



## Luigi's Mansion Jumpchain - By PsychoAnon

### Introduction

Luigi, Mario's more cowardly and humble younger brother, finally thought he'd caught a break when he saw the letter in his mail saying he'd won a mansion in a contest! The only problem being that he didn't enter the contest in the first place. Finding it shady, but not wanting to pass up the opportunity, Luigi and Mario agreed to meet up outside the mansion and investigate together. By the time Luigi had made it to the mansion Mario was nowhere to be found. Despite his fear, the cowardly younger brother figures Mario must be inside and so he enters on his own. You've wound up in the mansion too, one way or another, and with a bit of currency to help you along your way. Can you survive one night in the mansion?

**+1000CP**

## **Origins**

Perks and items are 50% off for matching origins, and 100CP perks and items are free for the matching origin.

### **Winner**

It seems Luigi wasn't the only one who won the mansion, as you were also called here by a mysterious letter. As it turns out, the mansion is quite haunted and it doesn't want to let you leave. You'll probably have to explore it for quite a bit before you can find your way out.

### **Professor**

You're a (wo)man of science! Of course, given your eccentric research into the paranormal, you aren't exactly respected by the scientific community, condemned to a hut out in the woods to perform your studies. You'll surely show them soon enough!

### **Ghost - 200**

I don't know how to tell you this but... you're dead. That means you get cool ghost powers! Unlike the living you aren't exactly corporeal, meaning you can phase through walls, become invisible, and physical attacks are useless against you. You can be stunned for a second by sudden flashes of light, so do be careful about that. The only thing likely to take you down is specialized ghost hunting equipment (or a really strong vacuum cleaner). You may be a Boo if you wish.

## Perks

### Winner

#### **100CP - Hum a Little Tune**

Wandering around a creepy old mansion infested with ghosts isn't the most pleasant experience, but when you find your courage faltering all you need is a little tune to take your mind off things. Humming is especially soothing for you; if you feel scared or stressed out, just hum a tune and you'll be able to take your mind off whatever is bothering you. This isn't so effective when you're in immediate mortal danger, but focusing on humming in that situation seems hard enough.

#### **100CP - Magnificent Moustache**

Why, what nice facial hair you have, jumper! You've now got a truly excellent moustache which gives you an air of both maturity and heroism, as well as making you more attractive to interested parties. One look at that stache and any random citizen would come to the conclusion you must be brave and strong. Hopefully you actually are, otherwise they'll be pretty disappointed.

#### **200CP - Critic**

It really says something about you that when exploring a mansion infested with violent ghosts your main concern is criticizing the decor. In all seriousness, you've got a keen analytical eye that helps you notice small details and hidden secrets in your environment. From hidden switches to secret cheese, no mystery of this manor will evade your detection.

#### **200CP - Out of The Shadow**

Having a famous brother can be tough. Everyone only knows you as "so and so's brother" if at all, but there is a way out. If you set out to make a name for yourself, people will start to acknowledge you for your own achievements and who you are, instead of those you're associated with. I'm sure your brother is very proud.

### **400CP - Boo Buster**

Maybe it's because you've spent so long terrified of them, but you know an awful lot about how to take down ghosts, ghouls and various other assorted creatures of the night. You can tell just by looking at a ghost what sorts of powers it's likely to have, and a bit of fighting with it will quickly reveal more details like it's weaknesses and the most effective methods to beat it. On top of this you're a master with any sort of supernatural hunting equipment that comes into your hands, and a natural at tracking these kinds of creatures. Go forth and suck!

### **400CP - Treasure Hunter**

Of course, ghosts aren't the only things worth hunting around here. This mansion is filled to the brim with treasure, and you're gonna nab as much of it as you can! You've got a sixth sense for sniffing out riches wherever they hide, even gaining premonitions of unintuitive or bizarre ways you can gain treasures like periodically watering a plant until it coughs out a gem. Riches also seem to naturally hide out wherever you are, so be sure to scour the grocery store for gold diamonds. Who says doing the right thing has to be its own reward?

### **600CP - Mario!**

What would possibly compel a massive coward like Luigi to brave a haunted Mansion filled with spirits that want to destroy him, armed only with a vacuum cleaner and a flashlight? As corny as it sounds, the answer is love. If your loved ones are in danger you'll stop at nothing to save them. You can completely overcome even the greatest of fear, operate with a level of competence you didn't even know you had, and keep on fighting at full strength even on the brink of death. Go show that king Boo what happens when someone messes with your family!

