

## *A Super Mario...Thing*

Engine 4.2

*A Cataquack Warrior Production*



Hey there everyone! Welcome to another *Super Mario* game. This is the Mushroom Kingdom you know and love, with a just few minor differences. Mario is nowhere to be seen, Koopas have been replaced with shelled alien slime worms, the Yoshis are at war with the Charging Chucks (“Charlies”), cycloptic armless girls go on grocery excursions for vegetables...

Okay, so it’s *really* different. This is a collaborative fan game we’re talking about, so what were you expecting? Don’t expect much of a story that makes sense, and get ready for plenty of craziness, as you travel all about this incredibly wacky

world. For more information on the setting, please see the *What Is This Game?*, *Species Guide*, *Worlds and Levels*, and *Other Notes* sections at the end of the document.

You have 1000 Leek Points (LP) to spend, and five lives to start out.\* Good luck, and try not to get too many demos! You've got 10 whole years ahead of you, so make the best of them.

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## World 1: Location

There are a lot of strange and dangerous places to explore. Roll a 1d12 or pay 50 LP to determine your starting location.



**1. Grocery Market-** Plenty of vegetables to purchase. Please remember to return the shopping cart when you finish. And watch out for problematic, wish-granting ancient artifacts.



**2. Yoshi Isles-** This certainly isn't a grocery store. Instead, you have appeared 20 meters up in the sky. But don't worry – that Charlie right below you will cushion your fall! This chain of islands hides the Resistance Base of the last Free Yoshis.



**3. Clouds-** The clouds here are noted for their stout composition, but do be careful not to fall; it's a long ways down. With enough work, you can find a safe way to the ground below, but there is plenty to explore up here, from haunted outhouses to chocolate castles.



**4. A2MT Mothership-** A extremely large spaceship (large enough for many complex, full-fledged biomes and structures within) belonging to Demo's master. Feel free to explore and check out different amenities like the Starlight Resort, but watch out or you might get put in the zoo as the next exhibit.



**5. Castle of Absolutely No Significance Whatsoever-** A large castle with many doors leading to strange lands, it is said to contain many leeks and other vegetables. Is there anything worth all the trouble here? Probably not, but it'll be lots of fun.

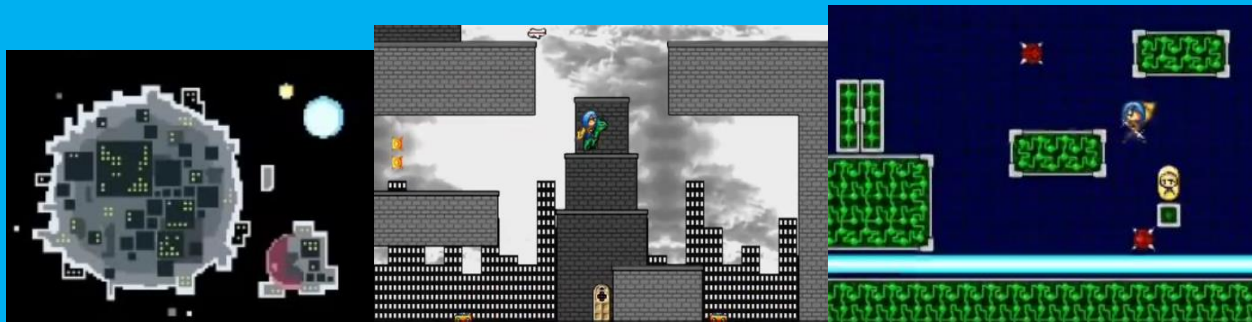




**6. Farina Train Station-** A train station with transportation across a heavily-forested world – when the trains are running, at least. Please feel free to also visit the adjacent library. Just keep in mind that violations such as bringing pets, trespassing into restricted areas, stealing books, or carrying more than 3 oz. of liquid will result in penalties ranging from a 100 coin fine to lifetime bans.



**7. Mantreopolis-** A booming city in Mantreol with all the usual attractions and amenities of city life. Concert halls in giant trees, secret out-of-control laboratories, laundromats leading to other worlds... Okay, so it's not exactly the safest city. But there's lots of fun stuff to explore if you can stay alive.



**8. P.O.R.T.(S.)-** This spaceport city that exists outside of linear time acts at the home base for the Chronotons – robotic bird people who safeguard the passage of history. Aside from Chronotons and strange, pigeon-like creatures, you can find a lot of strange and familiar people making cameos at the numerous recreation hotspots. Don't ask what the acronym stands for – everyone has their own theory.

**9. Autumnal Epoch-** The climate of this time period leaves the land in a state of perpetual Autumn – a good place for a holiday or the start of a new journey.



**10. Epopee Aquatique** – An oceanic epoch in which tropical beachside resort businesses thrive. Be sure to check out Denmark’s Resort [Insert Catchy Resort Name], where the ABCD “Uncle” Denmark offers parties, watersport competitions, casino gambling, and plenty of décor showcasing himself as the main attraction. Though the recently reopened Starlight Resort may rival his hotel in class. If you don’t have the money for the resorts, you can swim into the watery depths, and maybe even find some ancient temples (explore at your own risk).



**11. Food Desert Island-** A vast land with bizarre secrets. Progression’s less linear than other games, so try not to get lost as you venture through woods, deserts, the sky, fish markets, and more. Good luck finding a grocery store, though!



**12. Freebie-** Lucky you! You can choose any of the above areas for free.



## World 2: Background

Now then, it's time to choose what kind of character you're playing. For your age, roll a d20+8. Unless you pay 50 LP to choose your gender, you are the same gender as in your previous jump. For more information on in-setting races, please see the *Species Guide*.

**Drop-In-** You have been sucked into this bizarre world just as you are. Most likely you're a human – a race of weird, fleshy beings that sort of resemble Chronotons and tend to be superstitious and self-destructive. You seem rather strange to the inhabitants here, but give into the craziness and you're bound to fit in. After all, you're not the only outsider to drop in unexpectedly.

**Armless Bipedal Cycloptic Demon-** Called an ABCD for short. These armless, single-eyed beings are in fact quite powerful. Somehow, they are able to store mass amounts of coins inside their bodies, gain power from eating vegetables, and have multiple lives. Also, you know how to deftly manipulate your legs for a variety of tasks to make up for your lack of arms. Most of them were wiped out by the Space Masters of Space after the ABCDs rebelled, but the Artist later cloned and brainwashed more of them. You, on the other hand, are a free ABCD, and hopefully you can make sure things stay that way.

**Yoshi-** Sometimes also called a “horse.” Since the disappearance of their old plumber friend, the Yoshis have been forced into hiding by the Charlies. They are waiting for a hero to save them, but perhaps you do not wish to wait for that eventuality. Or maybe you are instead collaborating with the conquerors.

**Charlie-** Used to be called Charging Chucks before they changed their name for some reason. Under the leadership of King Charles (IV), the football uniform-clad Charlies have conquered much of the Mushroom Kingdom, seized the food, and forced the Yoshis (horses) into hiding.

