the Battle Tournament have to win the right in smaller regional tournaments. There are 128 of these smaller tournaments held worldwide, with the winner of each regional tournament proceeding to the Battle Tournament.

The Battle Tournament consists of four stages, with eight battlers competing in battles on each stage. Standard "balloon rules" are used, with competitors seeking to knock off or pop opponent's balloons using Tournament Approved items in three rounds. Competitors are scored based on number of balloons popped multiplied by remaining number of balloons. So, someone with two balloons left who popped six other balloons would receive twelve points. The first stage features sixteen different battles, with the top four battlers from each battle moving on to the second stage. The second stage features eight different battles, with the top four from each battle again moving on. The semifinal stage features four different battles, with only the top two of each battle moving on to the final. The final stage features five rounds, instead of three, with a no-holds barred bash to the finish.

Reward: As your reward, you'll receive the Battle Cruiser. A heavily-armored kart, the kart has maximized weight, meaning that even if it is fairly slow, it won't flinch from most impacts. Comes with the Power Coil, a special device that allows the kart to bounce five times higher than should be possible, even with the Super Feather. Useful for getting out of tight spots, or absorbing sudden impacts or tremors.

Invasion Of The Spaceshrooms

The Mushroom Kingdom is being invaded by bizarre looking aliens. They look like Toads, but with oddly thin bodies and strangely shaped caps. They plan to take over the planet... by defeating all of its greatest kart racers! They come with highly advanced hoverkarts, and numerous offensive weapons, like lasers, gravity bombs, homing missiles, and more. To start with, you'll just have to contend with a few scouts during your races. If they manage to defeat you, they'll claim that race track as their own. If you beat them, however, they will retreat, at least for the moment. By the end of the Jump, you will end up racing against the Alien Queen and her best racers in a battle for the fate of the entire planet. Better bring your A-Game!

Important Note: If you fail at this scenario, it will count as a Chain Failure.

Reward: As your reward, you'll receive the Hoverkart. A floating alien go-kart, it can vary the amount of 'traction' it has with the ground, allowing you to make pinpoint turns or wide-sweeping slides. It comes with the Laser Lance, a mounted laser gun that charges over time, and allows you to fire a burning beam of energy straight ahead when it is fully charged.

DRAWBACKS

Up to +1000 CP in drawbacks can be taken.

Off-The-Track History (+0): Oh, so you have been to the Mushroom Kingdom before! If you wish, you can ‘import’ your prior history. Those that you interacted with before will remember you and your actions, and changes you might have made will be reflected on the landscape. Don’t worry, any grudges will be restricted to being settled on the track, at least for the duration of this Jump. Of course, if you choose to start something off the course, all bets are off.

Hecklers (+100): People don’t seem to like you that much. You’ll never have many fans cheering you, even when you win, and you’ll face some pretty nasty people, angry that you beat their favored racer, off of the track.

Stall Out (+100): Your kart always stalls out at the start of the race, forcing you to work harder to pull ahead and catch up.

Sunday Driver (+100): You constantly find yourself getting distracted by the magnificent scenery around you and slowing down just a bit to take it in. You’ll need to work very hard to keep your head in the race.

Pulling Left (+100): Your kart constantly pulls to the left, forcing you to constantly correct for the drift. On occasion, the pull might suddenly stop, causing you to over-correct. Be careful. On the other hand, you may choose to have it pull to the right instead.

Wario's Greed (+200): You love coins. You love coins so much, in fact, that you will never get any other items out of the mystery boxes on the course.

Neck And Neck (+200): Every race you are in seems to come down to the wire. No matter how well you race, some of your competitors will always be right on your tail when you approach the finish, and they will pull out all the stops to cross the finish line first. Unless you bring your A-Game, they’ll succeed, which will make actually winning the gold trophy very difficult.

Hey, I'm Walking Here! (+200): What is with all these people on the track? More than just the ordinary living obstacles, ordinary citizens of wherever you are at will also just wander onto the field. Unfortunately, hitting any of them could possibly be grounds for disqualification from the race, so you’ll have to be careful. Naturally, they seem to get out of the way of the other racers just fine.

