

Version 1.1

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Hello Jumper!

Welcome to Dreamland, you can explore the wonderful world of Popstar for the next 10 years. Unfortunately, your first few days in this Jump will be a little rough. It seems that you arrived in the opening moments of the Haltmann Works Company's acquisition of the planet. Expect to be forcibly employed, and be put to work by your corporate overlords.

Before you go take this...

+1,000 CP

Location: (1d6 or pay 50 cp to Pick)

1. Patched Plains - You start out sleeping under the last organic tree in Dreamland. The surrounding grasslands have been converted into an endless expanse of pipes.



2. Resolution Road - A huge residential district connected with sprawling highways. The inhabitants are all employed in factories in other areas.



3. Overload Ocean - A mega harbor used by the Haltmann Works Company to ship materials to various locations. The area is also home to a giant cold storage facility, containing towering frozen treats.



4. Gigabyte Grounds - The deserts of Popstar now house numerous oil extraction plants, which are used to power the many machines of the Haltmann Works Company. If you manage to infiltrate the pyramids, you will find a treasure trove of alien technology.



5. Rhythm Route - An entertainment district scaled up to cover a fifth of the planet.



Flashing lights and cool jazz fill the streets with wonder and fun, there are even casinos and restaurants that you can visit. However, the bright lights only hide the danger lurking under the surface.

6. Access Ark - The Mother Ship and HQ of Haltmann Works Company, this planet sized monstrosity is responsible for Popstar's mechanization. The Access Ark can also act as a terminal into virtual space, as well as serving as the resting place of the Mother Computer.



Origin: (Free ALL)

The peace of Popstar has been rudely disrupted by an expansionist economic empire, the Haltmann Works Company. In a blink of an eye the entirety of Popstar had been mechanized, replacing its surface with factories and highways. As a Jumper it's your choice to be a Native resident or be an ambitious Entrepreneur.

Native:

A carefree resident of Dreamland whose life has taken a sudden shift in direction. You now have to deal with the security force of the Haltmann Works Company trying to evict you for trespassing on private



property. Or if you prove to be promising, be taken to one of the main laboratories for mechanization.



Entrepreneur:

One of the many employees of the Haltmann Works Company. Your company recently scouted out a promising planet full of resources to be used. You look out of the window as the Mothership gradually nears the beautiful star shaped planet.

Race:

Dreamland was changed when the Mothership landed, the entire planet was converted into something artificial. Its inhabitants were no exception, those taken to the HWC laboratories came back as Cyborgs. Not only that but, prototype Products for the company now roam the planet as part of field testing. Kirby is seemingly the only one unaffected, but there may be others.

Pink Puff (-200 cp):

By choosing this you can explore Dreamland as a member of Kirby's species. In addition to being cute and cuddly you acquired the ability to inhale your enemies and puff up like a balloon. You possess inner strength that far surpasses your appearance.



Cyborg:

The Haltmann Works Company is dedicated to earning the maximum profit possible from Popstar's natural resources. Naturally, that includes the native population of the planet as well. Those that show potential or are unruly are converted to Cyborgs to maximize efficiency. Choose a species to be during your stay in Dreamland, you will already have your cybernetics to spare you the trauma.



Product:

One of the biggest money makers of the Haltmann Works Company is its Robotics & Weaponry Division. Become one of the many robots created by the HWC, you can decide to take the appearance of an established model or be a prototype for a new Product.



Perks & Abilities:

**(Perks get a 50% discount for Origin/Race,
100 cp Perks are free for matching Origin/Race)**

General Perks: (Undiscounted)

Gluttony (Free All) - By eating food you can recover health. Normal food only heals you a little, but for some reason tomatoes heal you completely. You also gain Kirby's bottomless stomach, so you don't need to worry about getting fat.

Sweet Dreams (Free All) - No matter where you sleep, you can always have pleasant dreams. You also get a full night's rest no matter how short you nap.

"Get In The Robot, Kirby!" (Free All) - You now have a basic understanding on how to ride any vehicle you take control of. This understanding only extends to basic controls and safety, not an instant understanding of complicated combat maneuvers.

Background Awareness (-100 cp) - You will never be blindsided by an attack from an enemy not in your vicinity. You have a sixth sense regarding projectiles and ambushes. However, you still need to react appropriately or you will be hit.

