PIKMIN™

Introduction

Captain Olimar is a Proud employee of Hocotate Freight (pretty much their only employee of note). Olimar is on his way to a well-earned vacation in his spaceship: the S.S. Dolphin. However, a meteorite strikes the Dolphin out of nowhere, causing it to crash-land on the unknown planet below, dubbed PNF-404.

He is stranded, with his ship's components scattered all throughout these strange alien lands, with only 30 days before his life support fails and he is subjected to the poisonous oxygen composing this planet's atmosphere.

However, all hope is not lost. He quickly comes across a peculiar species known as Pikmin. These plant-animal hybrids instinctively seek out more intelligent beings to lead them. They follow their commands without regard for their own lives, whether it be carrying objects, tearing down walls, or acting as living projectiles to take down far larger creatures. Simply having someone to keep them organized is all it takes to bring them from the bottom of the food chain to the top. This is due partly to their ability to use the corpse of any animal to reproduce.

With the help of the Pikmin, Olimar was able to restore the Dolphin and return to Hocotate. However, in an odd twist of fate, many different intelligent races would find their way to PNF-404 for their own reasons.

Whether it's Olimar returning to find treasure to pay off Hocotate Freight's debt, the trio of Kopaite's seeking fruit to address their planet's famine, countless space tourists who caught wind of Olimar's distress signal and couldn't help their curiosity, or the Rescue Squad that had to come down to bring them all home.

The number of interstellar visitors that avoided some kind of crash landing on PNF-404 can be counted on one hand. It's enough to make one suspect that there is some conscious force causing all these crashes. Or maybe it is just bad luck.

You receive 1000 Pik Points to prepare yourself. You may choose the start of any of the main games as your starting time. You may also choose any of that game's major areas as your starting location. You will stay in this Jump for 10 years.

Backgrounds

Any background can be taken as Drop-In. Choose age & gender freely.

Visitor [Free]

You are one of the unlucky castaways on PNF-404. Despite being spread across a variety of planets, most intelligent species are fairly similar. Around 2 cm in height, smooth skin, two eyes, two ears, four limbs, etc. There are slight deviations between planets. For instance Hocotaitians primarily eat vegetables and have pointed ears, while Koppaites almost exclusively eat fruit and have rounded ears. The exact planet you come from won't affect much beyond your culture and perhaps your reasons for approaching PNF-404 in the first place.

Compared to many of the species on this world, you are far weaker physically and if it weren't for your suit, you wouldn't be able to survive in PNF-404's oxygen-rich atmosphere. Still, you make up for it with superior intelligence and technology.

Native [Free]

You are one of many species native to PNF-404, or perhaps a distant descendant of a lifeform originating on this planet, as the Space Dogs are rumored to be. You may choose to be part of a known family or species from PNF-404, or devise an entirely new species to be part of. However, by default you are a creature similar in strength and stature to the Dwarf Bulborb. Around 3cm with few exceptional adaptations. This can be rectified in the Native Adaptations section.

Alternatively, you can be one of the many species of Pikmin. You are a strange hybrid between plant and animal, able to rapidly produce more of your kind by feeding the corpse of any creature to your nest, known as an Onion. Pikmin are strong enough to lift their own body weight with ease and a force to be reckoned with in a swarm. However, individually they are fragile and often disorganized. Even some of the weakest organisms on PNF-404 can kill a Pikmin with one attack. Perhaps this is why it is coded into their genetics to find an intelligent commander to give them direction.

There are a few other oddities to Pikmin biology. They can ingest nectar to cause the leaf on their head to bloom into a flower, increasing their speed. In addition, their Onions have a peculiar safety mechanism that prevents more than 100 Pikmin from being active in a given area.

General Perks

Sounds Of Life [Free]

You will be followed by a soundtrack made up of the OST from one or more of the Pikmin games, or a unique personal soundtrack in the same style. Only you and those you allow are able to hear this. You can toggle this at-will.

Dandori [Free]

In simple terms, Dandori is the ability to “organize tasks strategically and work effectively to execute plans". It is the ability to distribute your time, resources, and manpower as efficiently as possible in any situation. You now take this principle to heart. You have a natural talent for multitasking and recognizing when you aren’t being quite as efficient as you could be. This alone won’t make you a true Dandori master, but it’ll at least set you on the right track.

Leafling [Free, Exclusive Visitor, Requires A Way of Life]

Most creatures, when fed to the Pikmin’s onion, are simply converted straight into Pikmin seed. However, when a living sapient being is fed, they are instead reborn as a Leafling. This has pros and cons. For one, the leaves on their head allow them to breathe oxygen and survive on PNF-404 without the need for a helmet. However, as a peculiar side-effect, Leaflings invariably become obsessed with the concept of Dandori to the point that it rapidly eats away at their personality and memories.

RiP [Free for this Jump / 100PP]

An oddity of this universe that others either can’t see or don’t consider unusual enough to comment on. Whenever a living being dies in your vicinity, you will see a small blob floating away from their corpse before disappearing. This is their soul. When you see this escape from a body, it is unambiguous confirmation that this creature is well and truly dead. They aren’t unconscious, playing dead, or just waiting to revive. If kept post-Jump, only you will observe this phenomenon.

Return To Sender [Free for this Jump / 100PP]

How convenient that every cave inexplicably has a geyser or giant fan at the end that can somehow safely launch someone all the way back to the surface, no matter how far underground they are. By paying for this, you will experience a similar convenience. In any subterranean cavern you find yourself, by reaching its deepest point, you will find some device or formation that will safely lift you right back to the entrance in seconds, even if it makes zero logical sense.

Sparkly [Free for this Jump / 150PP]

One of the many things that make PNF-404 so special is the abundance of the potent energy source known as Sparklium. Any machine can use Sparklium in place of their usual fuel/energy, though this will eventually damage these devices unless you find some way to further refine the sparklium or reinforce these machines to handle it. Sparklium has no mass, meaning you can theoretically contain an infinite amount of it in any given container. The treasures found on PNF-404 are infused with a significant amount of Sparklium, causing them to, well, sparkle. If kept post-Jump, you will be able to harvest Sparklium from any items that could be considered "treasures" in the current context. The greater their value would be in the current setting, the more Sparklium they contain.

404 Tech [200PP]

The dominant species of PNF-404 have been gone for centuries, potentially eons, but the relics they left behind are impossibly pristine. You can apply a similar preserving effect to anything you personally create or cultivate. They won't spoil, erode, rust, or even accumulate dust. Barring the interference of intelligent beings, your inanimate creations are functionally frozen in time. You could fix a plate of pudding, leave it out on the table, come back a thousand years later, and as long as nothing came along to eat it, it'd be as if you just pulled it out of the fridge. Even if a creature tried to swallow your creation whole, they'd be unable to digest it. Even after they die and rot away, this would be unharmed and uncontaminated.

End Of Day [200PP]

Clocking out early can hardly be considered Dandori, but at times you really do find yourself with nothing to do. At will, you can use this to jump forward in time to the end of the current day. Absolutely nothing will be accomplished by you or those following your orders during skipped time, not even through passive processes. You and those in your immediate vicinity will be completely unharmed, but those farther away may not be able to find their way back to you in time for sunset.

Time Zones [300PP / 600PP]

Another of the many anomalies found on PNF-404. While within a cave or similar subterranean structure, you'll find that time passes at a sixth of its normal speed. So one-hour underground is 10 minutes above-ground. Oddly, this doesn't interfere with the ability of those on the surface to communicate with you through remote means. For 300PP more, this goes even farther. Whenever you enter a cavern or similar subterranean structure, time outside will be frozen entirely until you exit.

Visitor Perks

Visitors receive two 100PP Perks free and all others 50%-off.

Automatic Pikfire [100PP]

The key to Pikmin combat is a strong throwing arm. You have an uncanny ability to lob objects at obscene speeds. As long as they're within reach, you could toss 100 Pikmin in under a minute. This helps somewhat with all manner of quick-draws, but this only helps your accuracy in the context of throwing.

Roll With The Punches [100PP]

You have a bright future as a xenozoologist. You have the ability to gain an in-depth understanding of alien life or ecosystems from relatively superficial observations. Whether that be deducing the complex life cycle of a predator from an autopsy or that a small creature really wants to be thrown by the look on their face.

Rationing [100PP]

Wastefulness is death in an environment like this. You have a natural talent for stretching out your rations for far longer than one should expect. You could easily feed four people for a day with rations meant for one person. Of course, that's assuming the people you're feeding aren't unreasonable gluttons.