**Generic Enemy-** Take your pick from a variety of different enemies, most of whom have evolved to fill niches once held by other enemies. Perhaps you are a slimy, shelled Goopa, or a sessile yet dangerous Love Frog, or a yellow, banana-boomerang-throwing Bananasnake, or something ever weirder.

**Toad-** A mushroom-headed being that is fairly harmless yet has a knack for building different things. Since the disappearance of Mario, things have been a little tougher than usual, but you can still find Toads across multiple planets.

**Koopa-** A once-diverse race of turtles that has been driven to near-extinction and largely replaced by the Goopas in the aftermath of the Mushroom War. You're not dead yet, though.

**Chronoton-** Wind-up bird people who worked around the clock (and outside and inside) to ensure that history continues to flow smoothly like a river, while gathering knowledge from across time and space. They're a bit self-centered and quirky, but then again, that's not that odd in this universe.



## World 3: Perks

You're going to need some new tricks in addition to whatever you've brought here if you want to last long in this bizarre world.

**Spin Jump** (Free All/100 LP)- A special jumping move in which you spin and bounce. This somehow causes many things you land on, from enemies to blocks, to simply shatter. The spin jump also sometimes allows you to damage things you could not hurt otherwise, or at the very least bounce off them without getting hurt. However, there are still things (lava, spikes, etc.) that the spin jump will not protect against. You receive this ability for free when in the jump, but you will need to pay 100 LP to use it after the jump; plus, paying the extra LP ensures that you can still use spin jumps in occasional areas of the game that normally lock out spin jump powers.

**Crouch Jump** (50 LP)- An essential skill when you need to jump across gaps with tight ceilings. You are a master at jumping while remaining in a crouched-down position.

**Item Juggling** (150 LP)- The ability to throw items into the air and then catch them again. This skill is more difficult than it sounds – particularly when you are trying to carry important items across gaps while holding on fences between throws – so this will definitely come in handy at some point.

**The Michelin Preview** (200 LP)- Now when you're preparing to enter a level (or a similar area or challenge), you'll learn that level's Michelin star ranking, determined by a panel of judges based on many factors. The rankings are 0 to 5: 0 means a rest stop, hub area, or (relatively) safe town; half-stars are the easiest levels, and 5 stars are a real doozy.

**Time-Out!** (300 LP)- Whenever you are hurt by something, you briefly gain immunity to damage for exactly 3 seconds. Not much time, but enough to possibly tank past other hazards. Does not apply when the damage is instantly fatal.

**Punctuated Time** (500 LP)- Press a little button mentally, and you can suddenly “pause” the world around you. Everything will turn black and white as time freezes, except you. You can move freely around the frozen setting. However, while everything is frozen in time, you are locked onto your “screen” – an approximately twenty-meter radius centered around your location at the exact moment you froze everything. You cannot see or access anything off screen while time is frozen, so you will have to deactivate the effect to explore further. In addition, the power somehow turns water into solid ground (not ice), so make sure you don’t use this when you are in the water.

**LP’er** (100 LP, Free Drop-In)- You are a whiz at LP (Let’s Play), and can easily play through video games and find all the secrets with enough work, and all the while talk calmly about your adventures. As a result, talking is now a continual “free action” for you, such that you can talk without losing your concentration on other things no matter the situation you are in; you can easily maintain a conversation even as you are jumping for your life. Furthermore, you have a photographic memory for all of the games you have played (including those LP’ed by *raocow*), and you can apply that information should they have respective jumps.

**Enter the Matrix** (200 LP, Discount Drop-In)- Play enough games, and you might get sucked into one yourself – same applies to computers. However, you can still survive inside these strange new worlds. This perk allows you to enter any digital space embodied by a computer or electronic game and ensures that the environment within will be able to sustain you. Sure, there might be various enemies and traps you never could have predicted, but you don’t have to worry about the physics of the digitized world making your existence impossible from the start, even if the computer begins to malfunction from viruses, physical damage, and the like. Also, you can sometimes find interesting treasures and information inside that you could not regularly access from outside. To enter the digital space, just press random buttons or hit the machine a few times. Exiting is a little trickier, as you need to find the exit, but it’s usually not too hard.

**Level Complete** (300 LP, Discount Drop-In)- Whenever you complete a “level” – which can be roughly defined in saner universes as a relatively compact area with a similar terrain or theme – you gain the ability to freely pass through the section covered by the level without actually experiencing it again. Even if the level required you to fall down massive pits or jump over seas of lava, you can now simply walk past on the map as if you were on a stroll. Even so, you’ll first need to reach the end of the level. Furthermore, if you want to explore the landscape in the level and look for goodies, you’ll have to actually enter the level and face its challenges again.

**Similar Powers\*** (400 LP, Discount Drop-In)- In each jump, you can choose any general set of abilities, even ones that would not be normally accessible to you, and somehow be able to exploit that power yourself. That said, there are some big restrictions. First, the selection only applies to abilities that exist exclusive from jumpchain fiat – powers that only exist through jump purchases or are enhanced beyond the canon standards by jump fiat are not allowed (in the latter case, you can still select those abilities, but they will lack the enhancements that a jump purchase would give you).

Second, you are only able to access the basic abilities associated with your choice, and your use of them is somewhat altered to fit your own context – abilities such as power-ups work differently for you than they would normally, and some abilities in the set may not entirely work for you. Third, you can only choose one associated set of powers for the perk per jump. Fourth, the overall strength of the powers is restricted to Mario levels. Most importantly, unless you actually purchased those specific powers, you will be unable to use them outside of their associated jump.

**Forgot About It\*** (600 LP, Discount Drop-In)- You tend to forget about your wounds after the fact. This would be rather dangerous, but whenever you forget an injury, it is retroactively erased. However, it won’t disappear unless you stop paying attention to it – which can be a problem when it constantly hurts! Also, you can only (successfully) ignore one injury per minute.

**Vegetable Hunter\*** (100 LP, Free ABCD)- You are skilled in grocery hunting for leeks and other delicious vegetables. Okay, that doesn't sound like much, but in a world where said vegetables often have powers (they took the place of the regular power-ups), they can be quite useful. Eating cacti lets you shoot fireballs, spinach leaves let you glide through the air, leeks give you temporary invincibility, etc. These vegetables will work in such ways for you for the course of the jump regardless of whether you purchase the perk, but the perk is the only way to get these same powers from them outside of this world. It also allows you to store a second vegetable inside of you for later use. Plus, the perk increases your chance of finding some of them wherever you go.

**Super Demo 128** (200 LP, Discount ABCD)- Much like Demo's emerging special ability, you can create copies of yourself. Just [mentally] type the password SUPERBDEMO128, to summon 99 weaker copies. Their forms vary, as each is in a particular power form you have available (without access to any other powers). They all act as independent, mindless AIs, but recognize you (and designated allies) as an ally and will not harm you. Every time you enter a new area, you will reset to 99 copies. That said, you have no control over your clones, and they can become a lot of trouble in narrow spaces. Therefore, by entering the code RAOMODE, you can cause all your copies to harmlessly explode, thus deactivating the power.