## **Professor**

### **100CP - E Gadd!**

They don't call you professor for nothing! Indeed, from both independent research and formal education you've become an expert in nearly all sciences both mundane and paranormal. Of course the latter isn't technically accepted as science, but that's simply because the general public is too closed-minded.

### **100CP - Kindly Coot**

People don't generally believe the wacky old man in the cabin when he says there's ghosts all about, but you seem to be the exception. You've got a natural air of friendliness and a certain politeness of speech that makes others find your more outrageous claims seem believable. Sure, saying that some king of Boos attacked you and built a mansion overnight near your cabin sounds pretty absurd, but it's the truth, darn it!

### **200CP - Passing The Torch**

Or flashlight, depending on where you're from. Either way, you won't always be around to hunt ghosts, and somebody else will have to take your place. You're quite skilled and efficient at teaching others how to do things you yourself are good at, as well as offering helpful advice if they ever need it. Being a mentor is rewarding in its own way.

### **200CP - Lab Rat**

Whatever people might say about you, nobody can deny that you love what you do. This is evident in the fact that you can stay completely focused on whatever it is you're doing, losing yourself in your studies and craft. You're practically obsessed, which means you can push yourself harder than others, staying up for days just combing through old tomes or carving a statue. Although this may at times be taxing on your body, there's no doubt you'll get results quicker. And really, what's a bit of suffering in the name of SCIENCE?!

### **400CP - Not So Super**

Supernatural, they say. Balderdash! It's a part of the world just like anything else, meant to be studied and analyzed, and who better to do it than you? You have an innate talent when it comes to studying the supernatural; finding ways to measure that which is supposedly immeasurable and dissecting the incorporeal is child's play to you! Not only that, but you're quite good at making technology that can interact with, harness, and even oppose these forces. You could make an ectoplasmic energy generator, or a machine which presses spirits into paintings, or even something like the Poltergust 3000. Of course, that's assuming you have the technical know-how in the first place.

### **400CP - Field Research**

Sure, you can learn some interesting stuff crammed in your lab all day but your best work will only get done when you're out there studying it up close! When you study and test things in their natural environment, such as ghosts in a haunted mansion or testing out that fancy vacuum cleaner in said mansion, you'll make leaps and bounds compared to research and testing done in a controlled environment like a lab or a library. You could also have someone else go out if they were willing to record their experiences for you.

### **600CP - Reinvent The Vacuum**

While you might not be the only paranormal investigator out there, I doubt almost any of them can accomplish what you can. This is because you are a genius inventor and engineer, capable of inventing anything from a ghost sucking vacuum cleaner, to a muck cleaning backpack, to a magic paintbrush and more! As you may have noticed you have a special talent for creating suped-up versions of regular objects, although you're no slouch in any less derivative pursuits. You could use a bit of practice but who knows, maybe one day you'll invent a time machine!

# Ghost

## **100CP - Spooky**

If there's one attribute that nearly all ghosts share, from the humble gold ghost all the way up to King Boo himself, it's their ability to frighten the living. You're no different, as you not only love using your powers to pop out and scare the living daylights out of unsuspecting victims, but you also happen to be pretty darn good at it.

## **100CP - Everyghoul**

Despite people's preconceived notions, most ghosts don't go around spooking people all day. Instead, you decided to use your unlimited time to pick up a hobby, and it seems to have paid off. Whether it be playing an instrument, knitting, painting, or anything else, you've become an expert at some mundane skill or hobby. If you consider scaring a hobby I guess that'd make you double good.

## **200CP - Spirit Medium**

Your eyes see all! You have a close connection to the spirit world that allows you to see into the future and tell people's fortunes. This is somewhat foggy, however, and to get information on a specific person's future you'll need to keep gathering items they once possessed. This information can be cryptic at times, but still quite useful when you or someone else is lost.

## **200CP - Welcome to Our Mansion**

Despite what some foolish Interlopers may think, this is your territory and you intend to keep it that way! As such, you have a few abilities to help defend any areas that belong to you. For one thing you can remotely manipulate objects in the environment to weaponize them, much like a poltergeist, but you can also morph your local environment to create an arena to battle in! These intruders may soon end up like you, but that's what they get for interrupting your free time!

### **400CP - Picture Perfect**

Oh, I see now! You are no minor specter, but a portrait ghost! Unlike the lesser spirits of the Mansion you were indeed once alive, and as such you've got some powerful unique abilities based on your prior life and death. For example, a baby that always hated how little they were may gain the ability to shrink others, or an artist could create lesser ghosts with his art.