Those Who Came Before [100PP]

Even in the most unknown or secluded locations, you'll almost always find notes of past explorers. These notes are often bizarrely detailed and can be found all over the place. If a location is full of dangerous caves, you can be certain there will be a note providing an informative summary at the entrance of each one. Togglable.

Full Upright Position [200PP]

With how many ships crash on PNF-404, it's shocking how few casualties there are. If there's even a 10% chance of surviving any kind of vehicular crash, that's pretty much a 100% chance of you escaping completely unharmed. You're also far more likely to land in an abnormally safe area after such a crash, with few if any predators or hazards. Only extends to your immediate landing zone.

Good As New [200PP]

As long as any given object or structure is sufficiently vital to your survival or the success of an important mission, you'll be able to repair it with impossible ease. Whether your time machine was smashed with a hammer or your rocket ship was blown into dozens of pieces, just try your best to shove all the components in the right area and fill any cracks with mud and it'll work like it was never broken.

Adventurous Palate [200PP]

It could be argued that Louie truly is a perfect fit for PNF-404, and now so are you. You have an open mind and a talent for cooking that allows you to intuitively know with a glance how to make a delicious meal from even the most grotesque flora or fauna. This comes with the survival skills to thrive in even the most inhospitable alien environments for extended periods.

Deflector [200PP]

Louie is hardly some master manipulator, but somehow he keeps getting away time after time with causing problems for everyone. Blame has a similarly hard time sticking to you. While there is a limit to this, even if there is unambiguous proof of you being guilty of something, there will almost always be at least one dissenting voice believing you somehow aren't at fault or had a good reason for doing so.

Lock-On [400PP]

A simple but frankly absurd ability. When attempting to target something from a range, whether that be by throwing something or using a ranged weapon, you have the ability to automatically "lock-on" to their position. This will hit the target with absolute certainty and instantly jump to the next target once it does. Only works on targets within about 10 meters of you (at a human scale).

Master Trainer [400PP]

You have a natural talent for training any dog or sufficiently dog-like organism. As long as they have enough motivation, you can push their physical stats to absurd extremes in days. You also are aware of a single seemingly physics-defying skill you can teach such animals, like teaching them to swallow objects 10 times their size by shrinking them down, or being able to somehow double-jump in the air.

Littlest Shipwright [400PP]

It's easy to forget just how absurd the technology of this setting can get. You have a broad grasp of the galactic community's science, in addition to a deeper grasp of a specific field of your choice. Whether you're a doctor that can brew cures to full-body mutations, a material scientist that can produce high-tech armor from natural resources, a computer scientist capable of fully sapient AI, etc.

Approximate Reverse Engineering [400PP]

You have the uncanny ability to reverse-engineer attributes of alien technology, even if you clearly don't grasp the underlying principles. At times your creations may turn out to be far more impressive than what inspired them. Whether that be an electricity-proof suit based on an alien rubber boot, a powerful gauntlet from the arm of an alien action figure, a tiny synthetic sun from an alien lightbulb, etc.

Acceptable Losses [600PP]

If only regular soldiers were half as obedient as Pikmin. Well, maybe they can be. For any minions or pets of below-human (if just barely) intelligence, you can instill in them the Pikmin's suicidal loyalty and unconditional devotion. Whether you want them to act as bait, serve as living projectiles, or knock down a stone wall with their bare hands, they'll do so without complaint. Even as they watch you lead dozens of their compatriots to their death for seemingly no reason, it won't even cross their mind that they might be backing the wrong horse.

King of Bugs [600PP]

It'd be an understatement to say you have a way with animals. Naturally friendly or cooperative creatures will be fond of you by default, and with enough effort, there are few living creatures you can't tame if you work for it. Not only that, if you find yourself before a beast that exists near the very top of a planet's food chain, there's about a 50% chance that they'll instinctively adore you for no discernable reason. Whether that be because they're naturally impressionable, lonely from standing at the top for so long, or maybe just looking for a surrogate child.

Native Perks

Natives receive two 100PP Perks free and all others 50%-off.

Space-Age Termites [100PP]

You're quick to become one of the most annoying creatures around. You have an uncanny ability to quickly wear down and erode any purposefully built structures. You could collapse a wooden bridge in a day, a stone wall in three, and maybe even iron bars in a few weeks, solely by gnawing on them with your mouth.

Basic Pattern Recognition [100PP]

Credit where it's due, a Pikmin never loses their way, and neither do you. You don't get turned around, and no matter how convoluted the path you always instinctively know how to arrive back at the point you started. Only applies to paths travelled on foot. Doesn't help nearly as much for exploring uncharted territory.

Beady Little Eyes [100PP]

The majority of creatures on PNF-404 skim the line between cute and ugly. You may choose to evoke a similar "charm". You're never too scary for someone to find you cute, or too cute for someone to find you scary. Of course, taste is subjective, and some people will only be able to see either your cuteness or ugliness.

High Strung [100PP]

Pikmin wouldn't be such a threat to Bulborbs if they didn't spend so much time sleeping. You have no such worries, as you are a naturally light sleeper. This doesn't make what sleep you do get any less restful, but the second a potential threat gets even slightly close to your sleeping form, you're wide awake in an instant.

Bulb In Sheep's Clothing [200PP]

Similar to the Dwarf Bulborbs, you are capable of a special kind of mimicry. The more time you spend in the proximity of a certain group, the more of their superficial traits you acquire. Perhaps the hair and eyes of your foster family, or the scales of the local lizard-people. These changes can't be too drastic, and take years to complete, but once they are, you'll just look like another member of the family.

Breakfast In Bed [200PP]

What on Earth would all these bosses eat if not for swarms of Pikmin seeking them out? You never seem to worry about availability of food, no matter how isolated or inhospitable your environment. Even if you're buried miles below the ground, you'll never need to go hungry, whether due to an abundance of weak subterranean animals, or root vegetables falling through unstable soil.

Ace Acrobatics [200PP]

Pikmin really are agile little buggers, and so are you. Whenever it would benefit you, you're able to move and be moved as if you were half your actual weight. Other people can toss your whole body like a tomahawk, you can fall from twice as high without hurting yourself, and you pretty much always land on your feet. Luckily this doesn't apply when your real weight would be more beneficial.

Shock Absorber [200PP]

There was once a time when only Yellow Pikmin could carry bomb rocks without setting them off. You have a similar delicacy to you. You can carry absurdly fragile or volatile objects without the slightest risk of breaking or stimulating them. Even if you're falling great distances or being lobbed all around, whatever you're holding will be completely unchanged. At least, until you decide to set them back down.

Dominant Species [400PP]

Twice per Jump, you and your offspring can undergo a drastic transformation via molting. The first molt results in a form that is hyper-specialized for a certain environment, like a heat resistant form for a volcano, or gills for an aquatic environment. The second molt will result in a form devoid of these specialized adaptations but providing much greater all-around physical stats. Molts must be at least two years apart. You return to your pre-molt stage at the start of each Jump.

Airdropped Ambush [400PP]

Much like many creatures on PNF-404, you are capable of performing ambushes that make no logical sense. Crawl out of a cave that has been sealed for centuries? Sure. Pop out from inside another species' egg? Why not? Literally fall out of the sky? Don't let me stop you. You can only pull off these impossible feats relatively close to your prior location, and only when your prey reaches that specific spot.

Pup Protection [400PP]

It's amazing how many defensive mechanisms the Rescue Squad managed to stuff into Oatchie's little collar. Similarly, you find that as long as you are wearing an accessory that is able to counteract various hazards like fire, electricity, poison, physical damage, etc. that protection somehow extends to cover your whole body, as if you were wearing a full suit of armor.

Undiminished Returns [400PP]

If only more species could work together as well as Pikmin. No matter how many Pikmin are working together on a single task, they never get in each other's way, and none of their individual might is wasted. You are capable of similarly perfect teamwork, allowing everyone working alongside you to contribute 100% of their respective ability to whatever your shared task may be.

Infinite Rush [800PP]

You have mastered the legendary technique of the Infinite Rush, granting you infinite physical stamina. There are some caveats to this. Should you begin some contentious, physical activity like running, punching, swimming, etc. you will theoretically be able to continue this indefinitely without tiring. However, the second you stop, or are interrupted, or attempt to perform some other action at the same time, this effect will cease. You will be left completely exhausted for a brief cooldown that only lasts about five seconds. After which you're free to select some other action to apply your "infinite stamina" to.