Dream Physiology (-100 cp) - No matter how unrealistic where your home is there is no chance of things like logic and physics ruining your time here. For example if you are a snowman living in a desert, there is no risk of overheating. Of course if you get hit by a fire attack you

still get hurt, it only protects against environmental damage not direct exposure.

Copy Abilities (-200 cp / Free Pink Puff) - Grants the ability to absorb the abilities of enemies consumed. You don't get perfect copies of abilities, but rather an archetype of what they represent. Post-Jump this perk is more versatile in its ability acquisition, for example punching Naruto in the face for Ninja instead of eating him. You can also copy Abilities that didn't show up in Kirby: Planet Robobot.

(ex: Animal, Needle, Tornado).

Perks:

Native:

Eco-Friendly Destruction (-100 cp) - You can tap into your inner freedom fighter, and dismantle robots in record speed. You can quickly spot structural weaknesses in robots and similar beings. This perk also prevents your battles from getting out of hand and damaging the environment.

Rumble (-100 cp) - You learned how to combat effectively without the use of powers, relying only on your own natural abilities. You can effectively fight large groups of enemies even without powers. As this perk also gives you a 6th sense for when you can defeat many opponents at once.

Cut-throat Company (-200 cp) - It seems that evil corporations are prone to self-destruction. This perk exacerbates the internal conflicts within an organization, such as a company to weaken them. While this perk will not create new divisions, it will slowly worsen existing ones until you have an exploitable weakness.

Inner Struggle (-200 cp) - This perk gives you a unique form of mental resistance. Any effect that robs you of autonomy can be partially resisted. As long as you hold on and fight the influence, help is guaranteed to arrive and free you. More often than not, this will occur after you manage to find key information or weakness while under your enemies control.

New Administrator (-300 cp) - This perk gives you the right to take control of technology of your defeated foes. After you defeat an enemy, all systems they possess will consider you the administrator. Not only does this give you free reign over the newly acquired technology, you have a degree of control over technology in general. Even powerful AIs are more inclined to regard you favorably.

Industrial Infiltrator (-300 cp) - Infiltration and subversive activities are your bread and butter. You gain

the knowledge and skills to break into secure facilities, your capabilities are doubled if its company property. You can also take down technological defenses such as barriers and firewalls with ease.

Counter Invasion (-400 cp) - You are the bane of conquerors. This perk allows you to turn your enemies strengths against them. As this perk isn't restricted to just technology, even things like magic spells can be hijacked. If a technologically advanced invader tresspasses upon your lands, their own machines can be put to use destroying them.

Star Dismantling Drill (-400 cp) - You can manifest a giant drill, a drill that pierces the heavens! Go with the rule of cool and kick reason to the curb! As long as the Drill continues to spin it doesn't matter how invulnerable, how untouchable they are. The Star Dismantling Drill can destroy all barriers and protections to tear a hole through the enemy!!!

T.A.C. System (-600 cp) - Technologic Assimilation Converter (T.A.C.) System. You can now build and integrate this technology into any piece of machinery you make. The T.A.C. System allows things like machines to use powers and abilities that are normally limited to yourself. Due to being a form of technology, the powers

the machine assimilates become stronger, in correlation to the machine itself.

Entrepreneur:

Max Profit Management (-100 cp) - This perk gives you the money making genius needed to become an inter-planetary economic powerhouse! You can make sound business decisions, and have superb management skills. However, realistically you will need lots of help before you can even think of making it off planet.

Mutagenic Pollutants (-100 cp) - It's just wasteful to simply dispose of the waste products of all your questionably ethical experiments. This perk ensures you can find at least one use for the byproducts that your businesses generate. Most of the time it's just making slime monsters. Sometimes however, it can make you psychic or be used for shady drugs!

Enterprising Archeologist (-200 cp) - Finding uses for old things is good for business. So obviously the best way to make some money is to go look for Ancient Technology or try to figure out how alien technology works. This perk lets you track down relics that contain unreasonably advanced technology. If you spend decades trying to reverse engineer them you may even get usable results.

Sullied Grace (-200 cp) - This perk gives you information on how to recreate the experimental nanogenetics technology created by the HWC. By obtaining DNA samples, you are able to create goop clones capable of everything the original can do. These clones can even regenerate from wounds and split off into multiple weaker clones. However, if the original is composed of nonstandard matter the resulting clone will be noticeably unstable.