**Broadsword Buff** (300 LP, Discount ABCD)- Like [Uncle Broadsword](#), you gain temporary invulnerability (for a few seconds) whenever you cast a spell, use a special ability that requires expending some internal energy source you have, or charge forward. In addition, your magic reserves (and any other energy reserves used for special abilities) automatically regenerate (slowly) over time, with increased refueling when you make melee hits on opponents.

**Copy Share** (400 LP, Discount ABCD)- You've gained Iris's own specialization, which she is currently unaware of. This passive ability lets you copy the special powers of other individuals of your current species whenever they're close (within 20 feet); you can only copy one person's ability at a time. On the flipside, you can share a temporary, limited version of your copying effect with allies to let them subconsciously access one of your primary powers (like vegetable power-ups, hence why the non-ABCD party members still get power-ups); the effects last for



24 hours or as long as they're within 50 feet of you (whichever lasts longer), and the duration renews if they reenter your range.

**Breaking Free** (600 LP, Discount ABCD)- Despite their often-simple nature, the ABCDs have proven to be very problematic slaves, as they have determined wills that resist being controlled when they don't wish to be. You have significantly strengthened will and resistance, such that you could even defy the universe if it tried to make you ascend to godhood (it still might try to kill you instead though). Moreover, if you are brainwashed or depowered, you still unconsciously desire to be free, and given enough time and luck (it works better if you are exposed to powerful attacks), you will regain your past memories and find a way past the blocks on your power.

**Raw Horse Power** (100 LP, Free Yoshi)- Noble steeds have an important role in adventures – that of carrying heroes to victory – but that sometimes means that you have to make sacrifices. When carrying someone on your back, you have a way of ejecting your rider into the air, allowing them to reach places that you are unable to make it to. Even if you can no longer continue your journey, at least you can rest easy knowing that you gave your partner a boost in the right direction.

**Sweeten the Pot** (200 LP, Discount Yoshi)- You have good luck in finding heroes and heroines to solve your problems for you, such as taking out the king who has forced you into hiding. They may just care about getting back to their master with groceries, but you can find a way to point them at the enemy as a chaotic but powerful weapon.

**Scrunched Up** (300 LP, Discount Yoshi)- You can somehow scrunch yourself up so it seems like you really have only a head; actually, your feet and body are coiled up underneath your head, allowing you to waddle. You can use this perk to your advantage to deflect strikes to your head by scrunching up, thus avoiding damage. In addition, your scrunched-up head form somehow has the same aerodynamics as a football, such that you can bounce high into the air or allow yourself to be thrown as a projectile.

**Egg Runner** (400 LP, Discount Yoshi)- You can encase yourself inside a small Yoshi egg, albeit one that is quite mobile. You are able to sense your surroundings, and can move about, running and jumping despite a lack of legs. Also, you can summon wings to temporarily fly or glide. Plus, when you are airborne, you can shoot down blasts that cause jets of plasma to erupt from the ground, or summon item blocks that turn into enemy grunts. In addition, as long as you are running away from someone, you can in essence start a time loop; whenever you get further than twenty feet from your pursuer, so long as he or she initially was within twenty feet of you, you can reset back to the start of the chase. However, the time loop only works while you are running away; once you decide to actually fight, the reset will not work.

**Heir to the Muncherness** (600 LP, Discount Yoshi)- As the once-prolific Muncher civilization has become almost entirely extinct due to overextension, a unique breed of Yoshi has evolved to fill in that niche. At will, you can turn into a baby Yoshi with its mouth permanently fixed upward. Anything that makes contact with you will automatically take damage, and you have highly increased defense against all attacks; unless the attack is critical or of high intensity, you won't take any damage at all.

That said, you are immobile in this form, so you will have to transform back to move. Furthermore, in your sessile form you are unable to make any attacks, even long-range ones and others that you could feasibly do without moving. At most, you can stay in the sessile form for 24 hours; if you go past that limit, you will revert to your standard form and be unable to become a baby Yoshi for a month. In addition, it turns out that your near-invincibility and automatic damage counter fails to cover one part of your body: the part that is rooted to the ground (it's just kind of difficult to reach that area without dealing with your defended parts)! You can also reproduce via spores to create many more of your kind. Plus, you can root yourself to ceilings like a stalactite.

**Aggressive Athlete** (100 LP, Free Charlie)- For your kindred, sports are a way of life – and warfare! You now have a way of using any kind of sport as a means of attack.

**Charlie Horse** (200 LP, Discount Charlie)- The Charlies have been able to send all but the most determined “horses” packing. This perk gives you an advantage (slightly increased luck and stats) in fighting opponents that could qualify as mounts. Furthermore, whenever you hit a mount with an attack, it will automatically eject the rider; even so, if the riders catch up with their steeds, they can remount.

**Helmet Protection** (300 LP, Discount Charlie)- Lots of things in this universe are incredibly vulnerable to stomps on the head, including you, but you have learned to minimize the damage per attack with helmets. Whenever you are wearing headgear, it takes at least three hits on the head to do significant damage. With enough training, you can increase your resistance, though never to perfect invincibility. However, this perk does not protect you from attacks to other parts of your body; also, if you only have a head to begin with, your whole head is your body, and you therefore have no individual “head” body part to be granted the perk’s benefit.

**Long Journey** (400 LP, Discount Charlie)- One of the great benefits of conquering large chunks of territory across the world is that whenever a hero or heroine decides to oppose you, you can rest assured that they will have to fight through all of your outer territories before they can ever reach your main base. You can claim up to seven large areas excluding your home territory as affiliated “worlds”. For each world region, you must select a “boss” and a “castle” – the specific kind of structure isn’t that important. Even if you don’t have full control over the area, you can still find someone to act as the area’s boss, though particularly intelligent and strong-willed individuals might resist following you.

Any key opponents who wish to face you, unless you choose otherwise, will be encouraged by fate to start at the outermost territory and move through all of your claimed regions before they can reach you. They can take another route if they wish, but the overall play of events and their luck will make it unlikely that they will deviate from the path destiny has set for them. Furthermore, to progress from one region to the next, they have to conquer the castle and the boss (even with bosses who are defiant towards you, the perk will at least increase the likelihood that they will still come into conflict with the opponent you want them to stop). Surely this will be more than enough to keep pesky rebels away, right...right?

**Screen Play\*** (600 LP, Discount Charlie)- No matter who questions it (a whole lot of people), you are clearly the star of the game. And action stays with the star, no matter where he or she goes. Whenever you activate the perk, you cause the “screen” boundaries to center on you (essentially covering a 20-meter radius around your position. Anyone caught in the screen when you take control of it are trapped within the boundaries and cannot see anything beyond the screen. If you charge off in one direction, the screen follows you, and no one else. And going with the mindset of “out of sight, out of existence”, anyone caught off screen will suffer intangible damage, feeling a constant sense of wrongness and pain as their life force vanishes until they finally die. It is impossible to stop this drain on your “hp”, but the drain will stop when you get back on screen.