Umibozu [800PP]

It has been speculated that the constant crashes on PNF-404 are no accident. That there is a mysterious will that intentionally crashes them. Through some unknown mechanism, you can emit an aura of misfortune that indiscriminately plagues any transport vessel within its area of effect. Whether their hull inexplicably springs a leak, or a meteor strikes them, or their systems experience a random malfunction. Unless someone has the reaction time or just absurd good luck to avoid this misfortune, they are certain to crash. This is an AOE effect that ranges between a few meters and big enough to encompass an entire planet.

Visitor Technology

Exclusive to Visitors, with the exception of Piklopedia. Visitors receive a 400PP stipend for this section. Not purchasing an upgrade or device here does not prevent you from building or acquiring it within the Jump.

Piklopedia [Free / 50PP+]

By all logic, this should only be obtainable by the Visitor origin, but it's so integral to the Pikmin experience that an exception will be made. You have access to two types of field guides called the "Piklopedia" and "Treasure Hoard". The Piklopedia archives every notable plant or animal you come across in a given world, while the Treasure Hoard does the same for inanimate treasures. All entries include a detailed description by you or any other companions who wish to contribute, as well as a lifelike simulation of the organism/item in question, which you can stimulate by throwing Pikpik carrots at them. Every Jump you visit adds to the Piklopedia and Treasure Hoard, including Jumps you've been to before this one.

For Visitors, these will manifest on any digital device you hold. For Natives, this guide exists solely in your mind. You can pay 50PP for both versions.

- Additional Voices [Free / 50PP Per] - For no cost, all entries will receive an alternative description written in the voice of captain Olimar. You may pay 50PP per for any other characters you wish to receive alternate entries by.

Tablet [Free]

A common means of communication. This small tablet includes a local minimap, remote communication capabilities, and various scanners. Creating new apps as needed is fairly easy, making them an infinitely versatile tool.

Spaceship [Free for this Jump / 400PP]

An advanced spaceship of your own design. It could be a personal ship like Olimar's S.S. Dolphin, or something meant for dozens of passengers like the Rescue Squad's S.S. Beagle. It comes with a variety of space-age tech from shrink rays, long-range scanners, Positron Generators, Anti-Dioxin Filters, Chronos Reactors, Nova Blasters, and more. It also comes with a detachable survey drone and a support A.I. You may choose whether this A.I. has its own simulated personality. The only thing this really affects is how sassy your ship is. Must pay 400PP to keep post-Jump.

Spacesuit [Free+, Mandatory Visitors]

You'd be in quite a lot of trouble without this. Without this protective suit and helmet, you likely wouldn't be able to survive a second within PNF-404's poisonous atmosphere. This helmet has a built-in HUD with connections to various devices bought in this section and renders you immune to poison or drowning. The suit is lightly armored and contains various life-support functions, most notably an emergency hibernation mode that triggers in response to peril. This feature is prone to malfunctioning and even when it works it leaves you completely defenseless, so feel free to disable or enable this function in advance.

- Air Armor [100PP / 200PP / 300PP] - Uses air-pressure to protect the wearer. Comes in three tiers that reduce damage by 25%, 50%, and 75% respectively.
- Tuff Stuff [100PP / 200PP / 300PP] - Increases vitality of the wearer. Comes in three tiers that provide 33%, 66%, and 100% more health respectively.
- Pack [50PP] - A simple but handy feature. Your suit has a built-in backpack that can store dozens of small items like bomb rocks or Scrummy Bones.
- Anti-Electrifier [100PP] - Provides immunity to electrical hazards.
- Scorch Guard [100PP] - Provides immunity to fire hazards.
- Thermal Defense [100PP] - Provides immunity to frost hazards.

Boots [Free+]

By nature of providing full-body coverage, every space suit includes a pair of boots. They're comfy, but not otherwise special. You can purchase various upgrades to add to the utility of your footwear.

- Brace Boots [50PP] - Allows you to root yourself firmly where you stand, preventing monsters from using wind to suck you up or blow you away.
- Gunk Busters [50PP] - Allows you to move on sticky surfaces like sticky mold or mud without any loss in speed.
- Rush Boots [50PP] - Improves your running speed by about 1.3 times. Be aware that this only affects you, not anyone trying to follow you.

Whistle [Free+]

There are few more effective tools for guiding Pikmin than the humble whistle. You can even choose to integrate this into the helmet of your spacesuit. There are various upgrades that can enhance the capabilities of the whistle.

- Power Whistle [50PP] - Significantly enhances range of whistle.
- Dodge Whistle [50PP] - Allows you and your Pikmin to pull off a dodge roll in a direction of your choice.
- Charging Horn [50PP] - Allows you to command your entire squad or just one color of Pikmin to charge a single enemy or target all at once.
- Lineup Trumpet [50PP] - Allows you to command Pikmin to arrange themselves in a thin line. Perfect for crossing thin bridges.
- Plucking Whistle [150PP] - A time-saving tool without equal. Blowing this at buried Pikmin will cause them to instantly climb out of the ground on their own, saving you the trouble of plucking them individually.

Detector [Free+]

A special scanner that is able to detect the proximity of any treasures within a fairly large area of yourself. The definition of “treasure” is absurdly broad and can pretty much encompass any broad category of thing you’re trying to find. Whether it be valuable artifacts, edible matter, castaways, ship parts, etc. The default stats of this scanner are quite limited. It can only really tell you that there is at least one thing within its range that you’re looking for, but not how many there are, how far it is from you, or what direction it's in.

- Treasure Gauge [100PP] - This gauge has been upgraded to beep faster or slower relative to how close you are to something you would consider a treasure. It won’t directly tell you how many treasures it's detecting or what direction they’re in, but this makes it much easier to find out.
    - Treasure Gauge + [150PP] - A second upgrade that is so precise it allows it to mark the exact location of every treasure in range on a map. This also lets you know ahead of time how many treasures can be found in an enclosed space like a house or cavern.

Headlamp [50PP / 100PP]

Exactly what is described. A basic headlamp to light a path in front of you. For double the price, this functions in a less direct manner. You can deploy it in any large dark area like a small artificial sun (minus the heat or UV rays). This will somehow manage to light up every last corner of this area.

Idle Counter [50PP]

A handy extra feature for your HUD. This is somehow able to remotely count the number of your Pikmin that are currently idling. Basically, if they aren't currently with you and aren't currently doing anything, they'll show up on the counter.

Triple Threat [50PP]

One of the few offensive suit upgrades. This enhances your arms, allowing you to deliver a powerful triple-punch combo. It's still more efficient to just use Pikmin to attack, but at least you aren't completely defenseless while alone.

Survey Drone [100PP]

A small flying drone used to observe one's surroundings from a much higher vantage point. This is controlled with your tablet, which also allows you to observe the drone's camera feed in real time.

Pet Collar [50PP+]

A simple collar that can be worn by pets. This collar included a receiver that can be used to track and communicate with them remotely. Not only that, it can be modified with a variety of upgrades that somehow extend their effects to the creature's entire body, instead of just the part covered by the collar.

- Air Armor [100PP / 200PP / 300PP] - Uses air-pressure to protect the wearer. Comes in three tiers that reduce damage by 25%, 50%, and 75% respectively.
- Tuff Stuff [100PP / 200PP / 300PP] - Increases vitality of the wearer. Comes in three tiers that provide 25%, 50%, and 100% more health respectively.
- Anti-Electrifier [100PP] - Provides immunity to electrical hazards.
- Scorch Guard [100PP] - Provides immunity to fire hazards.
- Sniff Saver [100PP] - Provides immunity to poison hazards.
- Thermal Defense [100PP] - Provides immunity to frost hazards.

Consumables [1PP : 2RM]

A variety of tools designed to be one-time use items. These are purchased with Raw Material (RM) instead of Pik Points (PP). You receive a new batch of your purchased consumables every 24 hours. Each consumable can be purchased multiple times to add to the amount of that item you receive with each batch.