### **400CP - Boolossus**

Aside from King Boo there is but one ghost that shines above the rest in power: the mighty Boolossus! This is because Boolossus is not one ghost, but 15 boos fused together to take on a larger, more powerful form. You have a similar ability to fuse yourself with other beings of the same species to become far more powerful than before! Your strength is somewhat greater than an aggregate of all individual members involved, but in theory there isn't a limit to how many of you could join together. Be warned, though, that a great enough force or a sharp spike can rip you all apart, likely leaving you all quite scattered and vulnerable.

### **600CP - Ghost King**

Even ghosts have to answer to somebody, and that somebody happens to be you. Much like King Boo, you are an especially powerful spirit and as such all others will bow down and obey you unless they are significantly stronger than yourself. This isn't undue respect either, considering you've got the ability to not only create an entire mansion overnight with your magic, but also to possess objects like the Bowser Costume to both protect you from the mighty vacuum cleaner and give you a corporeal body temporarily. And, of course, you can also trap your enemies in paintings. Quite the ironic fate if used against a certain plumber.

# Items

## Winner

### **100CP - Plumber's Wallet**

Considering all the treasure lying about, you're gonna want a way to store it. That's precisely what this wallet is for as, despite it's small size, it can hold an unlimited amount of wealth as well as much larger units of currency than you'd expect. Even gold bars and massive gemstones can be stored inside!

### **200CP - Gameboy Horror**

This handy little gadget which looks similar to a handheld game system serves several purposes. It has a built-in map of the nearby area that updates as you explore it, it allows you to remotely communicate with others via the internet, it keeps a log of captured ghosts, and it has an analysis tool that, when used on a mirror, teleports you to the entrance of the structure you're inside.

### **400CP - Jumper's Mansion**

That's right, your very own mansion! One just as magnificent (though nowhere near as gloomy) as the original. It has a staff of butlers and maids working tirelessly day and night to see your needs are being met and that the mansion is in tip top shape. You may as well get something out of this ordeal, right?

### **600CP - Poltergust 3000**

Behold, one of the few things capable of scaring a ghost! The Poltergust is a powerful vacuum cleaner capable of sucking up just about anything, including ghosts! It can also suck up fire, water and ice and spray them out in both a flamethrower-esque manner as well as big bursts. You can even ride around on it, although it isn't too fast. It also has a virtually infinite space on the inside to store ghosts or anything else it sucks up. Other Gadd science inventions, such as the F.L.U.D.D., may be imported into it. Sucking never felt so good!

## **Professor**

### **100CP - Gadd Getup**

How sophisticated! You've got a lab coat and a pair of goofy looking swirly glasses, both of which make you look and feel like a proper scientist! This feeling extends to others who see you wearing these clothes, causing them to trust your opinions more on scientific matters.

### **200CP - Secret Schematics**

Hey, where'd you get those?! You've gotten your hands on the blueprints for some of E. Gadd's future creations. These include the F.L.U.D.D., Gadd Paintbrush, Gadd Bandana, Pixelator, Dual Scream, and the Dark-Light Device. There's even designs for a new model of Poltergust, though it's quite advanced and therefore hard to decipher. With a lot of time, dedication and money (especially money) you may very well be able to see these creations come to life. Now if only there was a place with lots of money to collect...

### **400CP - Ghost Research Laboratory**

The Lab if you're of a shortening mind. What appears on the outside to be an unassuming hut is actually an incredibly high tech research facility, packed to the gills with equipment used for studying ghosts as well as the typical equipment you'd expect in a place like this. It also has an art gallery for storing paintings and a training room where one can catch ghosts to their heart's content.

### **600CP - The Ghost Portrificationizer**

A painting is worth a thousand words; doubly so when it used to talk! This device can press ghosts into a visible form, therefore making them corporeal and binding them to a painting, unable to cause any more mischief. Just as interestingly it can also take any being that is two dimensional, such as someone stuck in a painting, and make them three dimensional through a reverse of the aforementioned process. I'd wager dollars to donuts nobody but you has such lovely paintings!

# Ghost

## **100CP - The Jumpchain Room**

The other ghosts are getting their own rooms, so why not you? This gives you your own room built around a specific theme of your choice, such as music, fortune telling, dancing and so on, which will be placed inside the Mansion. It has all the things you'd expect a room based around that theme to have, although the objects are themselves mundane. Post-jump you may attach this room to another property or the cosmic warehouse.