Mind is PROGRAM (-300 cp) - The triumph of technology over free will, in the end the mind is just another program. This perk allows you to create the various mind control devices the HWC uses on its more unruly employees. These range from the classic mind control helmet to discrete implants. This expertise over the mind also gives you the knowledge needed to recreate the many AI used by the HWC .

Mechanization 2.0 (-300 cp) - You can now create highly advanced cybernetics rivaling the best the Haltmann Works Company has to offer. You can now perform the mechanization process even with your eyes closed. If you are able to gain combat data from field tests you can make a 2.0 version of the cybernetics used. The 2.0 version gives an all-around increase in performance.

Further combat data can be used to design newer models.

Mega Scale Applications (-400 cp) - The Haltmann Works Company is astonishingly fast at building megastructures. Taking this perk lets you design buildings that tower over their surroundings, it also allows for rapid construction. Shortening projects taking years to complete to finishing them seemingly overnight.

Virtual Space Manipulator (-400 cp) - Within the Access Ark is a machine capable of converting matter into data and vice versa. By taking this perk you can also make use of this virtual world technology. You can also emulate environments indistinguishable from reality, you can even overwrite existing ones. The Haltmann Works Company used this technology to radically alter the entirety of Popstar.

The Dream Machine (-600 cp) - By studying advanced civilizations, President Haltmann was able to activate the Star Dream supercomputer. You have taken a step further and rediscovered the secrets behind the magitech of the Ancients. You know how to create the miraculous artifacts of the Ancients, from clockwork stars to the Star Rod.



Pink Puff:

Environmental Resilience (-100 cp) - It's a good thing your body is built tough, with all of that toxic waste you inhaled it wouldn't be wrong for you to die painfully. Thankfully that isn't the case, since your body is immune to the negative long term effects of exposure to dangerous substances.

Baby Talk (-200 cp) - Is it because of your cute appearance? Your enemies have a tendency to go on long tangents about their future plans. For some reason they can't seem to realize that such actions can be used against them. This perk can be turned on and off.

Pink Pilot (-300 cp) - You are a natural at fighting while controlling a vehicle. This perk gives instant mastery of all aspects of driving your vehicle in combat. You can dodge attacks and perform complicated combat maneuvers like its second nature.

Cascade Failure (-400 cp) - It seems the proverb about crushing the head of a snake first rings true. Any time you manage to take out the head of an organization or group, their subordinates will soon follow. This perk enhances your destructive prowess against regimented

or hierarchical foes, doubly so against mechanical enemies.

Amica Ex Machina (-600 cp) - This perk allows you to create machines with the potential to form souls. This process takes lots of time and can only be done through repeated use. Eventually, it will happen allowing you to unleash its potential . As your bond deepens the power of friendship will empower both you and your machine, letting you do the impossible!

Cyborg:

Employment Opportunities (-100 cp) - At least it's better than being dead right? Instead of finishing you off when you are defeated, your enemies will try to recruit you. This perk isn't infallible, there are some that take no survivors no matter how impressive you fight. Others may have such a twisted view of "employment" that death may seem preferable.

Energized Armaments (-200 cp) - You understand how to mass produce the cheap energy weapons used by HWC foot soldiers. If you are willing to invest more resources you can even build some of the stronger energy weapons.

Special Sample (-300 cp) - How lucky of you to get the perfect sample for your science project. Any time you

take a sample from an organism, it will coincidentally be the best of its kind. Using the sample acquired will drastically lower the chances of instability of the final product.

Repurposed Resistance (-400 cp) - You were a one man army, now you are so much more than that. This perk keeps you safe from damaged cybernetics and in fact lets you integrate them more safely than before. You are now better at designing and improving your cybernetics, to become even stronger than before!

The Latest Model (-600 cp) - Technology is always evolving, but you can't always keep up with it. Thankfully by taking this perk you will always be the latest model currently available. Any cybernetic you possess will automatically be upgraded to the best that can be created with the resources and technology available. To further strengthen yourself, you must increase your own understanding of technology and increase your resources.

Product:

Spare Parts (-100 cp) - One of the best parts of being a robot is the fact that you can just replace damaged parts with spares and call it a day. This approach cannot fix damage to core components, and it takes time and

resources to get a replacement part. So you should keep that in mind.