- Bomb Rock [50RM Per] - Unstable rocks that explode when thrown or struck. Useful for damaging enemies or demolishing walls.
- Mine [50RM Per] - Small explosives that can be planted on any surface. They don't trigger until they detect motion nearby.
- Emergency Kit [50RM Per] - If the holder is knocked unconscious or critically injured, this is automatically consumed to resuscitate them.
- Scrummy Bone [50RM Per] - A Space Dog's favorite treat. This can be fed to a pet to let them instantly recover from all but the most extreme injuries.
- Traconator [50RM Per] - Once placed on the ground, this bomb will attempt to home-in on any nearby enemies before it finally detonates.
- Pikpik Carrot [50RM Per] - An abnormally bitter Pikpik carrot. If eaten by a living being, the bitterness will briefly paralyze them.
- Ice Blast [100RM Per] - These are similar to Bomb Rocks, but when they explode it causes rapid freezing in just about anything caught in the blast.
- Lightning Shock [100RM Per] - This item can be used to call down a lightning strike that temporarily paralyzes all enemies in your immediate vicinity.
- Bewilder Bomb [100RM Per] - Blinds enemies for a time, causing especially dependent creatures like Pikmin to fly into a panic.
- Warp [200RM Per] - Teleports an enemy to a completely random location within a somewhat large area of yourself.
- Rock Storm [200RM Per] - Causes boulders to fall from the sky above a nearby opponent.

Extra Hand [100PP]

When installed, this grants the wearer the relative strength of a Pikmin. Meaning you can carry your own weight with ease. It's debatable how useful this actually is if you already have Pikmin. It'll be a good bonding experience, if nothing else.

Idler's Alert [100PP]

This device can be deployed on a moment's notice, emitting a signal over a massive area that calls all idle Pikmin to the source. Only Pikmin can hear this, so you won't attract the attention of enemies when you use this.

Homesick Signal [150PP]

This can be installed into your ship's survey drone, or lacking a comparable device, deployed as a static structure. This can be activated remotely, causing every Pikmin under your command but not currently following you to drop whatever they were doing and immediately return to the source of the signal.

Native Adaptations

Exclusive Natives. Natives receive a 400PP stipend for this section.

Indigenous [Free, Optional]

In the event you'd like to invent a totally new creature instead of being part of a canon species, it'd be strange (but not unprecedented) for you to be a completely unique existence. By taking this, whatever form you design in this section will now be a naturally occurring species on PNF-404.

Up/Down Scale [Free / 100PP / 200PP / 400PP]

The creatures on PNF-404 come in a variety of shapes and sizes. For Free you are similar in scale to a Dwarf Bulborb, most Dweevil species, or even a Wollywog. For 100PP you are quite a bit larger, similar to a Bulborb, Armored Cannon Beetle Larva, or Puffstool. For 200PP you are similar in scale to many "Boss" type enemies like the Burrowing Snagret, Armored Cannon Beetle, or Grubchucker. For 400PP you are absolutely titanic. Comparable to the Titan Dweevil or Quaggled Mireclops.

Buff [Free / 100PP / 150PP / 200PP / 250PP / 300PP / 600PP]

This impacts your body's raw strength. For convenience, this will be measured in how you compare to the strength of an average Pikmin. For Free your strength is equal to a single Pikmin. For 100PP you have strength equal to 3 Pikmin. 5 Pikmin for 150PP, 10 for 200PP, 20 for 250PP, 30 for 300PP, and 100 for 600PP.

Camouflage [50PP]

You have an absurd ability to camouflage yourself to resemble part of the local scenery. Whether that be a leaf, a flower, or just a mossy rock. If you wish, you can further perfect this disguise by partially burying yourself in the ground, a maneuver you can accomplish in mere seconds. While buried, you look to the untrained eye like a normal piece of foliage, until they get too close.

Planting [50PP / 150PP]

A method of attack that doesn't seem to provide any notable survival advantage. In one way or another, you are able to take any seed or sufficiently small creature and partially bury them in the ground. This doesn't injure Pikmin, as being buried is already part of their life cycle, but other creatures may not fare as well. For an extra 100PP, you have a mysterious power that infuses any plants or plant-like creatures you bury with life. This causes them to mature and bloom the instant you bury them. It makes one wonder if this was ever meant to be used as an attack.

Hazard Affinity [100PP Per, Requires Hazard Resistance]

Like many creatures on PNF-404, you have managed to weaponize a particular elemental force or phenomenon such as fire, water, electricity, poison, ice, etc. How this manifests is up to you. Whether you are simply coated in it at all times, if you breathe it out in a stream, lob it, fire it, etc. You can only purchase one element per purchase and must have Hazard Resistance to your chosen hazard.

Incapacitate [100PP Per]

You are capable of weaponizing a naturally occurring element or phenomena in a way that isn't immediately lethal but is excellent at slowing down or otherwise incapacitating prey non-lethally. This could be knocking them over with gusts of air, trapping them in bubbles, tangling them up in webs, slowing them down with patches of mud, stunning them with a ball of spectral energy, etc.

Swallow [100PP]

A bizarrely common ability among creatures on PNF-404. In a physics-defying display, you are able to swallow whole any item you have the strength to lift. It doesn't matter whether this object dwarfs you in size 10 times over, it will simply shrink down to fit into your stomach. You can leave this item in your stomach indefinitely at no harm to you or it, or regurgitate it at-will. Its weight won't even affect you. You can only have one item "swallowed" at a time.

Interference [100PP]

It's anyone's guess what evolutionary benefit this provides. You are somehow able to emit a special frequency that interferes with non-visual detection technology, such as that behind the Treasure Gauge. This can unfortunately make you a priority target for whoever's sensors your jamming.

Burrowing [100PP]

You have a physics-defying ability to burrow into the ground. It doesn't matter whether you're burrowing through sand, soil, wood, stone, or metal. You may choose whether this works like the Burrowing Snagret, able to pop in and out of the ground wherever they want but requiring a few seconds to fully exit the ground. Or maybe more like the Hermit Crawmad, able to form static nests you can quickly enter and exit, and maybe even create several nearby nests connected by tunnels.

Bombs [150PP]

You have some biological mechanism to produce explosives. This could either function like the Careening Dirigibug, able to spawn bomb rocks that do significant blast damage after a few seconds, or something like the Gatling Groink's mortars that have a smaller area of effect but explode on impact.

Control [150PP]

You are capable of a particular attack that allows you to exert a kind of mental influence or psychic control on nearby organisms. Whether you cause them to turn hostile towards their master, lure them to follow you without regard for the dangers around you, or just send them into a blind panic. This is only really effective on unintelligent creatures like wild animals or mindless zombies.

Flighty [150PP / 300PP]

You are capable of traveling through the air, either through impossible far leaps, or conventional flight. You may choose to be like the Shearwig, normally grounded but able to fly short distances, or more like the Careening Dirigibug, able to float indefinitely, but capable of little more than flailing once grounded.

For an extra 150PP, you are capable of teleportation, similar to the Honeywisps or Glow Pikmin. You can instantly teleport over a fairly large area. You can't actually see where you're warping, but blinking short distances is safe enough, and you can "home in" on people or places you're familiar with. Just be aware that anything or anyone you're carrying won't warp with you.

Hazard Resistance [200PP Per, One Discount Pikmin]

You have immunity to one specific attack or natural hazard found in this world. That could be physical attacks like biting, crushing, or stabbing, or elemental hazards like fire, poison, electricity, drowning, etc. You can only choose one immunity per purchase. You may not choose Gloom as your resistance, as the only beings known to be immune to Gloom are those that produce it.

High-Voltage [200PP, Requires Hazard Affinity (Electricity)]

While electricity is hardly harmless, it used to be so much more. You are able to produce electricity far more deadly than most creatures on PNF-404 are capable of. Weak creatures like Pikmin (barring yellows) will die the instant they make contact with your electricity, and stronger creatures will be severely injured. (Translation: your electricity is as deadly as it was in Pikmin 2)

Armored [150PP]

Most of your body is protected by a thick crystal carapace. This armor can be shattered by a hard enough impact. However, there are only a handful of creatures on PNF-404 with the hardness and precision to do such a thing. To anything else, you're practically invincible (in terms of purely physical attacks).

Super Sniffer [200PP]

Your nose is somehow able to function identically to a Treasure Gauge, able to detect the presence of treasure or really any broad category of thing you happen to be looking for in a fairly large area. Unlike the Treasure Gauge, your nose will show you a direct path to the nearest object or being matching this criteria. You can even choose to visually represent this path to yourself and allies as a glowing trail.

That isn't the only advantage this has over the Treasure Gauge. You technically aren't limited to searching via broad criteria. If you have the chance to memorize the unique scent of a specific person, creature, or object, you can focus your nose on tracking them down specifically, like some kind of bloodhound.