However, people who were initially off-screen when you activated the perk will not be affected if the screen later comes to encompass them; they will still be able to see normally and will not be hurt if the screen moves past them. Also, the people caught within the screen instinctively recognize the borders of the screen and the danger of going outside the screen. Furthermore, you can only use this perk when going at most somewhat above your opponents’ average speed (going by the speed of the fastest individual caught in the screen); you can push a little past the limit, but go too far and the screen pull will break and things will return to normal. Therefore, the speed you can go depends on how fast your opponents are. Most of all, if you take damage, you lose control of the screen, resetting things to normal. You can selectively adjust the perk so that your allies and other companions are not affected by the screen limits.

**Schrödinger’s Enemy** (100 LP, Free Generic Enemy)- How do all those enemies end up in places that they could never reach on their own? Well, you never see how, and they’re not telling. If you are alone with no witnesses to see you, you can place yourself anywhere within a twenty-meter radius, even if it would be normally impossible for you to reach that location. Furthermore, once you are in that position you will be “off screen” and unnoticeable to people until they come within twenty meters of you. However, you will not be able to use the perk again for another hour, so hopefully you’re not somewhere you can’t get back out of.

**Surprise!** (200 LP, Discount Generic Enemy)- You can hide in a floating block or other innocuous object, and remain completely concealed. You cannot take any action unless you break free from the block, but you automatically sense when someone approaches you. You can also disguise yourself as a rooted vegetable,



such that someone may haplessly pluck you out of the soil without realizing the danger.

**Demon Living Inside the Toilet** (300 LP, Discount Generic Enemy)- No, the name has zero significance. It does mean, though, that you can now turn yourself invisible. However, it does not block off any noises you make, and you might leave a small bit of dust behind when you first start to move; even so, once you begin to move, as long as you do not stop or change direction you will be perfectly invisible. If you ever stop, however, you will leave another trace behind when you begin moving again.

**One Touch** (400 LP, Discount Generic Enemy)- Whenever you normally touch a target, even through simple contact, you can instantly injure the person. In addition, if the subject is wearing some sort of protective armor or in a special form, while you will not damage the target, the hit will eject the protective item from their body or reduce them back to their standard form; this does not prevent them from returning back to that state by regaining the armor or powering up again, though. Does not work if the target is invincible or is directly attacking you. In addition, particularly powerful opponent may take less (though still at least some) damage with a single touch; likewise, especially powerful armors and forms will require multiple hits before they are removed from the targeted person. Also, you can selectively turn this power on and off depending on how you wish to interact with people.

**Enemy Swap** (600 LP, Discount Generic Enemy)- A lot of the current baddies evolved to fill in niches left by previous races. Even so, despite many of the new enemies looking nothing like their predecessors, it's the same old, same old. Pick a generic Mario enemy (it cannot be a boss). You now can perfectly mimic the basic attack pattern of that enemy, though it is in your own style. In every subsequent jump, you may pick a single "enemy" in that world – it must have a stable population of 150 or more, its overall strength cannot be higher than Mario standards, and it cannot be a boss – and adopt its fighting style for your own. You also take on the special traits of that enemy, such as resistance to head attacks or overall invincibility to physical attacks. You can keep old styles, but you can only use one at a time.

**Harmless NPC** (100 LP, Free Toad)- Despite the many upheavals in the Mushroom Kingdom, the Toads have remained relatively safe. This is in part due to their sense of harmlessness, such that they are completely ignored by fighters. As long as you remain unobtrusive and don't take any direction action against someone, nobody will try to harm you. You can still offer assistance to people who will attack your enemies for you, but you cannot take any direct actions or you will lose the protection of the perk. Moreover, particularly hostile, evil, or hungry beings might still choose to attack you, even if you act harmless.

**Toad Brigade, Attack!!!** (200 LP, Discount Toad)- Toads are usually pretty mellow beings, but they can be roused to anger when provoked. As long as you have the perk active, any attack that harms you will result in the summoning of a small army of battle-trained Toads. That said, they're only about as strong as a standard enemy, so don't expect them to be that much help avenging your injury; even so, they can be somewhat formidable in large numbers.

**Construction** (300 LP, Discount Toad)- Toads are the master builders of the Mario universe, and they have been able to oversee massive projects such as airships and castles despite a lack of adequate manpower. Essentially, the perk halves both the time and manpower requirements for any construction project, though you still need the right resources at hand.

**Item Babysitter\*** (400 LP, Discount Toad)- Toads lovingly raise young items for later use. You can now start "item nurseries", in which you can raise and breed items with each other. With enough work, your little items might even learn to talk and move on their own – though this might lead them to thoughts that do not necessarily agree with their assigned roles as items. Just make sure all of your items receive affectionate and attentive care for proper development! And take good care of them, or they might catch a cold and die.

**World Hacking** (600 LP, Discount Toad)- Toads are the primary builders in the Mario universe – more than you would think. In fact, they help to create new worlds and levels by tampering with the reality and moving land segments and

other things about; they don't always get things right, which explains why everything is so wacky. With this perk, you can safely use various methods, whether through your own powers or mechanical lifting, to safely remove chunks of land and transport them to new locations. The inserted pieces will fit into the new level without the shattering, earthquakes, and other effects that normal people are used to. Furthermore, the various chunks can touch each other without damaging each other, such that you can even transplant icebergs onto lava fields or vice versa without problems ensuing. On the other hand, you'll have to practice to figure out how to get the different pieces to align with each other, or else you'll get a jumbled mess of a level. Still, with enough work you can create your own unique, Super Mario Bros.-style levels and worlds for people to explore.

**Hovering** (100 LP, Free Koopa)- Without any magic, wings, or power-ups for assistance, you can hover in and move through the air for a few seconds at a time

**Bros. Barrage** (200 LP, Discount Koopa)- Only the hardest of Koopas have survived through the hard times of late, so it is no surprise that the most enduring species is the Hammer Bros. and their kin. You now know the brotherhood's secret technique of accessing a pocket space armory filled with an up to five-foot long weapon of your choice (hammers, grenades, even sentient ammunition such as Bullet Bills) You can throw as many as you wish without running out of projectiles. However, you can only toss a few at a time.

**Crazy Koopa Communists** (300 LP, Discount Koopa)- You have studied under the great Dr. Lakitovich, a surviving Lakitu who now leads Communist operations in the frigid Russian territories of Colonial Seattle. Basically, the perk allows you to come up with crazy technology that would fit well with the Russian villains of spy and adventure movies. That said, said movies usually end with the Communists' defeat, so don't overestimate your new scientific inventions. It also makes it easier for you to recruit ninjas for some reason.

**Portal Jumper** (400 LP, Discount Koopa)- You know, a lot of interdimensional portals can instantly harm – even kill – you. Now, though, you and any people accompanying you are safe from harm when they travel through any portal. However, this does not come with an ability to create portals, or to control where

they take you. Even so, the perk also gives you increased luck in finding existing portals as well as potential ways to open portals.