Pulling Out Roots (-200 cp) - You can now move across all forms of terrain as if its level pavement. You also receive a boost in movement speed as well as the ability to jump higher.

Holo Morph (-300 cp) - Your body is a successful prototype of a miniaturized version of the Holo Defense API. You can project a solid hologram out of your core to create simulacrums of beings you analyzed. These simulacrums can act as weaker versions of the original being. To acquire additional templates, you must acquire data of the ones you want to recreate.

Wall of Weapons (-400 cp) - It is really satisfying to just let loose and blanket the skies with laser fire. You have the knowhow to endlessly combine weapon platforms until they are literally a wall made of weapons. In particular you are well versed in creating massive laser cannons and missile encampment. Anything made with this perk will remain standing even if it should be crushed under its own weight.

Proto-Type (-600 cp) - Practice makes perfect! By continually creating newer iterations of a Product, you can gradually speed up the entire














production process. The production speed is dependent on both the quantity made and the quality of the Product itself. If a factory mass produces low quality weapons, it will take significantly longer for the perk to really kick in. On the other hand if you make a high quality product, the time it takes to make the next version is visibly reduced.






Copy Abilities:








Cyborg/Product gets a Free Copy Ability depending on type.

Additional Copy Abilities can be bought for 100 cp each.

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|  | <i>Archer - Wait for the right moment, and open fire, Hide in the shadows, and become a Sharpshooter! Your precision aiming will let you shoot through tight spots.</i> |
|  | <i>Beam - This ability gives you control of electricity itself. It looks like a simple ability, but science cannot yet explain how it works.</i> |
|  | <i>Bomb - Raise a huge bomb above your head, adjust the angle and throw! Detonate from afar...or drop a bomb right next to an enemy. BOOM!</i> |

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|  | <p>Circus - The citizens of Popstar live to be entertained. This Copy Ability is guaranteed to blow their socks off!</p> |
|  | <p>Crash - Send the enemy flying with a giant explosion! Build up power, and then vaporize your surroundings. This ultimate ability is a one-time use, so make it count!</p> |
|  | <p>Cutter - A boomerang that returns to your hand after being thrown. You can charge it up, steer its flight path upward or downward, and use it to cut ropes!</p> |
|  | <p>Doctor - Knowledgeable in medicine and the sciences, you can create various concoctions that cause many effects!</p> |
|  | <p>ESP - This psychokinetic ability allows you to turn invisible and produce shocking electric fields, just like a certain boy with PSI. This field of science is still largely unexplored.</p> |
|  | <p>Fighter - This ability raises your fighting power to the max! Your supersonic punches and kicks bring about infinite fighting capabilities.</p> |
|  | <p>Fire - A flaming ability that burns white hot! Light the fuse, roll into a fireball, and scorch through the air with a bang. Embrace the blistering flames of Fireball Inferno!</p> |
|  | <p>Hammer - A giant hammer on loan from the king himself. Pound boulders into the dust, or knock stakes flat into the ground. Send out a fiery burst with the decisive Hammer Flip!</p> |

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|  | <i>Ice - Freeze enemies with Ice Breath, and then send them packing with an Ice Kick! You can also glide gracefully along the ground with Ice Skate.</i> |
|  | <i>Jet - This high-flying ability full of aerodynamic power makes its return! Charge up power, and then jet toward enemies at extreme speed!</i> |
|  | <i>Leaf - Be a leaf on the wind with this sharp ability. Spin up a torrent of dancing leaves to slice and dice, or activate your Guard and-- Hey, where'd you go?!</i> |
|  | <i>Mike - Music can have a comforting effect, but that depends on who's singing. You only have enough energy to sing three songs to wreak havoc.</i> |
|  | <i>Mirror - This mysterious multiplying ability uses a magical technique. It responds to attacks received while guarding with automatic counterattacks.</i> |
|  | <i>Ninja - Excelling in the art of covert combat, this ability contains various moves found in ancient documents from foreign lands.</i> |
|  | <i>Parasol - Guard against falling objects or take a floaty stroll through the air. You can also spray water to attack enemies or put out fires.</i> |
|  | <i>Poison - This dangerous ability can be used to attack enemies with a corrosive liquid that damages organic and inorganic forms alike.</i> |
|  | <i>Sleep - Just...five more...minutes. Please...just let me sleep. If you must...wake me... Just...shake me... Zzz...zzz...zzz...</i> |