No Cheating (+300): No outside food or powers are allowed on the premises. Any power or item that you acquired during a previous Jump is banned from the racetrack, and using one will be grounds for instant disqualification and end your Chain. This only applies to obvious powers

and powers that affect others or the track itself. Self-targeted powers such reflex boosters or enhanced driving skills from other jumps are still allowed.

Fantastic Footrace (+300): Your kart is in the shop... for ten years. You'll have to run the races instead. Literally. For some reason, no one will object to you entering with just your own two feet. Probably because they think you have no chance at winning. Better have some superspeed in your back pocket, because these are 200 cc level races. If you do have superspeed, just keep in mind that it will be capped out at the maximum speed of the fastest Kart in this world. Boosts from Perks and Items acquired here might be able to push you over, though, as well as items you pick up on the course.

Lakitu's Grudge (+400): At some point in the not-so-distant past, you did something to upset Lakitu, and boy, can he hold a grudge. Any time that you slip up, when Lakitu catches you, he'll zoom you back to the starting line, making you start your entire lap over again. What's more, if you spin out and stop on the track, he may just swoop down and do it anyway. And of course, everyone just turns a blind eye to this happening. (Can't Take This With Lakitu Lookout)

Wrong Way (+400): You have no sense of direction. At all. The track can clearly curve right, but for some reason, you'll think you ought to turn left. If you come to a fork in the road, you'll probably end up heading backwards down the track you came. What's worse, your kart is affected as well. Sometimes, when you try to turn left, it will end up turning right instead, or it will end up shooting into reverse when you start out, rather than driving forward. Unfortunately, these effects will always stack, never cancel each other out. Good luck winning this one.

Here Comes The Champions (+600): Four racers have entered the battlefield, and they are gunning to knock you down a few pegs. The Red Stache, a mysterious racer with a glorious mustache on his red helmet, he can control his car effortlessly, power sliding around even hairpin turns and literally bouncing his car across his opponents. Lil' Luma, a young star, she has insane acceleration, almost like she was constantly channeling the power of a Star into her kart. Giga Bowser, a massive, rampaging dinosaur, driving a kart that is built like a tank, he's slow to start, but once he gets going, he won't stop, even for something like a Blue Shell to the face. Cranky Kong, this old coot seems to have an endless number of tricks up his sleeve, and isn't afraid to fight dirty, he always seems to have exactly the item you wish he didn't. At the start, they will occasionally appear in races or circuits that you run, always solo. They will show up more frequently as time goes on, first solo, then in pairs and trios. By your final year, they will each be showing up in every race you run. On the bright side, if you manage to make it through, you'll have managed to impress one of them, and they'll be willing to join you as a Companion.

ENDING & NOTES

Stay, Go Home, Move On

For your Kart and its stats, you can consider the basic Average Stat to be worth around 2.5 bars, with each purchased stat improvement being worth around 1.5 bars. The “maximum allowed” is around 5.5, meaning that two purchases of Stat Boosts for your basic Kart will push a Stat right up to the maximum. If you already pushed it to the maximum through min-maxing or importing an appropriate “foreign model”, then two Stat Boosts can bring you up to 8.5, or roughly 50% better than the best Kart around in that Stat. The Acceleration, Speed, and Handling boosts provided by the 100 CP Weight Class Perks are each worth around 2 bars in a given Stat, and the boosts provided by Dry Bones are worth around 1.5 in Acceleration and Speed. So, if you utterly maximize everything, you can max out Speed at 12, over twice as fast as the next fastest Kart out there. Hopefully your handling and reflexes are up to snuff for it.

The Green and Red Shells will scale up with the size of your vehicle, each of them being about an eighth of the volume of the vehicle itself.

The Champions each have fairly high stats, with the Red Stache maxed out (and a bit beyond) in Handling, Lil’ Luma maxed out (and a bit beyond) in Acceleration, Mega Bowser maxed out (and a bit beyond) in Speed, and Cranky just generally high across the board with a nigh-infinite supply of items in his beard.