**Second Chance** (600 LP, Discount Koopa)- In the event that the world is about to be destroyed, you will travel back in time – anywhere from a month to a year – and retcon your existence such that the past you now has your future memories (don't worry; since you're still there, it does not count as losing the jump). Hopefully with your memories of the future, you can make things go for the better this time. That said, sometimes the full details behind the world's end aren't always clear, so don't be surprised if there are twists you didn't anticipate. And the temporal shift sometimes causes some memory dissonance, since you remember a timeline that is now being shifted by your current actions. You can only activate this perk once per jump – and, no, the time travel doesn't reset your count. You can choose how this perk stacks with other life-saving perks you may possess (such as which one takes precedence first). If taken with Portal Jumper, you can now actively produce portals (the relatively normal kind, not time-space ones), though you'll need a powerful energy source to do so.

**Unlikely Allies** (100 LP, Free Chronoton)- You're good at convincing even otherwise antagonistic people to cooperate with you – or at least be relatively compliant and not actively interfere with your goals. While this perk won't work on individuals actively working on goals that directly conflict with yours, as long as its not a polarized opposition you can get some level of cooperation. Even if you're dealing with a egotistical dictator, you can probably get them to cooperate benignly while still letting them think they're still in charge.

**Information Filtration** (200 LP, Discount Chronoton)- The Chronotons are more than happy to let visitors view their library archives, spanning across eons – just know that viewing said records will be taken as consent to mandatory memory filtration upon leaving the archive. You can now place memory filters over any information resources (books, computers, directly telling, etc.) that you and your allies possess. This protection does not prevent people from accessing your information, but it does impose a memory filter that, once activated, will filter out any new information that you do not wish for them to retain. The filter will activate either once they leave the overall location of the information or go more than 100 feet away from the information source, whichever is farther.



**Grand Archivist** (300 LP, Discount Chronoton)- Your information resources span time and space, giving you key insights into places, people, species, events, time periods, and things. Whenever you encounter a new place, person, species, etc., you gain comprehensive albeit condensed knowledge of it – essentially what would be featured in a (mostly) professional encyclopedia entry. This can even include historical information that may have otherwise been lost. However, you won't get that information until you have direct contact with the subject of the entry. Moreover, the perk is less reliable with individual people who have secrets they're actively hiding; those details won't appear until you learn about them firsthand.

**Safety [Temporal] Bubble** (400 LP, Discount Chronoton)- This perk ensures that in the case of space/temporal crashes and similar phenomenon that would effectively erase your existence, you'll be able to find sanctuary in a small pocket of space not affected by the problems elsewhere. And if there are any other safe spots in the temporal mess, you can safely cross from your bubble to those other safe areas and back without getting wiped out by the temporal anomaly as soon as you leave safety.

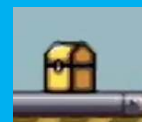
**Time-Space Tech Wizards** (600 LP, Discount Chronoton)- When your race specializes in time-space shenanigans, nothing's out of your reach, even fixing whole temporal messes that destroyed the universe...if you have the right tools. You instinctively know how to accomplish anything involving time-space manipulations, and what resources are necessary to make those pipe dreams possible. Of course, said resources are often hard to come by, but that just means you'll need to do some searching.

## World 4: Items

In addition to whatever vegetables and other things you collect throughout the journey, we thought we'd throw in a few extra prizes, for the right price. If your items are destroyed, lost, or stolen, their free warranty will ensure that you will receive a replacement shortly.

**Soundtrack** (Free)- A complete set of the music in all of the ASMT games for your perusal as you please. In addition, appropriate music plays throughout the jump, and with the purchase you can learn the details of the music such as origin and artist; given that the assortment ranges from various video games to classical music to original works, the sources can often be surprising. You can also make the music play around you in other jumps at will.

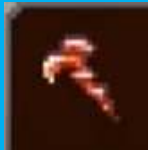
**Treasure Chests** (50 LP)- A bunch of various treasure chest carrying often worthless treasures such as a 100 gp coin (worth 85 gp for some reason), a rubber duck, cake (that is a lie), a stone (Thwomp) head, or just air. Still, they're nice souvenirs to commemorate your adventure. Plus, a few of them actually make nice trophies, especially if you are familiar with the series they are callbacks to. And a couple of treasures maybe have extra benefits. You also have the chance of finding more chests hidden in the jump and beyond.



**Raocow's Collection** (50 LP)- A collection of all the games played by *raocow*. Fan games such as ASMT are given their own official cartridges and can be played on any game system(s) of your choice.

**Card Collection** (50 LP)- Collectible cards with fanart of various characters and scenes from the ASMT series. You start with the full set of 64 cards from a2xt2, and you can find and obtain more if you try hard enough.





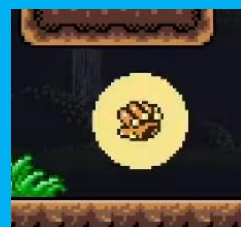
**Staff of Desolation** (50 LP)- A treasure found in Demo's [descent](#) back through Luna Tower. Slightly reduces the time it normally takes you to resurrect after dying (assuming, of course, you have extra lives or something to bring you back to life); also reduces death animation time.



**Phial of Royal Blood** (50 LP)- A treasure found in Demo's [descent](#) back through Luna Tower. When you drink it, it has a 50% chance of instantly killing thou, and a 50% chance of making thou invincible for 60 seconds.

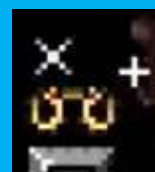
**Blue Orb** (100 LP)- Upgrades the height of your jumps.

**Power [Climbing] Glove** (100 LP)- A [spiked glove](#) that lets you climb anything – even giant vines or skyscrapers. Heck, as long as you have the glove, you can climb even if you don't have any hands!



**Vainglorious Finery** (100 LP)- A treasure found in Luna Tower. Lets you accelerate your movement 12% faster than normal.

**Brass Tiara** (100 LP)- A treasure found in Luna Tower. Grants vision and madness (by letting you see otherwise invisible yet solid eye blocks that will now be found wherever you go).



**Booster Depot** (150 LP)- A large vault loaded with boosters, strange devices that can be made to boost whatever is standing atop them into the air. Package comes with the Boost Manager, an ancient tool said to have remote command over all boosters.



**Red Sack** (200 LP)- A giant single red boot that is immune to all forms of fire, lava, and magma. However, the opening at the top of the boot remains exposed, so don't get hit in the head. And hopefully you don't fall out of the sack in the middle of crossing a bunch of lava, or be prepared to be burned to a crisp. You get a new one in your Warehouse if you lose the previous one.



**Pal's Moving Castle** (200 LP)- A marvelous, mechanical, moving [clock tower](#) owned by Demo's pet dog Pal. It acts as a "dream hub" for dogs, with dream projections of dogs appearing all over the resort; these dream dogs can talk and sometimes provide useful assistance like setting up a taco stand (where you can get fire powers). The mobile tower is guarded by Klonoa-style enemies and puzzles. Also, if you put coal into the engine, you can get this bad boy moving! Just be careful, the castle moves pretty fast when it gets going (and it doesn't really have brakes), so try not to fall off.