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|  | <i>Smash - Join the Brawl with some familiar moves! You are the star of Melee fighting!</i> |
|  | <i>Spark - Release a powerful electric charge! Electrify your surroundings to send out an electric current.</i> |
|  | <i>Stone - Pound! Pound! CRUSH! Change into many heavy forms. When on a slope, you'll sliiiiide.</i> |
|  | <i>Sword - The undisputed king of melee weapons. Drill Stab, Down Thrust, Spin Slash - the list goes on. You can even pretend to be a certain legendary green hero!</i> |
|  | <i>UFO - A mysterious object descends from outer space! Use a variety of built-in weapons to conquer the planet!</i> |
|  | <i>Wheel - Run over your enemies at high speeds! Nobody can stop you now!</i> |
|  | <i>Whip - Hang on to your hat! With such a long reach, whipping enemies is a snap! Pull enemies or items toward you too!</i> |

Regarding Limited-Use Abilities & Robot / T.A.C.

Compatibility: One-time use abilities can be taken as Cyborgs and Products. They will just act as they would for enemy characters in the game. If you are a Pink Puff, you can purchase them, but it takes 24 hours to use it again. If you combine Limited-Use Abilities with T.A.C. , this will just alter them along the lines of the Mike Ability.



Items: (Items sharing Origin are 50%, 100 cp Items are Free)

General Items:

Spray Paint (Free ALL) - You obtain a can of magic spray paint, just by thinking of a color pallet you can alter the color of your body and attire. Best of all it's just as easy to reverse so you can experiment with what works best.

Soundtrack of the Stars (Free ALL) - You get a mental playlist of the entire Kirby series. There are a variety of options for how you want to listen. Stereo, mono, listening to it privately, sharing the sounds with everyone basically any form and configuration of listening to the soundtrack is possible.

Remixed Records (Free ALL) - You now have a mental remixer inside your head. Any song that you know of can be remixed to your liking. This syncs up with any music perks or items that you already possess.

Sticker Collection (Free ALL) - You found a box of stickers, that's all there is to it. The stickers feature the art from various Kirby games and can be easily removed.

Copy Ability Testing Room (-50 cp) - A new room is connected via Star Door to your warehouse/personal

reality. In it is an indestructible training dummy, every known Copy Ability Essence and an infinite food dispenser in the corner. By using a panel near the door you can modify the lay out, scenery and time of day within the testing room.

Invincible Candy (-100 cp) - Somebody was generous enough to share some delicious Invincible Candy with you. You gain a candy box containing 12 Invincible Candies, the box refills after every candy is eaten.



Battery Powered Teleporter (-100 cp) - You've acquired several of HWC's battery powered teleporters, as well as an endless supply of big green batteries. When used the teleporters will swap the contents of its chamber with the contents of another teleporter.

Star Doors (-200 cp) - The pitch black portals connecting Dreamland by circumventing the distance between. You gain a shipping container's worth of door frames decorated by flickering stars. A frame must be manually attuned to its counterpart or else going in will drop you off at a location with no way back. Star Doors cannot bypass dimensional barriers, but can lead to a corresponding location in the same dimension. If used up a second container will arrive the next year.

Access Ark (-800 cp) - You've somehow discovered an identical copy of the Access Ark owned by Haltmann Works Company! However, its true identity is Star Dream, a clockwork star created by the Ancients. A super computer capable of overwriting reality with its amazing power. As a safety precaution this version of Star Dream will not do scary stuff like rebel against you or delete your soul.

Native:

Transit Pipes (-100 cp) - These pipes are really convenient for traversing long distances. You have several hundred miles worth of these magic pipes. If you enter one end of the pipe you can exit out of the other end in an instance.



Code Cubes (-200 cp) - These mysterious cubes have astounding computational power. Just a handful of them can brute force hack even the best firewalls employed by the HWC.

Robot (-300 cp) - You acquire a repurposed HWC Invader Armor, this rideable mech is capable of lifting

heavy objects and vehicle combat. The armor is also equipped with a blackboxed version of the T.A.C. System.

Halberd (-400 cp) - Meta Knight's flying battleship capable of moving through the vacuum of space. It is also capable of integrating foreign technology without extensive adjustment.

