



**Wario World Jump**

## v1.0

### by LJGV/Sin-God

Welcome to... Wario's world! This place was, up until a few minutes ago, a massive castle owned by the infamous rival to legendary Italian plumber Mario Mario. Now it has been transformed into... Well, something else. This is all thanks to an odd curse, carried and inflicted upon Wario by the insidious Black Jewel, a living and cursed object. What will you do here, for the next decade?

Take **1000 Wario Points** to fund your adventures.

## **Starting Location**

*Your starting location is determined by your origin. Wario starts off in the Central Hub. Monsters start off In A Level. Spritelings start off In A Box. And the Black Jewel starts off in the Huge Treasure Box.*

### **Central Hub**

Ah, the place Wario wakes up after his castle is transformed into this bizarre landscape. This place is connected to different worlds, four specifically; Excitement Central, Spooktastic World, Thrillsville, and Sparkle Land. It is also connected to Treasure Square, a repository where Wario's treasures will appear as they are regathered.

### **In A Level**

You will enter this jump in a level. There are eight levels in this game, you can select which you start off in freely.

### **In A Cage**

Ah, so you're a spriteling. In this case, you start off in a cage. You've been placed there by the Black Jewel and its transformed minions. Hopefully someone comes by and lets you out...

### **Huge Treasure Box**

Well this is an unpleasant space. This dark treasure box is, for a mundane person, quite grim but is spacious and is perfect for a strange, eldritch gem.

## **Age and Gender**

You can set your own age for this jump. By default your gender is whatever you were previously though you can change it freely.

## **Origins**

All origins constitute alt-forms you can transform into at will, barring the presence of some drawback that prevents you from doing so.

### **Wario [Free]**

Ah, so you've opted to be Wario? A fascinating choice. Wario is Mario's rival, a greedy yet deceptively skilled adventurer and treasure hunter, who is not afraid to venture into forgotten and unexplored areas, and to battle fierce monsters in the name of slaking his

greed. Wario is one of the strongest lads around, and his foes will soon learn that first hand. Yes you can be... Wario-ette if you want.

### **Monster [Free]**

Oh so you're a transformed treasure? How intriguing! You were once something ornate, like a fancy goblet or a strange statue. Regardless of your original form, even if you were once something as ordinary as coins, you now have a monster form. By default this form is that of an average, puny monster, but with perks you can go far with this.

### **Spriteling [Free]**

Ah so you're a spriteling! How wise. Spritelings are sagacious creatures, woodland spirits who once sealed away the Black Jewel due to their cognizance of its wicked powers. At the start of your journey here you are trapped in a cage. Thankfully you are not the only foe of the Black Jewel, so hopefully you can "The Enemy of my enemy is my friend" someone who approaches you soon.

### **Black Jewel [200 WP]**

Now this is an interesting option. You are *the* Black Jewel. You are a wretched, dark object with the power to absorb greed energy and to do all manner of intriguing tricks. This does put you in opposition with both the Spritelings and Wario, thankfully with the right tricks someone as greedy as Wario can spell his own doom.

### **Perks**

*Origins get their 100WP perks for free and the rest are discounted to 50%. All perks are toggleable.*

### **General [Undiscounted]**

#### **Life Of Greed [400 WP]**

This perk is an unusual one. From now on death has a cost. Whenever you would die, you are instead knocked out and a number, a significant amount of your total wealth, appears. That is how much it takes to revive you, and if you pay it then you stagger to your feet, your health fully restored. If you opt not to pay this then another 1-up triggers or you jump (and probably chain) fail.

### **Wario**

#### **Wario Time [100 WP]**

You have the majority of the basic Wario physique, able to do the lion's share of things he can do. You are an able leaper, a physical powerhouse able to break massive, person-sized blocks, and go toe to toe with gigantic monsters. This comes with the ability to use Wario's *Mad Moves*. There is still one move you cannot replicate his strange suction breathe ability.

#### **Greedy To Your Last Breath [200 WP]**

Now you can replicate Wario's most unique *Wario World* ability, his suction breath. You can do this to draw coins, garlic, and other such objects to you, and upon devouring them you'll find that they do not negatively affect you unless they are projectile attacks

such as bombs, energy attacks, which harm you as they ought too. Food heals you, and other things are transported to your warehouse.