**Dr. Breen's Private Reserve** (200 LP)- A special chemical feed designed by a [mad scientist](#) who wants to

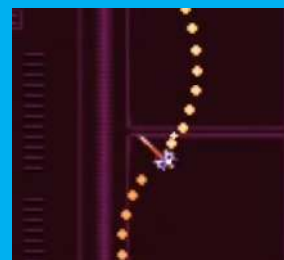


evolve humanity into a superior, utopian form: that of fish. Feeding this to humans and humanoids will give them the bodies of fish (though they'll retain their original heads); they will be able to breathe underwater as well as on land. Fish might also be mutated through exposure to become stronger. You gain a lifetime supply. Also includes some music.



**Blue Sack License** (300 LP)- You now have the right to an unlimited supply of “Blue Sacks” – giant single blue boots with wings. A Blue Sack uses the “swimming glitch” so that you are technically swimming when wearing it, allowing you to swim freely even without any water (or land, for the matter). However, a Blue Sack becomes heavy and sinks when exposed to water. For some reason, the license also gives you free access to bars, though not to the televisions.

**Brynhilde** (400 LP)- A red sword that is supposed to grant incredible power (not that anyone knows what it does, since not even raocow managed to acquire it). At the very least, it can function autonomously to float and shoot out an array of deadly light bullets.



**Luna Staff** (600 LP)- A rare staff otherwise only unlockable by finding every item in Demo's return to Luna Tower (something not even raocow pulled off). When you hold it, you will receive a random power-up (any found in the ASMT or Mario games) every five seconds.

**Levels/Worlds** (50/150 LP)- With all of these strange levels and worlds to explore, why not take a few home with you as a souvenir? You can pay 50 LP for a single level, or you can pay 150 LP for an entire “world” area. The levels/worlds can be from any of the games in the series. For instance, you could pay 50 LP to get the SS Cotopaxi level, or you could pay 150 CP for the full “Desert World” area. If

you place it in a jump's world, it will either appear out of the blue as a recreation of that area or be retconned into the setting's history. The original environment(s) in the level/world are preserved, even if the region surrounding it is entirely different; still, things generally work best when you import a world/level adjacent to a biome that matches it. The recreated level/world is exactly how the area was in the original game, though you could feasibly change things up if you have the necessary resources and manpower. If the area was retconned into the setting, then its exact layout and the behavior of the locals depend on the land's new history in that jump. Everything from landscapes to buildings to lifeforms is recreated.

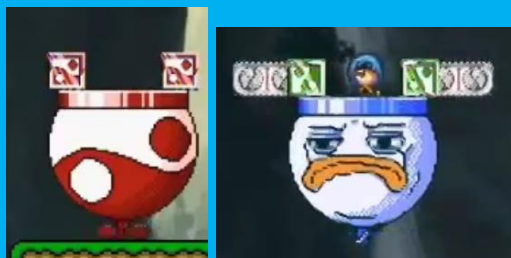


**Library** (100 LP, Discount Drop-In)- A bonus library with lots of information, some useless, some not, some understandable, some not. The records range from information on marmosets and zebras to hints on how to find secret items in levels to the sad children's story of Six Little Furbas. Has infinite space, but can only be used for storing books. The non-Euclidean, 2D-oriented library exists as an attachment to the Warehouse; you can also open up an access portal to a building outside the Warehouse, but only for one building per jump.

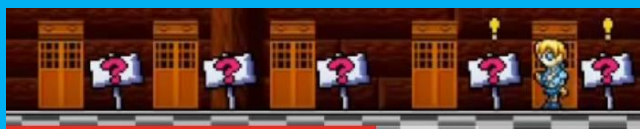


**Reimu-Mobile** (300 LP, Discount Drop-In)- A Kappa-built clown car death machine with miko-powered chainsaws on the sides. Sadly, the cockpit is still

exposed. Most unfortunately, although the Kappa managed to get the paintjob to be red-white yin-yang when unmanned, it turns to a blue, creepy clown's frown when piloted. Incidentally, it turns out that the miko-blessed blades embody the same spiritual power that a shrine maiden wields, which may be especially effective against certain targets and enemies.



**Sword Collection** (400 LP, Discount Drop-In)- Includes the Brave Sword, Thunder Sword, Laser Sword, Jewel Sword, and Alpha Sword. Their powers vary, but at the very highest (Alpha), you can shoot laser beams when swinging your sword. The swords were not fully utilized in the game mechanics (you really just see the doors they're behind before they power you up), so in time you might draw out greater potential in these great weapons.



**Teleporter** (100 LP, Discount ABCD)- A useful teleportation device that can be used to teleport yourself and companions to different worlds and areas within a jump. Don't worry, yours is very compact and can be carried in your pocket; on the other hand, that makes it easy to lose, too. Also, the device is incredibly temperamental, and it may occasionally malfunction; for instance, a trip to a grocery store might instead take you to some distant islands.



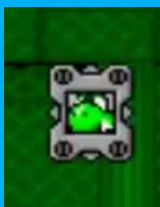
**Suppression Container** (300 LP, Discount ABCD)- Whether a capsule or a cardboard box, this can be placed around yourself or someone else to suppress their powers. It's useful when you need to limit the instability of your body from destroying you, or when you need to keep the powers of someone from breaking reality. The ability to take it off can be toggled depending on your needs.



**A2XT Mothership** (400 LP, Discount ABCD)- A full replica of the mothership owned by Demo and Iris' master (for the X prequels). It has many different areas to explore, and it is the perfect way to relax and refuel after a trying adventure.



**Communicator** (100 LP, Discount Yoshi)- A pair of long-range walkie-talkie headsets. One piece could be used in the Warehouse to nevertheless communicate with someone outside the Warehouse. Furthermore, it comes with a tracking mechanism that allows you to determine where your partner is with the device. Unfortunately, it fails to work in underground areas as well as in other dimensions.



**Metal Crusher** (300 LP, Discount Yoshi)- A small, mobile, block-shaped transport with spikes on the side, with just enough room for one passenger. You can pilot the machine through the air and then have it crash down to smash intruders. You can also have the block move horizontally to trample opponents. In addition, the shockwave from each downward smash somehow summons a Bob-omb; just be careful, as the device is particularly vulnerable to explosions.

**Yoshi Resistance Underground** (400 LP, Yoshi)- The secret subterranean base of the Yoshis – after falling into holes and other seemingly bottomless pits so many



times, it shouldn't be surprising they decided to call the underground home. It's a mazelike bunch of underground tunnels and passages into other caves, but it works decently enough for freedom fighters. Moreover, just as the base is implied to connect to all the bottomless pits that Yoshis fall into, whenever you're falling down a hole or abyss that could plausibly connect to underground caves (at least a 1% chance), you can choose for your fall to automatically take you to the secret Yoshi lair; you can also choose to enable this function for allies.