Spores [200PP / 400PP]

This is like something out of a horror game. You are capable of releasing a cloud of parasitic spores. These spores infect a target, turning them into zombies that will mindlessly attack your enemies. This can only infect simple-minded creatures like Pikmin or Bulborbs. For 200PP these spores can either only infect the living or the dead, or you can pay 400PP for them to be able to infect either.

Immortal [200PP / 300PP / 500PP]

What survival strategy could be better than simply being unable to die? For 200PP, your body has a potent passive regeneration, allowing you to slowly recover from any non-lethal damage in minutes.

For 300PP, you have no passive regeneration, but when you experience lethal damage, your body will enter a kind of healing coma. You will be immobile like a corpse, but your body will be restored to full health over the course of about two minutes before you wake up. You can benefit from both effects for 500PP.

There are limits to this regeneration. It can only heal parts of you that are mostly in one piece. So don't expect to regrow missing limbs, or revive from digestion, disintegration, or being chopped up into countless bite-sized pieces. Still, as long as the damage isn't that severe, you can come back as many times as it takes.

Nocturnal [200PP]

Your body possesses peculiar, almost supernatural properties. As a result, you are wholly immune to all non-physical hazards with the exception of Gloom. You can still be eaten, stabbed, or crushed, but other forms of harm like fire, electricity, drowning, poison, ice, psychic attacks, etc. will have no effect on you. However, there is a trade-off to all this. You can only move freely in darkness. Exposure to sunlight will reduce you to an inert state like a seed. Until returned to darkness.

Fully Armed [300PP]

Your body is part-animal, part-machine. The mechanical part of you just happens to include a machine gun with laser sights. As you'd imagine, few creatures on PNF-404 evolved to resist bullets, making you quite deadly. You never run out of bullets but can only fire for a couple minutes before overheating.

Hive [400PP / 500PP]

Pikmin aren't the only species that use numbers to their advantage. You have the ability to rapidly produce tiny offspring that follow your command. They are unbelievably weak individually but compensate with sheer numbers and how fast you can replenish their numbers. Look to the Empress Bulblax or Scornet Maestro as examples of the absurdity of your reproduction rate.

Even when fully grown, these are quite small and weak. For an additional 100PP, the few who survive long enough will undergo a molt that will cause them to grow significantly in size and strength, much like the iconic Bulborb.

Invulnerability [500PP]

Somehow or another, you exist partially outside of this dimension. As a result, your body is wholly immune to any kind of damage, while being fully capable of interacting with and harming beings of this dimension. However, there is one notable exception to your invincibility. Sufficient gravitational waves will force you farther into this dimension. In other words, throwing anything heavy enough, like, say, a purple Pikmin, will leave you vulnerable to attack and generally disorientated for a few minutes before reverting to your prior state.

Final Boss [500PP]

You are among the most powerful beings on PNF-404. Whatever you chose for Up/Down Scale is promoted to the next level free (unless you already have the top tier). In addition, you receive a 50% discount on all purchases of Hazard Resistance and Hazard Affinity. You are able to utilize each element by switching between different "modes". You can receive a mode based on other hazards purchased in this section, like Gloom or Spores, but you receive no discounts for those.

Gloom [500PP]

A rare type of hazard as enigmatic as it is deadly. It somewhat resembles a shadowy smoke. In truth it just doesn't quite fit anywhere in the natural world. As such, there is nothing in the natural world that is immune to it, with the sole exception of the few beings capable of producing it, which now includes you. Gloom instantly disintegrates most living creatures on contact. Even through a full-body protective suit, most would find their vitality halved. So far, none who have set foot on PNF-404 have succeeded in finding any effective defense against Gloom.

Plasm Wraith [1200PP]

You belong to the same or similar species to one of the most mysterious creatures on PNF-404. Your body is composed of a metallic liquid you can freely manipulate, even while detached from your main body. You can mold this into any shape or even different states of matter like water, crystals, fire, etc. You can also transform your mass into identical duplicates of almost any natural organism you're familiar with. You can regenerate from any damage as long as you have enough mass. This indirectly gives you the benefits of many Native Adaptations, such as immunity to and ability to produce every elemental hazard, barring Gloom.

However, there is a catch to all this power. You have a finite amount of mass to use all this on. If part of your mass becomes too far away from you, or is dispersed into small enough pieces, it effectively ceases to be part of you, meaning you can't control it or use it to regenerate. The further dispersed your mass, the less of your full strength you can manifest. Having all of your mass isolated or dispersed in this way will kill you. As long as you survive, you are capable of slowly regenerating your lost mass over time, but this can take weeks, if not months to accomplish.

Companions

Companion Import [50PP Per]

With one purchase of this, you may import or create a companion in this Jump with 600PP to spend and their origin's stipend for either the Technology or Adaptation sections respectively. Each purchase after the first doubles the number of companions you can import or create through this option.

Companion Export[50PP Per]

With one purchase of this, you receive a slot that may be given to any cannon character as a companion. You require the express consent of sapient beings, but for unintelligent beings incapable of giving verbal confirmation, taming them will suffice. Each purchase after the first doubles the number of slots you receive.

Rescue Pup [100PP Per]

Space Dogs are a lovable race with mysterious origins. They possess exceptional strength, speed, intelligence (for a non-humanoid), loyalty, and senses. However, tapping into their full potential requires training. Still, if you have the means to refine their power, there are few better partners one could hope for in the universe.

Pom Wraith [300PP]

A peculiar branch of the "Wraith" family. They aren't nearly as powerful as the Plasm or Water Wraiths but possess human-level intelligence and monstrous physical strength. They have mastered using their amorphous form to weaponize their body or shapeshift into various creatures. If too much of their mass is lost, they will revert into a small and fragile marble as they try to regenerate.

For whatever reason, they used their shapeshifting to infiltrate the Rescue Corps as the rookie "Pom". Their initial motives for doing this are a mystery, even to them, but they took their job very seriously and came to sincerely value her bonds with the rest of the Corps. However, it wasn't meant to be. They revealed their nature to protect their team, who ended up abandoning her in fear. Perhaps they later returned to search for her, perhaps they didn't. In any case, you found her first.

PNF-404 Resources

The Garden is required to make any other purchase in this section.

Garden [Free]

A door has been added to your warehouse, leading into a fairly large area full of greenery. This will serve as a kind of habitat for any of your purchases in this section. You may choose whether you remain at "human scale" when you enter or if you're shrunken down to "Hocotatian scale". You may similarly decide whether anything you take out of this garden remains at their original size or are scaled up alongside you when you remove them from the garden.

Hostiles [Free, Optional]

You will regularly find your garden infested by a variety of common beasts found on PNF-404. While annoying and potentially dangerous, creature corpses do have their uses, especially if you have an Onion. If you completely wipe out all hostile creatures, they'll somehow repopulate after about a week.

Nectar [Free]

A nutrient-rich liquid found all throughout PNF-404. You can find this in your Garden in the form of eggs, buried in tall grass, or hanging off of floating Honey Wisps. This can be applied to any plant to greatly speed up its growth. It is particularly effective on Pikmin, who instantly bloom when they drink it.

Pellet Posies [Free, Requires Onion]

A common type of flower that produces cylindrical pellets of various sizes. Each pellet has a different number on it, which correlates to how many Pikmin it will produce if fed to an Onion. However, if used to produce Pikmin of the same color as the pellet, it will produce double the number of Pikmin. Some Pellet Posies come in a variety of colors, with some that cycle between multiple colors.

Candypop Buds [Free / 100PP , Requires Onion]

A type of flower that, if fed a Pikmin of any color, will transform them into a Pikmin of the same color as the flower. They can usually change 5 Pikmin in this way before temporarily withering away. For each Onion you purchase, you will be able to find Candypop Buds correlating to that color in your Garden for no cost. If you want the Candypop Buds for a color of Pikmin you don't have the Onion for, you'll need to pay 100PP each, and even then they'll be relatively rare.

Onions [Varies]

Onions are a vital component to the Pikmin life cycle. Pikmin are able to reproduce more Pikmin of their color by feeding Pellets or corpses of fallen creatures to their Onion. The Onion serves as a nest and mode of transport, able to comfortably hold a seemingly infinite number of Pikmin. They can even fly into the lower atmosphere to avoid nocturnal predators. However, it's unlikely that Onions have any means to actually leave PNF-404. Only onions purchased here (or rewarded via scenarios) will be able to survive outside of their original Jump. Any others will wither away. Even if you have Pikmin of a color you lack the Onion of, you're free to find alternative means to store them, or even have them move in with the Onion of another color, but they'll lack the means to reproduce through the usual method.