### **Helpful Homies [400 WP]**

Those you rescue feel indebted to you. They are grateful for your assist and eager to repay you for your kindness. They often can't do too much, but you can rely on them to give you helpful advice and to try and warn you of potential dangers. If you rescue or help out enough people they may just be able to do something bigger, once or twice a jump.

### **Power Of Money [600 WP]**

You have a strangely potent sense. You are greedy, so greedy in fact that you can sense treasure. This lets you do a lot, particularly when it comes to tracking down valuables. Collectathons are where you shine and excel. This also comes with another handy pair of abilities. The first one is that you grow stronger based on how much money you have, which is potentially as potent as it sounds. The second ability is especially powerful in conjunction with the first: when you defeat other creatures you gain currency equal in value to their power. Pitiful foes are worth little, but strong and uniquely powerful enemies give you treasures equal to their measure as foes.

## **Monster**

### **Heavy [100 WP]**

People can say what they want about you, but no one can say you are canon fodder. You are a heavy foe, one with a powerful ranged attack and some incredible, arguably impenetrable defenses, or you can have an unblockable physical attack with a few seconds of charge-up time, during which you're invincible.

### **Unique [200 WP]**

You have a unique appearance and physiology influenced by your current environment. You can replicate the abilities of local dangerous baddies indigenous to the places you visit, and if you spend a significant amount of time in a place you can even add these physiologies to an internal library of temporary pseudo alt-forms you can take on for minutes at a time. Enough for a good bout with a serious form. You can also conjure temporary forcefields that prevent your foes from leaving your immediate vicinity to force enemies to go a round or two with you.

### **Spawner [400 WP]**

You have a unique ability: the power to spawn endless hordes of smaller, weaker monsters loyal to you. These creatures will take after your physiology, but will be weaker and smaller than you, that said... there is power in numbers, even if that power can still struggle to overtake the power of, well, actual power.

### **Boss [600 WP]**

Ah, you've got a boss's physiology. This gives you an enormous pool of health, a completely unique form of your devising, and multiple deadly attacks you can pelt your foes with. You are far from unbeatable with this, but you have the raw power to fight Wario one on one, mano a mano, and come out on top. This elevates you well past

peak-human and gives you the endurance needed to tackle even the heroes and villains of the Mushroom Kingdom and come out on top.

## **Spriteling**

### **Compelling Call [100 WP]**

You are an expert at getting noticed. You can easily force people to notice you. This even gives you a subtle boost at getting them to do you small favors that take nothing from them, such as them breaking you out of something they just need to break.

### **Enemy Of My Enemy [200 WP]**

You are very good at persuading people who are opposed to your foes to work alongside you, or at least take your advice. People who are in something of an alliance with you and your folks will heed your advice, particularly if you delivered sincere and accurate advice in the past.

### **Sagacious Sprites [400 WP]**

You are a wise little sprite. You passively accrue helpful knowledge, typically in ways that narratively make sense but if you are somehow sealed away and even forced into unconsciousness you can still passively acquire knowledge. You more rapidly acquire knowledge related to your origin (and past origins) than random things, and you are a skilled teacher.

### **Full Power [600 WP]**

The Spritelings are the ancient foe of the Black Jewel. In the distant past, before Wario came across and stole the jewel, they sealed it away and reduced it to a state of unconsciousness. By taking this perk you have access to the full power of the species, able to mimic their feats of sealing magic and the magic they use to fix and restore Wario's castle, which of course grows in potency the more of your kind you can find and work with. In the future you replicate these feats, having access to the unfettered power of future species you become and performing even greater feats when you can collaborate with other members of your kind.

## **Black Jewel**

### **Negative Energy [100 WP]**

You can, at will, exude an aura which subtly draws people with pronounced negative traits towards you. These people are easy pickings for an ability you have which lets you feed on their negative energy. Such people will also underestimate you, and often assume you are innocent or otherwise harmless.

### **Safely Squirreled Away [200 WP]**

You can safely ensconce yourself somewhere, and can lock yourself away in places where you will be left undisturbed. That said to do this you must create some pathway to reach you, such as creating and giving out keys to your underlings who will loyally guard them in your name.

### **Jeweled Kit [400 WP]**

You possess the full litany of the Black Jewel's more immediate moveset: you can fly, fire flaming lasers, project shockwaves by hitting the ground full force, and can even fire flaming fireballs which hone in on distant foes.