Entrepreneur:

Modular Architecture Database (-100 cp) - You find a database full of blueprints for the buildings created by HWC. Studying these blueprints can give insights into rapid construction of buildings.

Consumer Districts (-200 cp) - You can take an entire district of the mechanized Popstar with you after the chain ends. Choose one of the first five levels to bring with you, this item can be purchased multiple times.

Holo Defense API (-300 cp) - The Holo Defense API appears within your Warehouse / Personal Reality, it comes with numerous forms based on past opponents of Kirby. You can also expand its database with combat data from your past opponents.

Haltmann Laboratories (-400 cp) - You acquire the screw-like laboratories used to develop the various

creations of the HWC. These labs are equipped to study, innovate, and produce strange new forms of technology autonomously. You can just let them churn out more Products as you go do something else.

Companions:

Bring a friend (Free) - Got some friends already? Pick this to import up to 8 companions you wish to bring along to your adventure in Dreamland. Each companion receives 800 cp and can pick any combination of Origin and Race available. If 800 cp isn't enough, they can get more by taking drawbacks from the section below.

Recruit a Local (-50 cp) - If you want to invite one of your new friends here to join you, just pay 50 cp each to recruit them as a companion.

Drawbacks:

The Next Adventure (+0 cp) - You can now experience the events of other Kirby Games after the events of Planet Robobot are over.

Licensed Owner (+100 cp) - You now need to follow the traffic laws that pertain to any vehicle you use. If you didn't know that Dreamland had vehicle laws, have fun reading through the HWC's employee handbook!

Free Action (+100 cp) - The villains of this story seem to be protected by some kind of divine protection. Every time you encounter them they will immediately start monologuing. No matter how hard you try to interrupt them, your efforts will be ultimately fruitless.

Ever Present Evil (+100 cp) - Somehow HWC telemarketers got your number and now you must deal with them constantly. Every so often you will be called by a random telemarketer, and no matter how irrelevant the product is you must buy it. If you don't have money you may get arrested for defaulting on the payment plan.

Walk Through Walls (+100 cp) - HWC's hologram technology seems to be malfunctioning, because you frequently fall through walls and run into open doors. Or maybe Susie just wants to mess with you. As you traverse through various HWC facilities you will be constantly fooled into ambushes or run past important locations.

Workplace Responsibly (+100 cp) - It seems like someone forgot to put up the wet floor sign, because you seem to have slipped in a puddle. You will keep having these sorts of accidents until you go out of the way to do the janitors job for them. Other accidents that may occur are, sitting on wet paint, and tripping on stairs.

Employee of the Month (+200 cp) - It seems that President Haltmann decided that you were a loss of revenue. Because

in the latest company newsletter, he declared that anyone who removed you would be given the title of “Employee of the Month”! Expect to be swarmed by desperate employees seeking to climb the corporate ladder by any means necessary.

Priced Accordingly (+200 cp) - The Haltmann Works Company’s core tenant is “maximize profit”, so of course all of their stores will be expensive. Unfortunately, in Dreamland every store is owned by the HWC. Every store, restaurant, and hotel on the planet will now charge you a ludicrous fee for every purchase.

Hole in the Tank (+200 cp) - Out of gas already? It seems that all of your machines are now extremely fuel inefficient. Expect to need refueling constantly as your machines abruptly stop moving even mid battle.

Preemptive Employment (+200 cp) - You seem to have run afoul of the HWC security force. You arrive equipped with a HWC brand mind control mask on your face. Thankfully it's one of the cheap mass produced ones, so if you get it knocked off you should be fine. The real question is how long does it take to happen.

Collateral Punishment (+200 cp) - It is unfortunate that it came to this, but your debts are piling up and there is no other way. When you arrive you are saddled with a whopping \$2,000,000,000,000 debt to the HWC. Until that debt is cleared the items stored in your Warehouse /

Personal Reality are collateral, you have the rest of the jump to clear the debt with whatever means necessary.

Place Down a Metal Extractor (+300 cp) - It seems that you arrived in the wrong game, because there are now robots everywhere! The HWC's forces will continue to snowball out of control unless stopped. As the iron grasp of the HWC grips the planet is there anyone capable of stopping them?

Goopy Revenge (+300 cp) - Over the course of your Jumpchain you surely gained a lot of enemies. Somehow the HWC has acquired samples belonging to your past enemies. For the rest of the Jump, you will be assaulted by clones of your enemies. Thankfully the technology is still experimental, so any clone that is too strong has the tendency to destabilize.