**Secret Storehouse** (100 LP, Discount Charlie)- An open area that you can use to store vegetables and other items for your war efforts. Despite it appearing to be in the open, you can attach it to the back of any fortified base you own, and the storehouse will not be accessible to anyone except you and your allies unless the intruders first overcome all other obstacles. Cannot be accessed through the Warehouse without your permission.



**Giant Pressure Platform** (300 LP, Discount Charlie)- A large, Thwomp-like machine that you can imbed into the ceiling of a room. Despite the machine being sealed away by bricks, you can instantly seal yourself inside, and use it to rain shells, Homing Bullet Bills, and fire from above. However, enough damage will expose the Press; once fully exposed, the machine will give into its Thwomp instincts and crash down, crushing anything in its path. You will be unharmed from the crash, but the impact will rupture the cockpit, so you'll be on your own at that point.

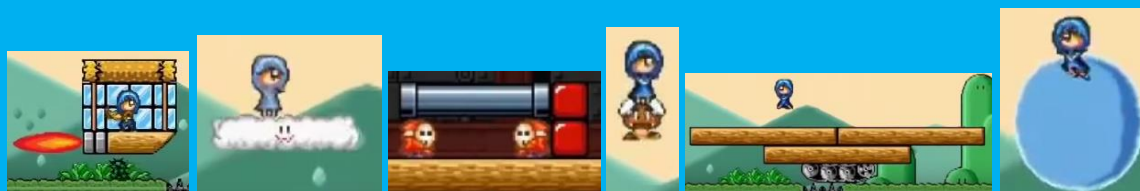
**King Charles' Crown** (400 LP, Discount Charlies)- The royal crown worn by the King Charles line. When this crown is worn, your head is nearly invulnerable to all attacks; any attack that is not critical or of high intensity will fail harm the area of the body covered by the crown. In the case that your entire body covered by the



crown, the protection will not qualify. If you already own a crown, you can designate it as the royal crown, but you can't switch it out to another crown later.

**Goopa Shells** (100 LP, Discount Generic Enemy)- A lifetime supply of Goopa shells. Even if you are not a Goopa, the shells fit you like a glove. The green shells simply offer an extra layer of protection (unless you're not wearing it, at which point it can be anyone's weapon). The red shells come with wings, allowing you to fly as long as you do not take damage. The blue shells can be kicked at targets, and they can sometimes be utilized as the propulsion for alternate (and dangerous) forms of transportation. The yellow shells allow you to travel across spikes safely, and boost your attack and defense stats; even so, they won't make you invincible. In addition, by wearing any of them as a hat, you can somehow make yourself slightly taller than normal.

**Pimp Yo Ride** (300 LP, Discount Generic Enemy)- A free rental service that allows you to select from a variety of "Pimp Ride" vehicles (see a few of the wide selection below). We have everything ranging from Paragoomba facsimiles to cloud platforms to floating water bubbles to clown cars to small airships and tanks. Whatever you pick each time, it is guaranteed to (theoretically – it might be a little harder than it first looks) carry safely you past all sorts of terrain and enemies. You can only use one vehicle at a time, but feel free to come back and swap as many times as you wish.



**Lifetime(s) Goon Pass** (400 LP, Discount Generic Enemy)- You know, minions actually get a lot of amenities, from expansive cafeteria facilities to exclusive concerts to general lounges where you can chat. Of course, non-minions who visit said attractions often get treated as intruders. With this pass, you can freely visit these areas without being harmed by anyone, and you get access to all of the amenities. You lose your special access if you attack anyone on-site, though. Works in following jumps as well.



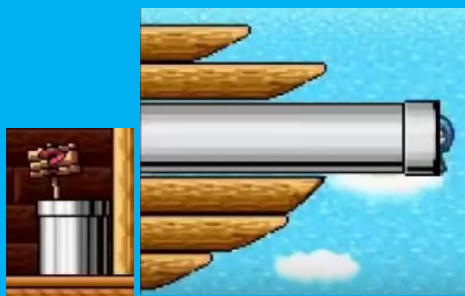
**Disco Tank** (100 LP, Discount Toad)- In a secret laboratory, Toads explored the uses of the disco shell – a fusion of the shells of all four main colors of Goopas. These near-invincible, chaotically-moving shells were seen as the key for perpetual motion machines, leading to the creation of the Disco Tank – a spike-covered, self-propelled



small tank. Just make sure you are careful with it – the power of disco is dangerous, and your tank could go out of control if you're not careful.

**Cut-Off** (300 LP, Discount Toad)- The excess material from creating a new level. If left alone, it acts as a dangerous trap by acting as an especially swift moving screen barrier that will destroy enemies (and anything else in its way) if they touch it. Very deadly, so be careful about using it.

**Ambiguously Cannon** (400 LP, Discount Toad)- Using the science behind warp pipes, the Toads built this unparalleled weapon as a transport system. When a subject is launched out the cannon at a determined destination, all events at the landing site (within a radius of 10 miles) for the next 24 hours are ambiguous for the *canon*. Meaning that after the time limit has passed, you can decide whether the previous events of those 24 hours really happened or not. If it didn't happen, it will be as if you did not land there. This can be very useful in case you accidentally destroy the world or something. Can only be used once per year.



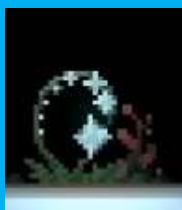
**Mecha Koopas** (100 LP, Discount Koopa)- A dozen [Mecha Koopas](#) from Koopa, Inc. that the Government modified with security cannons. The gray ones shoot a powerful laser beam that will scorch any intruder in its extensive line of fire. The red ones spit out guided missiles.



**Random Bowser Statues, Inc.** (300 LP, Discount Koopa)- The proud deliverer of statues to the Koopa royal family since 1988. The factory produces all sorts of Bowser statues, from jumping and fire-shooting ones to Bowser boss substitutes to prototypes that have not been seen outside the factory. If you also bought the Mecha Koopas item, it'll manufacture them, too.

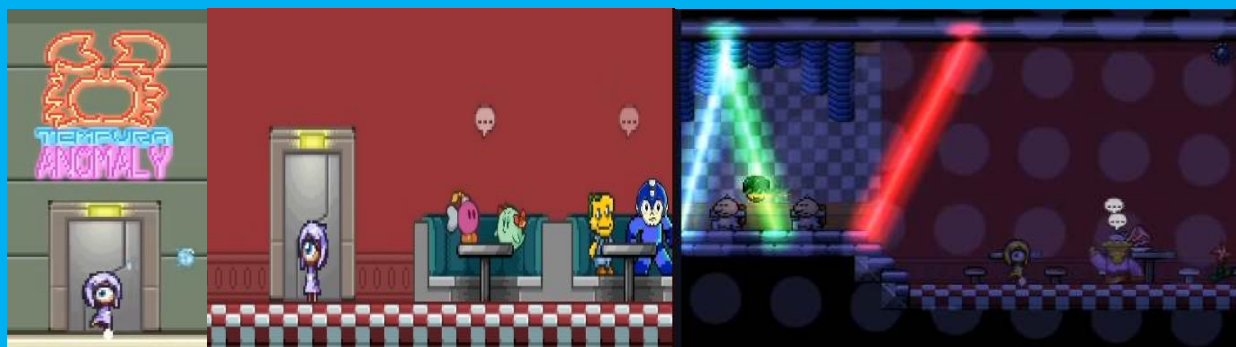


**Space Masters of Space Membership ID** (400 LP, Discount Koopa)- Who knew that Kood was a Space Master of Space (or at least got their member card)? A card showing that you're considered an honorary member of the infamous Space Masters of Space; it doesn't give you any real rank or power in the organization, but other members will be open to participating in recreational activities with you, and they may pass on useful information that they'd otherwise keep to themselves, even info on highly dangerous artifacts that could destroy the universe in the wrong hands. Plus, it means they won't view you as an enemy unless you go into direct conflict with them. In each future jump/setting, your member card grants you membership into an otherwise exclusive organization noted for their sheer power, enigmatic secrecy, or infamy, with similar benefits applying.