### **One's Worst Enemy [600 WP]**

You are a depraved thing, able to convert one's possessions into monsters that fight and stymie them on your behalf and at your behest. You have the ability to turn possessions into monsters, filling with a particular ferocity towards their former owners. You can also weaponize one's negativity in other, more creative ways with time.

## **Items**

*Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.*

*Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.*

*All origins get their 100WP perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.*

*Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.*

## **Wario**

### **Garlic Dispenser [100 WP]**

This... machine(?) looks like a person with a garlic shaped hat. It is an odd thing that tells you that if you're tough enough to "take it on" it supposes it can sell you some garlic. You'll encounter this thing by default in this game, but purchasing this places one of these in your warehouse that gives you healing garlic for free, and ensures you encounter others in future jumps that sell you garlic for incredibly cheap.

### **Collectibles [200 WP]**

This scatters collectibles throughout future settings you visit. These collectibles buff you in certain ways, such as pieces of statues of you that when collected and reassembled into a full statue of you buff your health by a noticeable amount, increasing your life force and vitality. Other collectibles come together in equally logical ways and they award you a number of benefits that vary but are at about this overall level of power; enhancements to existing stats rather than giving you new stuff.

### **Castle [400 WP]**

Oh hey this is Wario's castle in its full, unfettered glory! How nice. This castle, staffed with servants and complete with Wario's treasures, accompanies you into future jumps. You can sell this treasure or do what have you with it in future jumps and you'll always get a new hoard in future jumps.

## **Monster**

### **Perilous Possessions [100 WP]**

You have an endless supply of items that are dangerous to your foes. This includes things like spawners, bombs, and spiked orbs. These things, when summoned by you, are harmless to you but are dangerous to your foes. This also includes melee weapons like clubs.

### **Level [200 WP]**

You can take a level with you, one of your choosing. It comes complete with monsters loyal to you and all of the subareas that you'd like. If you purchase this twice and choose both levels compromising one world you can take the world with you as well. This will exist in your warehouse, but you can import it into the world, if you wish.

### **Unithorn Herd [400 WP]**

This is a pack of strange, rhino-like monsters that are only compromised of floating heads. They have sharp horn-like noses that they use to needle people into strange pools that steal their money. They can also just bite your foes and shake cash out of them. Those they drain of money completely are defeated, and lose the will to fight. They become new Unithorns. This herd is loyal to you and follows your commands, but can only harass your foes a small distance around you.

## **Spriteling**

### **Strange Cage [100 WP]**

This cage is one you can protect yourself with by willingly summoning it around yourself. It will sustain any single blow from the outside, perfectly nullifying it and shattering until you can resummon it a week later. Friendly people who see you in it will want to free you from it and will willingly listen to something you say afterwards.

### **Library [200 WP]**

This curious library is filled with a bunch of books about the world you're in. These books cover the very same topics that spritelings themselves know so much about. In future jumps this library updates to include books about the current setting you're in and never loses books it has gained. This is a veritable oasis of helpful, relevant knowledge.

### **Community [400 WP]**

You have found, and potentially saved, a community of Spritelings. These individuals will follow, and trust you, and can be relied upon to use their powers and wisdom as you wish.

## **Black Jewel**

### **Treasure Box [100 WP]**

This is a perfectly safe and secure fortress that is utterly unassailable unless someone has collected the fragments of the great key needed to open it. While inside this gigantic, building sized treasure box all of your needs are met and you are free to do anything you can do with materials inside of the box or exert your psychic influence on the outside world.

### **Loyal Lieutenants [200 WP]**

This is a gaggle of loyal minions; 4 super boss enemies with utterly unique mechanics and 8 regular boss enemies with healthy health bars and dangerous attacks. Each of these creatures is up to you to customize, and each of them is utterly and totally loyal to you. You can send these minions out on missions on your behalf and they will joyfully do your bidding.

### **Unholy Hoard [400 WP]**

This is a dragon's hoard amount of gold, treasure, and priceless artifacts. This hoard is also rife with negative energy, making them perfect as both food sources for you and also as future minions for you to animate using your powers. This hoard will also attract greedy treasure hunters in and of itself meaning you can find more victims to feed on just by possessing this.