President Haltman is Watching (+300 cp) - How he was able to set up such a thorough surveillance network in such a short time is a mystery. HWC has eyes in the sky, in the streets, in the water, and the walls. Your every move is being monitored by the best cameras money can buy. Should you rebel, your every moment will be that of battle with the HWC security force.

We Have The Technology (+300 cp) - For every enemy defeated during your stay, at least 1 in 4 will survive. Those that survive against you will join the legion of their fellow survivors, fully enhanced by the Mechanization 2.0 perk. They will remain in hiding, building weapons, training,

studying you. Sometime in the ninth year they will spring their ambush hoping to destroy you before you can continue your chain.

Toxic Clouds (+400 cp) - The Haltmann Works Company forgot to put any protection for the environment in their charter. As a result the air of Popstar has become heavily polluted with smog and smoke. In worse off areas there are low flying clouds of toxic gas literally dissolving anything caught within. If you don't act, the entirety of Popstar's atmosphere will be replaced by toxic gas. If you manage to destroy all of the mutated Karckos roaming the sky, the pollution will recede.

Where Am I? (+400 cp) - You seem to have arrived in Another Dimension, loosely connected to the one where Popstar exists. Not only that you are sent back in time to when Susie was initially stranded there. This alternate dimension is filled to the brim with danger, both the inhabitants and the environment are hostile. Hordes of Sphere Doomers hunt down any source of energy to devour. Walls of murky darkness surge forth to smother any who are trapped inside. There is a way out, you just need to find it!

Just Business (+400 cp) - The Haltmann Works Company is a provider of many goods and services to its customers. Being an interplanetary business empire, naturally its customers are interplanetary governments. So when they hear news that their stuff might be threatened, a portion of their

armies will be diverted to securing public interest. It's not malice or anything personal, it's just business after all.

Yoink! (+400 cp) - If there is anything, the HWC is good at its reverse engineering technology. With the activation of the Access Ark, reverse engineering only became easier. Any technology you make use of from other Jumps, will be reverse engineered and be used to destroy you.

Mistakes Were Made (+600 cp) - It seems that even super advanced AI can make mistakes. The Dark Matter clone made by Haltmann Laboratories proved to be too dangerous to be controlled. After faking its death at the hands of Meta Knight, the clone used itself to revive the original. You will now need to fight off a Dark Matter invasion. It seems that Dark Matter also found out how to possess machinery as well as bodies. Every Dark Matter you encounter has been enhanced with the Cyborg perk group.

Fight the POWA! (+600 cp) - Does that robot seem more animated than the rest? By some quirk of fate one of the HWC's robots gained sentience and is just super hyped in general. The robot has declared that you are his eternal rival and seeks to best you in a one on one showdown. For some reason this robot acquired all of the perks from the Native and Puff Ball perk groups despite being a robot. Even if you defeat him, he will reappear strengthened by the Mechanization 2.0 perk. Right before the Jump ends he will challenge you to a final duel. If victorious you can recruit him as a companion.

Infinite Prosperity Directive (+800 cp) - It seems that Star Dream has realized that you are a threat and is using its full power to end you. This magitech super computer has infinite computational prowess and resources to match. The cold calculations of this machine surpass even precognition in accuracy! All HWC forces from neighboring planets and beyond will be utilized to ensure your destruction. Not only that, Star Dream itself has acquired all perks contained in the Entrepreneur, Cyborg, and Product perk groups.

End of Jump Options:

It seems that your allotted time here has come to an end, you now must decide what your future holds.

Go Back Home: Perhaps you feel homesick after traveling for so long. Choosing this will return you to your homeworld keeping any perks and items acquired in your travels.

Keep On Dreaming: Maybe you are tired of all the hardships of your journey. Choosing this means you will live happily in Dreamland with Kirby and his friends.

Waking Up From The Dream: Dreamland while nice is not enough to satiate your wanderlust. Choosing this means you will continue on your Jumpchain.

Notes:

- **Mistakes Were Made** basically turns **Dark Matter** into **Calamity Ganon** from **LoZ: BoTW**, good luck!
- **Special thanks to Kirby Wiki** for inspiration and images.
- **Special thanks to Nintendo and HAL** for creating one of my favorite games.