## **200CP - Crown**

If you'd like to feel particularly regal, try this on. This red crown gives you an air of regality and authority, making people more inclined to obey and defer to you. Anyone who saw you wearing this could tell in an instant that you're royalty (even if you aren't). I wouldn't recommend selling it, it's not actually that valuable.

## **400CP - A King's Ransom**

Who knew ghosts were so rich? You've got a massive fortune, so large you could build the very mansion made by King Boo and still have enough money left over to stuff every room with rare gems and bills. This fortune restocks every night, so if you wanted you could easily build tons of haunted mansions. Might make for a good plan if the current one falls through.

## **600CP - Bowser Costume**

If there's one baddie worse than King Boo it'd be Bowser, but that's about to change. This is a massive Bowser suit that can be piloted from the inside, allowing you to harness the power of Bowser! It can breathe fire, conjure and throw spiky bombs, jump absurdly high, and suck things up into its mouth. The head is abnormally easy to knock off and once its knocked off it will float and shoot ice at your enemies, although you'll also be ejected until the head reattaches itself. Good thing Bowser's not around anymore, he probably wouldn't appreciate you taking his style.

## Companions

### **100CP - Companion Import**

If spending the night in a haunted mansion alone doesn't sound appealing, you can always bring along a friend or two. You may pay 100CP each to create or import a companion. They gain any origin for free as well as 600CP to spend on perks and items. You may instead pay 300CP to import 8 companions at once.

### **100CP - Canon Companions**

Or perhaps you actually made a friend, unlikely as it is in a haunted mansion. You may pay 100CP each to take a character with you on your adventures as a companion.

### **100CP - Baskerville the Hound**

Aw, who's a good boy?! Who's a good boy?! Oh, erm, excuse me. This is Baskerville, an adorable and helpful little ghostly black puppy who wants to be your best friend! He's very kind, friendly and playful, and unlike his apparent youth would suggest, takes orders quite well. He could track something's scent for you, fetch an object, or even just play a game of catch. Oh, and he can also turn into a big adult version of himself that breathes fire. He is, indeed, a very good boy.

### **100CP - Boo Lady**

Oh dear... this one's unfortunate. This poor boo got a super crown stuck on her head and transformed into a very attractive princess Peach-like form. At first she tried removing it, but eventually grew to like it and now can't imagine herself any other way. Although unassociated with King Boo she, like all boos, loves to scare and mess with people. Also like all boos she is cripplingly shy if confronted head on about her behavior, especially if she's being stared at. She seems to have retained all her boo abilities, but is oddly corporeal at the same time. I'm sure she'll warm up to you eventually.

### **200CP - Lady Boo**

Bow your heads and show reverence for the true upper echelon of boo society. This princess of the boos has been around since before even the king himself, and considering how scary she can get he knows better than to mess with her. She can be snooty, but she can also be quite brutal when she likes, as she feels no need to hold back what she truly feels. One may describe her as cruel, vicious and determined and not be far off the mark, but she has some kindness in her as well, as she's willing to help out those who have helped her even if she doesn't owe them. When it comes to fighting she's a fantastic partner as she is not only absurdly strong for a boo, decimating unarmored enemies with her fan, but she can also share her ghostly incorporeality with an ally temporarily for strategic dodging or hiding. She wants to travel with you as she's decided to get out and see the world.

### **200CP - Gaggle of Boos (free with the Boolossus perk)**

A gang of 14 boos that attempted to mimic the success of Boolossus, but quickly realized they didn't have a leader. Whether you're a boo or not they'll gladly accept you as their new leader and follow you in whatever you wish to do. If you had the Boolossus perk they would make for a perfect group to fuse with. They take up one companion slot, although any perks or abilities they pick up will be divided in power between the 14 of them. The benefit, though, is that this means if you were to fuse with them these abilities would be slightly stronger. They can also fuse without you, at which point their abilities are at the normal level.

## Drawbacks

### **Mandatory - One Night**

Here's the deal: one way or another you've found yourself trapped in this mansion, and it doesn't want to let you go. At most you're only allowed brief trips to E. Gadd's lab before once again being thrust into the manor. The good news is all you have to do is survive the night, and then you'll be on to the next jump. No big deal, right? It's only one night, how bad could it be?