Onions have a peculiar mechanism to ensure the survival of their species by refusing to allow more than 100 Pikmin to be active in the same area at a time. If you manage to kill off every single member of a particular color of Pikmin, the Onion will draw from its own nutrient so create a single Pikmin of that color.

- Flarlic [+200PP] - This downgrades the Onions so they only allow for a maximum of 20 active Pikmin at a time. This can be raised by 10 by feeding a rare resource known as a Flarlic to an Onion. Once you have reached the maximum of 100, any additional Flarlics will be processed into Nectar.
- Rainbow [Free, Optional] - An adaptation for saving space. Rather than having a separate Onion for every color, this allows Onions of different colors to fuse together into one that you can pull any color of Pikmin out of. What color of Pikmin is produced by feeding the Onion is determined by what color of Pikmin was carrying the nutrients in question.
- Primary Onions [200PP / Free Visitors] - The three most common types of Onions. Red Pikmin are slightly stronger in combat and are immune to fire. Blue Pikmin are the only type that can breathe underwater. Yellow Pikmin can be thrown farther and are immune to electricity.
- White Onion [200PP] - Initially believed to not even have an Onion. White Pikmin have red eyes that allow them to detect buried treasure. In addition they are immune to poison hazards, while being poisonous themselves.
- Pink Onion [200PP] - A pink species of bug-like Pikmin. Their wings allow them to fly and cross over most obstacles and hazards.
- Black Onion [200PP] - A species of Pikmin encased in rock. This renders them immune to crushing attack and allows them to shatter hard surfaces.

Onions (Cont.)

- Light Blue Onion [300PP] - This Onion produces Pikmin encased in or maybe even made of solid ice. In addition to being immune to frost hazards, their utility is immense, able to flash-freeze bodies of water or even enemies, petrifying them in a similar fashion to Ultra Bitter Spray.
- Purple Onion [300PP] - By far the strongest known Pikmin type. It isn't immune to any particular hazards, but every Purple Pikmin has 10 times the strength and weight of any other type of Pikmin. The impact of a Purple is intense enough to stun most enemies for at least a second.
- Custom Onion [300PP / Free Pikmin] - A Pikmin species that has yet to be discovered. If you yourself are a Pikmin, this Onion produces Pikmin of the same type as you. Otherwise you may spend 400PP in the Adaptations section to design this new species of Pikmin.

Flint Beetles [50PP]

A type of beetle that can randomly be found buried near the surface of soil. They are like little skittering treasure chests that can be struck to make them drop a variety of valuable resources, and sometimes even treasure. They come in three types. The Iridescent Flint Beetle which behaves as described, the Doodlebug that farts clouds of poison as it moves, and the Glint Beetle (which is actually a completely different species), which drops significantly more loot.

Bomb Rocks [50PP]

Peculiar rocks that explode with great force when thrown. Can be found in dirt mounds throughout the Garden fairly frequently.

Ice Blast [100PP]

Similar to Bomb Rocks, except they freeze anything in the blast radius, they can rarely be dug out of dirt mounds in the Garden.

Queen Candypop Bud [100PP, Requires Onion]

A rare subspecies of Candypop Bud. These white flowers are covered in spots that alternate between red, yellow, and blue. Pikmin you throw in will be changed into whatever color the spots are when they make contact. However, what makes these stand out is unlike regular Candypop Buds that change 5 Pikmin of one color into 5 of another color, you only need to throw in one, which will cause it to sprout 8 Pikmin of the appropriate color before withering away for a time.

Caves [150PP]

Spread all throughout the Garden are a variety of small caves. These contain far more dangerous enemies (even if you didn't purchase Hostiles) but are also chocked full of valuable treasures waiting to be uncovered.

Burgeoning Spiderwort [100PP / 200PP]

Throughout the Garden, you will come across flowers bearing distinct red berries. These contain concentrated "Ultra-Spicy Essence" and can be processed into "Ultra-Spicy Spray" This acts like an extreme pick-me-up, making any beings it's used on faster and stronger for a time. Rarely, you'll be able to come across Ultra-Spicy Spray in nature, without needing to process it yourself.

For an extra 100PP, the Burgeoning Spiderwort will rarely grow purple berries containing "Ultra-Bitter Essence". This can naturally be processed into "Ultra-Bitter Spray" When sprayed on an enemy, they will be petrified, seemingly encased in stone for a time. If killed in this state, they will drop no corpse, simply crumbling to dust and leaving behind a few drops of Nectar, Ultra-Spicy Spray, and if you're lucky, more Ultra-Bitter Spray. Pure Ultra-Bitter Spray can rarely be found in all the same ways Ultra-Spicy Spray can be found.

Lumiknolls [200PP, requires Hostiles]

A rare Onion-adjacent structure found throughout the Garden. These emit a particular sap that attracts all manner of dangerous monsters, but if it manages to survive the night, it will produce a special glow sap that can be processed into a medicine that can be used to reverse severe genetic mutations, even those as thorough as becoming Leaflings. Even if they're destroyed, the Lumiknoll will be rebuilt over the course of 24 hours.

Protecting the Lumiknolls are a strange ghost-like Pikmin called Glow Pikmin. These Pikmin can teleport to your side in an instant, as long as they aren't carrying anything. However, these Pikmin are nocturnal and transform into inert leaves the instant they make contact with sunlight. Still, you can keep some of these seeds with you to add to your numbers in emergencies.

Raw Material [200PP]

Piles of these mysterious crystals can be found fairly frequently throughout the Garden. When heated, they transform into a brown clay, but that is only the tip of the iceberg. This material has miraculous properties. With the right stimulus, it can be transformed into almost any kind of matter. Now, you'll have to find out what exactly these stimuli are on your own, but the Rescue Scientist Russ managed to create an endless variety of complex devices and armors using seemingly nothing but Raw Material. Who knows what you'll be able to discover in time?

Sparklium [200PP]

As described before, Sparklium is a mysterious fuel source that is potent, has seemingly no mass, and is practically ever present on PNF-404. Now, you will find a similar abundance of Sparklium throughout your Garden. You may choose whether this Sparklium takes the form of shining golden fruits or simply infused into mysterious treasures hidden all throughout the Garden. A small amount of Sparklium can even be harvested from the corpses of creatures in the Garden.

Scenarios

You can choose to take part in any two scenarios at no cost. Participating in any additional scenarios will cost 200PP each.

Jumper's Shipwreck Tale [Pikmin 1 Scenario]

You find yourself in a nigh-identical situation to Captain Olimar's initial foray into PNF-404. Your own highly customized spaceship had an especially rocky landing, scattering its various components far and wide. At the same time, your life support systems have been damaged, giving you only 30 days to recover every piece.

Succeed and your reward should be obvious. You will be permitted to keep your spaceship post-Jump at no cost. If you already paid to retain your ship, those points will be refunded at no cost.

Treasure Hunter's Paradise [Pikmin 2 Scenario]

Somehow or another, you caught wind of all the countless alien treasures just lying around PNF-404. Your task is as simple as it is monumental. You must gather at least 1,000,000 Pokos worth of treasure from PNF-404 before the end of the Jump. For context, a year's worth of salary on Hocotate is 100 Pokos. Even 10,000 Pokos of treasure would be considered a fortune.

To reward this bold display of avarice, you will frequently come across similar treasure in future Jumps. They will resemble mundane items from Earth, just upscaled to be unnaturally large. Even a coin would likely be the size of a full-grown human. These treasures will sell for obscene amounts of money no matter the setting. Not only that, these treasures will often contain a bit of Sparklium, even if you didn't purchase the Sparkly perk.

Koppaites' Plight [Pikmin 3 Scenario]

Your planet is in the midst of a severe world-wide famine. You came to PNF-404 in search of edible matter, and more importantly the means to cultivate this matter in your home world. Your task is to set your planet on the path to sustainable food production. Without sufficient samples from PNF-404, extinction is certain.

Should you succeed, you will find yourself able to resolve similar issues with impossible ease in future worlds. Plants you grow are always delicious and swell up to potentially hundreds of times the size they should naturally reach, as long as you have enough nutrients to feed them. Not to mention that your harvests tend to resist all but the most impossibly deadly diseases or contamination.