## **Companions**

*Companions can purchase more companions.*

### **Companion Import [50-200]**

So you want to create your own crime fighting sidekick or family? Do you want to rule St. Canard at the head of your own Dreadful Duo, Threatening Three, Frightful Four, Fearsome Five, Sexy Six, Scary Seven, Eviscerating Eight, or even the Nightmarish Nine? Well import a single companion into any origin for 50WP each or eight for 200WP. They get the standard 600 WP budget and cannot take drawbacks.

### **Canon Companion [50]**

So you want to take any other existing character from this world. Well then this option is for you. If a character fits a specific origin, they get the appropriate perks.

## **Drawbacks**

### **Another Universe [+0 WP]**

Do you want to go somewhere else? Maybe there is a games, cartoons, or comics version you would rather go to.

### **It's All Real [+0 WP]**

Now you can include events and canon from other media that includes this setting or its characters whether this is games, cartoons, comics, or even commercials it is up to you.

### **Plot is King [+0 WP]**

You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

### **Fan Theories are Cannon [+0]**

You got some fan theories that you ascribe to, or fanon that you want to be canon in your chosen universe, well with this you can.

Maybe some of the main characters are secretly evil?

Maybe the entire setting was nothing more than a stage production?

Maybe the bad guy actually has a tragic backstory and is a kind father of three?

Whatever the fanon theory, it is now fact in the version of the Goof Troops universe you're about to enter.

### **Extended Stay [+100 WP]**

For each purchase of this your time here is extended 10 years. You can take this up to three times for points, and after that it still extends your stay if you wish but does not grant you anymore points.

### **Costly [+100]**

Some things in this jump cost money. This includes garlic (at least when sourced from garlic dispensers) and the attacks of unithorns. Now such things are wildly more costly. You can take this drawback more than once, but if you do you increase its effects exponentially each time, making its subsequent effects wildly more dramatic each time.

### **Glitchy [+100]**

Wario World had some fascinating... mechanics. One infamous one is the tendency of enemies to despawn if they follow you (or are held by you) a sufficient distance from their spawn place. Normally this wouldn't affect a jumper's time in this world, but now it will. Have fun dealing with those questionable physics!

### **Randomizer [+200]**

Meta-knowledge of Wario's World is now useless. This world has been affected by some sort of randomizer that mixes up stuff like the location of Spritelings, enemy spawners, portals to sub-levels, and even what sort of unique foes spawn where.

### **Spectral Menaces [+200]**

Unithorns are a right nightmare to anyone they aren't loyal to. Now they have escaped the Unithorn's lair and float, spookily, around pits, trying to push you in. If you do you need to find an escape pit and escape right away as they are far, far more aggressive than they once were. If you take this drawback again, their attacks drain your health AND your wallet.

### **Completionist [+400]**

Now you feel an incredibly strong need to 100% each level, and cannot leave a world until you have 100%-ed it, grabbing every collectible, freeing every spriteling, and defeating at least one of every enemy you can encounter.

### **Real Boss Fights [+400]**

Bosses are now more social and altogether stronger. They can summon enemies native to their levels, or worlds (in the case of super bosses), and can coordinate with their minions, making them wildly more dangerous.

### **Jewel's Wrath [+600]**

The Jewel is now an active foe, persistently harassing you and regularly targeting what wealth you have for transformation. If possible it also seeks to recapture the Spritelings you've rescued. It is a tricky little thing...

### **Wario's World [+600]**

This drawback is selectable even if you are Wario. In such a case a new greedy adventurer will rise and try to take what is yours. This dastardly individual will have Wario's toolkit, even if they are not Wario, and will embark on a journey all their own to defeat the Black Jewel and claim this place for themselves. If you are not Wario this will be Wario embarking on an adventure to take back what is his. He is intractably dedicated to his goal, and has the *Life of Greed* perk as well as, effectively, 10,000 currency which must be drained before he falls permanently (and he can collect more).

### **Lockdown [+600]**

You have no **Out Of Context** items, powers, or warehouse.

## **Decisions**

*You have three choices ...*

### **Go to next Jump**

Continue onto the NEXT GREAT ADVENTURE!!!!!!

### **Stay**

Stay and enjoy your current life.

### **Go back**

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

## **Change Log**

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Jump completed.