### **+100CP - Can't Jump, Man**

Maybe it's the crippling fear or maybe you're just crippled, but either way you just can't jump anymore. In fact, aside from using objects like a staircase or ladder, you can't seem to gain elevation no matter what you do. As a ghost, you'll simply float directly above the ground, making the ability seem somewhat pointless. Guess you'll have to traverse the haunted mansion like a normal person.

### **+100CP - Coward**

It turns out a haunted mansion filled to the brim with ghosts is just about the worst place for you to be. You're such a scaredy cat that even a baby ghost could frighten you, let alone something like Bogmire or Boolossus. You'll constantly be quivering and shaking like a leaf as you explore the mansion, assuming you can even work up the courage to manage that much, and it'll be very hard to resist the urge to just run back to the nearest point of safety and cower there.

### **+100CP - Bad Habit**

Maybe you're careless or maybe you're flat out stupid, but either way you've got a nasty habit of performing a specific action that makes you extremely vulnerable. Whether you yawn, laugh about spooking someone immediately after doing it, or even throw your enemies the one attack that would let them hurt you, you'll find this action followed by a moment of helplessness, leaving you wide open to any attacks. You really ought to kick that.

### **+200CP - Old Man**

Aren't you a bit old for this ghost catching tomfoolery? You've now got the body of a feeble old man, meaning your physical strength and abilities are about as impressive as one. Indeed, even catching the simplest of ghosts can prove difficult, let alone an actual serious threat. It'd probably be best if you left the ghost catching to someone else.

### **+200CP - Launch Title**

Okay, so remember that Luigi guy who sounded vaguely important? You're him now, and you always have been. This means it's now your job to catch all the ghosts and find and rescue Mario from King Boo. You'll have to explore the whole mansion from head to toe if you want to save Mario, and the path forward won't always be obvious so be prepared to retread old ground. If you don't manage to save Mario before the night ends, you fail your chain. You may want to get a head start.

### **+200CP - Crybaby**

Aw c'mon, don't cry, it's just a dusty old mansion filled with dead people! You've got a naturally ingrained sense of helplessness which makes it hard to do anything besides cry and cheer on the real heroes from the sidelines. With any luck you won't need to actually face real danger. If you did, though...

### **+300CP - Spooky Spaghetti**

Is it just me, or does the mansion feel... different somehow? The atmosphere was always uncomfortable, sure, but this doesn't seem right. The mansion is somehow draining you. Draining you of your joy, draining you of hope, draining you of emotion until you feel empty. You can combat this by thinking of positive things, speaking with the few friendly faces in the mansion, or whatever else keeps your spirits up, but it will always be draining you. And once you're sucked dry, well... just hang in there, okay?

### **+300CP - Eh Isn't Real**

But it desperately wants to be. A twisted abomination that was never meant to exist now roams the halls of the mansion looking for you. Stay in any one room for too long and it will show up, even in the safe ones. This gooey, massive, textureless creature with tentacles for arms will attempt to get close to you and assault you to steal your realness. it becomes more and more real while you become less and less so, and as such it gains power whilst you grow weaker, until its fully real and you no longer exist. Attacks against it are worthless as he's not really there, so you can only run and wait for him to lose you. If he were to land any hits on you, it will only accelerate the draining. If you see him, just run.

### **+300CP - Fine Art (companion required)**

You just had to rush on ahead, didn't you? You had a confrontation with King Boo and lost, and now you've been trapped in a painting. You'll have to rely on a companion to rescue you, but unfortunately they now only have the capabilities of Luigi and any drawbacks you took will also apply to them, save this one. If taken with Launch Title the night will reset once you're freed, and you'll have to do your own journey.

## The End

So, you've done it. You survived the night. I'd like to tell you there's a whole bunch of interesting options here, but there's really not. This was just a brief detour in your journey, after all, and now It's over. If there's one thing you learned from your time here, though, one crucial lesson, let it be this: nobody gives away mansions in contests. Farewell!

## Notes

- **This jump only lasts one night, the night you're stuck in the mansion. As such It's obviously very short.**
- **The Spooky Spaghetti drawback is referencing the urban legend of Luigi's shadow in the telephone room looking like he's hanging from a noose. The implication is that you'll hang yourself. Yes, you can somehow hang yourself as a ghost.**
- **Elh is an unused enemy from the game that is so undeveloped it doesn't have a texture, but is strikingly odd in appearance, looking more like a Resident Evil monster than something you'd expect to see in a Nintendo game**
- **Thank You So Much For To Playing My Game!**