Rescue Squad Rookie [Pikmin 4 Scenario]

In search of the many castaways that got stranded on PNF-404, the galactic Rescue Squad was called, before facing the same fate and crashing. However, soon after a rookie Rescue Squad member was sent to rescue the Rescue Squad. This rookie was you. As you arrive, you unknowingly do the impossible and safely land on PNF-404. Your goal is to rescue every single castaway on PNF-404. Every single alien that crash-landed anywhere on the planet. Luckily pretty much every castaway lands on one of four fairly small areas, which makes things easier.

You may choose one of two rewards. You may take the legendary Sage Leaf as a companion. He is a Leafling who has mastered the art of Dandori to the point of losing all memories of his past life, despite being relatively more compared to other Leaflings. He also brings with him the white and purple Pikmin Onions. You will be refunded the points you spent if you already purchased these.

The second option allows you to retain the good fortune that safely brought you to PNF-404. As long as you are actively working to rescue someone, you will find yourself blessed by a level of good fortune that wards away natural disasters and general bad luck, even misfortune induced by supernatural means will be rendered ineffective. You only receive this protection while you are taking action to rescue someone. You're just as vulnerable as anyone else at any other point in time.

Let Them Bloom [Pikmin Bloom Scenario] (Requires Onion)

To even attempt this scenario, you'll need access to a group of Pikmin willing to follow your orders. While their basic instincts will serve them well as living bullets or pack mules, you know they can be better. You must fully train your Pikmin to be smarter. To recognize threats and actually avoid them, instead of blindly charging into obvious danger. By the end of your Jump, you need to train your Pikmin to the point they can clear out an entire 10 level cave full of enemies, without your guidance and without any casualties.

Should you be able to teach them this level of independence, they'll receive a notable boost to their stealth and navigation abilities. As such, as long as they don't attack any intelligent beings, they'll be able to freely wander throughout future settings without attracting any attention. You can trust them to go out on solo adventures for days or months at a time, all to bring back treasures they find without you needing to lift a finger. They'll especially have a knack for finding cute outfits that are the perfect size for Pikmin to wear.

All That Glitters Is Sparklium [Hey! Pikmin Scenario] (Requires Onion)

Legend tells that Captain Olimar once found another planet very similar to PNF-404. Impossibly similar, in fact. To the point that it had countless species native to PNF-404, naturally including Pikmin. What made this planet stand out is that it was even richer in Sparklium, which took the form of golden fruits. You must find this mysterious planet, and between this and PNF-404, must gather at least 1,000,000 Sparklium over the course of this Jump.

Your reward lets you carry this statistical impossibility with you into future Jumps. On any planet you find, you'll be able to find wild Pikmin and other species of flora and fauna that are impossibly similar to those found on PNF-404. These creatures remain at "Hocotate Scale" until you manage to tame them. At which point you can grow them to "Human Scale" like anything purchased in this Jump.

The Apex Predator/Scholar [Miscellaneous Scenario] (Requires Piklopedia)

During your time in this Jump, you must complete a global Piklopedia for PNF-404. It's not enough to just observe them from afar with high-tech sensors. You must personally find and document over half of all species of flora and fauna on this planet. This is much easier said than done, as there are likely several millions of species hiding throughout this massive planet. You will always intuitively know how close you are to completion. You may extend your time in this Jump for as long as needed to complete this task but are free to give up early and move on at any point after the 10 year mark.

Succeed in this monumental task and you'll receive a similarly monumental reward. The entirety of PNF-404 will follow you between Jumps, or at least an identical copy. You retain a portal within your warehouse but can also choose for the planet to manifest somewhere in the universe of your current Jump as well. This contains every single natural resource that can be found on this planet, even those that have yet to be discovered. This takes the place of your Garden from the PNF-404 Resources section, so you may receive a refund for any points spent there. Aside from any deliberate changes you make, PNF-404 will "reset" every year, filling it with a new assortment of enemies, treasures, and secrets to be uncovered.

Eternal Leader [Miscellaneous Scenario] (Requires Onion)

It has been speculated that the loyalty of Pikmin isn't wholly selfless, but an effort to create an eternal leader that can help their species permanently establish their place at the top of the PNF-404 food chain. It's not unreasonable to draw a connection between this theory and the condition of intelligent beings who become Leaflings. What better leader than one who can never leave the planet and cares for seemingly nothing other than efficiently guiding Pikmin?

Whatever the truth may be, you have decided to become this eternal leader, or at least the best candidate. You must become the sole leader of 99% of all Pikmin on PNF-404. Considering how cooperative they normally are, the true challenge is just finding them all. In addition to being allowed to retain any Onions (or closest equivalents) you acquire, you may choose one of two additional rewards.

The first possible reward is a necessity for those seeking to wield the full power of their Pikmin empire. The overwhelming power of your army somehow overpowered the Onion(s)'s own self-preservation mechanism. From now on, there is no limit to how many Pikmin you can have in your squad at one time. As long as you have the numbers to back it up, there is no limit to your army's might.

The second possible reward is a bit more... invasive. You have somehow acquired the ability of PNF-404 to "infect" those who spend an extended amount of time near you. This makes them acquire a certain defining physical trait of yours, much like how Oatchi or Leaflings grow leaves similar to those on a Pikmin. Those infected will acquire the ability to survive in any environment you could. If you're immune to fire, so are they, if you can breathe in space, so can they, if you have no need for food, neither do they. However, there are downsides to this. For starters, those infected must remain on the same planet as you, lest they fall deathly ill. The infected will also find themselves increasingly obsessed with a certain ideal or concept relevant to you, whether that be "greed", "justice", "Dandori", etc. This obsession may grow to the point it dominates their entire identity.

You can toggle or weaken this effect at-will. The infection of inactive companions will not find their infection progressing or regressing. Leaving someone behind in a Jump will cause them to be instantly purged of this infection. It's also possible to cure and even immunize someone of infection with sufficiently advanced medical technology like any other virus, assuming they recognize it as such.

Star Employee [Olimar Scenario]

Captain Olimar is a family man, a trustworthy employee, and a natural explorer. He's also someone who just can't catch a break. He'll keep finding himself stranded on PNF-404 or impossibly similar planets time and again, and somehow fate will ensure you're never far behind when this occurs. Your goal is to resolve this issue, but how you do so will affect the reward you receive for this.

Option one is the reactive path. You need to ensure that however many times Olimar gets stranded on an alien, you're able to meet him there and play a direct role in ensuring he's able to return home safely every time. Accomplish this, and you can take Olimar as a companion, or if you'd prefer to let him enjoy his family time for once, you can instead take the President of Hocotate Freight. He's a bit of a greedy, bumbling mess, but for all his failings, he's more than willing to get his own hands dirty if needed to save his employers (or just make a profit).

Option two is the proactive path. You need to ensure that Olimar never needs to go on another dangerous expedition again. Whether you get him promoted to a comfy desk job at Hocotate Freight or just get him a job at another company entirely.

In return for this, you can get a peculiar amorphous creature known as the Plasm Wraith as a follower. They have almost limitless shapeshifting abilities, and their bond with you is similar to an overprotective mother.

I suppose you could alternatively get a giant Emperor Bulblax as a pet instead. They aren't nearly as powerful or affectionate as a Plasm Wraith. In fact, they just kind of sleep around all day waiting for anything edible to walk by... but it's an option.

King of Bugs [Louie Scenario]

To call Louie a troublemaker is like calling a blackhole a whirlpool. You need to ensure that Louie is rendered incapable of causing any more problems for anyone. As with the last scenario, fate will ensure you always end up close by whenever Louie is getting up to some kind of Hijinks. How you go about accomplishing this will impact what reward you receive.

The first path is to simply give him what he wants. To someone like Louie lacking any semblance or empathy and an appetite as insatiable as it is adventurous, PNF-404 is like a paradise to him. But in spite of what a net-positive it would be for the universe, Hocotate Freight and the Rescue Squad are insistent on "saving" him out of principle. You must ensure that Louie is alive and able to enjoy his time on PNF-404 until the end of your Jump.

As a reward, you may take Louie as a companion. For all his failings, Louie has an inexplicable ability to tame absurdly powerful creatures, and a talent for making a delicious meal out of seemingly any living creature, no matter how bizarre.

The second path is essentially the inverse of the first. You need to be there to stop him from causing anyone any significant amount of trouble. More importantly, you must ensure he never sets foot on PNF-404 or any similar planet for any reason. That would just be rewarding his bad behavior. As a reward, you will be approached by one of two exceptionally powerful creatures from PNF-404 who will obey your commands like a loyal pet.

Option one is the Titan Dweevil. The largest member of the Dweevil family, it has a natural affinity for using all manner of tools. It is equipped with four treasures that it can use to attack with fire, water, electricity, and poison respectively. You can further expand its arsenal by creating even more powerful treasures for it.

Option two is the Ancient Sirehound, a distant descendent of space dogs, it is obscenely powerful, and pretty cute in an old, creepy, murder dog kinda way. It can even use its giant fluffy ears for limited flight. It is actually quite lonely, making it extra affectionate towards you. It can alternate between five stages, each using a different hazard: physical attacks, frost, electricity, fire, and finally Gloom.

Piktopia [Miscellaneous Scenario] (Requires Onion)

It could be argued that Pikmin are one of the most intelligent native species of PNF-404. Still, they're a long way away from forming a true civilization. Well, not without a little push. You must somehow set this species on the course of forming a full Pikmin society. They don't need to be travelling between planets, but at the bare minimum they'll need to reach a level of society comparable to ancient Rome.

Succeed in this task, and even after reaching such a level of independence, the loyalty of the Pikmin towards you remains. As if their gratitude ingrained itself in their genes. All Pikmin you cultivate and command will be significantly more intelligent. If you could command a normal group of Pikmin to build a simple bridge or knock down a wall, now you could order them to forge you a primitive metal knife, paint elaborate murals, display complex battle tactics, or even perform rudimentary commerce without any oversight. What's more, if you put in the effort to continue educating them, they'll keep progressing as a species. Give it a few centuries (or decades, if you're a really good teacher) and they may not be that far off from reaching or even surpassing modern human intelligence.

Drawbacks

No Drawback cap.

Appropriate Scale [+0PP, Mandatory]

This world focuses on a different scale than you may be used to. Most humanoid species are only a few centimeters tall, and being two feet tall makes you titanic compared to almost everything around you. You and everything you bring in from outside this Jump will be scaled down as appropriate. If you have abilities that allow you to grow or shrink, this won't stop them from functioning, but they'll behave as if this shrunken scale is your "base" size.

Regarding your form and any items bought from this Jump. After this Jump you can freely switch them between "human scale" and "Hocotatian scale". So if your form in this world is twice the size of an average Hocotatian, you could upscale it to be twice the height of an average human being. This switch is only possible when you have enough unoccupied space for the growth to take place. So don't go trying to feed someone a Pellet before making it burst out of their stomach.

Pik Up Where You Left Off [+0PP]

There's some controversy behind how the timeline of the Pikmin games slot together. Whether Pikmin 4 is a completely new continuity, if only Pikmin 3 is canon, if somehow all the games are canon, etc. By taking this, you may choose how exactly the continuity fits together and your place within it.

Lands Of Torture [+0PP / +100PP]

There is actually a fairly active modding scene around Pikmin. You may choose to apply mods of your choice to your time in this Jump. However, you cannot choose any mods that make your task here significantly easier at no cost. If your mod of choice doesn't make your time here notably less or more difficult, you receive nothing for taking this. If you choose something that makes things significantly more difficult, like Lands of Torture or Ultra Spicy Mode, you get 100PP.

Sitting Duck [+100PP]

You've always been a heavy sleeper, and not even the ever-present hostility of PNF-404 was able to change that. As a visitor, you could find yourself wasting hours of valuable daylight as you sleep through alarm after alarm, and as a Native, you likely won't notice an entire swarm of Pikmin sneaking up on you until their leader starts lobbing them at you.

Virile Ecosystem [+100PP]

PNF-404 is a big place. Thinking you can clear out one area of predators and expect it to stay that way is laughable. Hostile creatures repopulate impossibly fast. Even if you make no effort to thin out the local hazards, it's only a matter of time before even more deadly predators decide to move in on their own. Even outside of PNF-404, hostile wildlife will breed and spread unnaturally fast.

Poor 4th Wall [+100PP]

For whatever reason, whenever someone has to explain anything to you in any context, they'll insist on doing so using button commands or video game abstractions with no clear real-world parallel. Like using the "A" button to throw, or the "Z" button to change camera angle. Asking them to clarify themselves will only result in exasperation, followed by an even more confusing explanation.

Finish The Job [+100PP]

Grab that treasure, build that bridge, knock down that wall, save that castaway, etc. Can't anyone do anything by themselves? Even if you're a rookie who has no business going on solo missions, people can't help but rely on you for almost everything, particularly tasks that are dangerous. Well, at least you get credit for all the work you do, so it's not like it's all that bad to be needed.

Stranded [+100PP Natives / +200PP Visitors]

Something has gone very wrong... well, unless you're a born native of this world, in which case this really isn't that surprising. Your biology has been altered in such a way that it is impossible for you to leave PNF-404. Getting too far from the planet will cause you to fall seriously ill and certainly die if you don't return soon. This could be very bad if you rely on your life support to even breathe on PNF-404.

Black Hole [+200PP]

In any survival situation, there are few things more important than being able to acquire and effectively distribute your food supply. However, that becomes far more difficult with you around. You never feel full and require ten times the amount of food as those of the same size or species as you just to feel somewhat sated. Be careful this doesn't lead you to take desperate or short-sighted measures.

Poko Problems [+200PP]

Whether through a tragic accident, criminal incompetence, or just bad financial decisions, you are in a crippling amount of debt. You'd have to sink all your salary into the debt for a century to pay off the current debt, but it'll keep accumulating interest indefinitely the longer you take to pay it. Even if you hide out on an unknown planet, it's only a matter of time before the debt collectors find you.

A Way Of Life [+200PP, Mandatory w/ Leafling]

Your eyes have been opened to the perfection that is Dandori, and it is now all you live for. Everything you do is to deepen your mastery of Dandori, and to share your revelation with as many people as possible. If you can't reign in this obsession, even your memories of your life before will start to be smothered by your love of Dandori. For what it's worth, any lost memories will be restored post-Jump.

True Single Player [+300PP]

Why on PNF-404 would you want to be even more isolated for your time here? For whatever reason, all unintelligent life hates you. Beasts that would otherwise ignore you will go out of their way to attack you, and even wild Pikmin (barring those you purchase) will attack you on-sight and refuse to follow your orders. I hope you're confident in your own personal power, because it's all you've got.

Invasive Species [+300PP]

Oh god, there's a second one. You are terrible. You're lazy, short-sighted, selfish, and all around incompetent. In other words, you're Louie. You care only about satisfying your own immediate desires without any regard for consequences. Even when you're in the right for once, you'll usually end up causing a disproportionate amount of suffering anyway due to your sheer ineptitude.

Wraiths' Wrath [+400PP]

The Wraiths are a mysterious type of organism. Amorphous, existing partially outside this dimension, and potentially responsible for all the ships that crash on PNF-404. It was thought they were quite rare, but apparently not. All manner of Wraiths, both new and familiar, will sense your presence from anywhere on PNF-404. They will strive to eliminate you at all costs.

Otherworldly Treasures [+300PP / +400PP]

It would seem not even interdimensional means of transport are immune from the pull of PNF-404. Your entry into this Jump was appropriately hectic and resulted in the contents of your Warehouse (specifically everything that weighs less than 1kg) being scattered all across the land. You can extend the length of this Jump for as long as it takes to gather everything. For an extra 100 PP, your time limit remains unchanged. Anything you fail to retrieve in 10 years will be left behind.

Conclusion

Retirement - Go Home

You choose to put your adventuring days behind you. Your Chain will end and you will be safely returned to your world of origin.

Stranded - Stay Here

Where others see a hostile alien planet, you see a kind of paradise. Your Chain will end and you will be allowed to safely (relatively speaking) remain in this world.

New Adventure - Move On

It's been fun, but all great adventures need to end eventually. Your Chain will continue onward, as you set course to a whole new world.

Notes

Jump by Gene.

I don't mind people reposting my Jumps, but almost all my completed Jumps end up on the /tg/ drive. If you see someone complaining about a dead link to one of my Jumps, please let them know to check there first before contacting me directly.

Whenever I vaguely describe something as functioning over a "large range", I usually mean they function over the entirety of the room or game area they're within. I just couldn't be bothered to find the exact size of each area or do the math on what that translates to when brought up to a human scale.

Any purchases from the Visitor Technology section specifically designed to interact with Pikmin will work just as well on any similarly obedient and simple-minded pets, minions, drones, spawn, etc. post-Jump.

Regarding End of Day and Time Zones, I leave it to you to decide how, if at all, this affects how much time you have to spend in a given Jump in your Chain.