**Chronon Blooms** (100 LP, Discount Chronoton)- A special type of plant that gets its nutrients from the fabric of spacetime rather than sunlight. They only bloom when reality undergoes huge shifts, and they have remarkable properties. Their petals store history, and simply touching them lets you experience the events without any risk of damaging spacetime. In other words, they function as a cutscene theater, letting you rewatch the key scenes of your adventures.

**Tempura Anomaly** (300 LP, Discount Chronoton)- An award-winning, cross-dimensional diner linked to P.O.R.T.(S.) – and your warehouse and your other properties as you see fit. The popular diner welcomes customers from throughout time and space, and even other realities across the multiverse. So characters from various video game series often drop by for cameos now and then (Mario, Kirby, Klonoa, Sonic, Mega Man, Banjo & Kazooie, Ape Escape, etc.). Menu specials include sardine sundae, rock candy apple, starlight stirfry, fois gras, soylent teal, hihbuscake, bananasake BBQ, and continued causality cocktail. The restaurant often hosts special events like karaoke nights, disco Fridays, and surprise birthday parties, so make sure you stop in regularly!



**Developers' Storehouse** (400 LP, Discount Chronoton)- A large industrial storehouse where the many developers of A2XT2 slowly but surely gather to share their thoughts and dreams for the project. In future jumps, the storehouse will also contain avatars representing the creative “makers” of the current setting, letting you learn about their thoughts on creating the stories you’ve jumped into. They won’t all appear at once though, gradually tickling in over the duration of your jump. None of the avatars will leave the storehouse, but you can access their meeting site from your warehouse or other properties you own.



## World 5: Companions

Who says this game has to be single-player? Everyone can use a little back-up now and then. See *Species* section for more details and pictures on some of the mentioned creatures.

**Multiplayer Option** (First Free, 100 LP Each, 8 for 500 LP)- Want to import some past companions, or invite some new ones along for the ride? You get the first one for free, and you can pay 100 LP for each additional party member. If you pay 400 LP up front, you'll get a grand total of 8 companions. Each companion has a free origin and 500 LP to spend.

**From the Game** (100 LP)- With this option, you can recruit a character from the games to join you as a companion.



**Blade of Grass** (100 LP, Discount Drop-In)- A seemingly normal albeit red patch of tall grass that you can actually talk to. It is rather cheerful, and enjoys having someone to talk to. Since it was programmed as something to talk to, and not as an enemy, it is impossible to attack, damage, or even uproot it. Also, it can identify when the state of the reality has been “updated” (see Engine Swap drawback), though it can only provide limited information on what changes have occurred. Due to its odd nature, it does not count against standard companion limits in jumps unless directly imported as a companion.



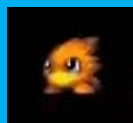
**Dog Pal** (50 LP, Free ABCD)- A simple, normal-looking dog that you can pick up and carry. As an NPC, it is immune to damage (and can't hurt anyone either), but it has a peaceful and affectionate personality. As a pet, it does not count against standard companion limits in jumps unless specifically imported as a companion.





**Yoshi Commie** (200 LP, Discount Yoshi)- A hikikomori Yoshi that just stays inside your Warehouse or some other secure base. However, he constantly uses a communicator to update you on your location. He has a deep knowledge of the local lands, and he gains additional information with each following jump.

**Family** (100 LP per member, Discount Generic Enemy)- Even common enemies have families that love them. You can have up to five family members of your basic species, though they can be of different variants.



**Furba** (50 LP, First Free Toad)- Despite being the replacement for Goombas, the Furbas actually make very loving pets. All they can say is “meep”, but they are nevertheless affectionate. However, they are very curious, so keep a close eye on them. As a pet, it doesn’t count against companion limits in jumps unless specifically imported as a companion.

**Mistery Luigi\*** (300LP, Discount Koopa)- Mario may be completely absent from the games, but at least Luigi is still here (even if he’s in another dimension). With this purchase, Luigi is now an old battle buddy of yours. He’s busy with his own adventures fighting the Chamillia Empire, evil cows, and other baddies, but he’ll find the time to take some shore leave so he can hook up with you and your party (and he’ll be willing to extend his leave even longer to follow you across jumps, if that is your plan). He’s not quite the same as the normal Luigi, but he’s still a great hero.



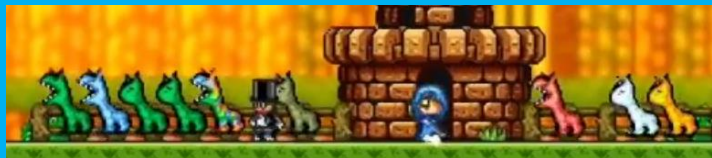
**Coatlyn** (200 LP, Discount Chronoton)- A living outfit (literally a coat made of sentient fabric) who considers herself an expert on fashion since “it takes one to know one”, even though she normally can’t see on her own. Since you’re a friend, she’s willing to let you live inside

her as her “roommate” and wear her, in exchange for acting as her eyes.

Regardless, she really is a splendid fashionista, and she’ll let you access her shop no matter where you are. She has tons of awesome costumes that, while not providing any value aside from visual aesthetics, are astounding in how much they can change your appearance (anything from 8-bit to a four-legged cat, and more).

And the more worlds you visit, the more inspiration she'll have for new outfits. Of course, she doesn't operate her clothes store for free, but she'll give you a discount.

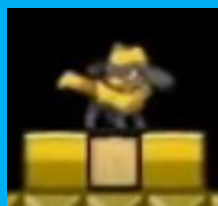
**Cat Llama** (200 LP)- A strange creature that is basically the same as a Yoshi, except that you won't find it anywhere except in this jump. Catllama-back ridin' is the only true way to travel! As a pet, it doesn't count against companion limits in jumps unless specifically imported as a companion.



**Goat** (200 LP)- Okay, I'm not sure if it's an actual goat, but it says "baaah" and looks kind of like one. It craves the taste of cinnamon toast pottery. As a pet, it doesn't count against companion limits in jumps unless specifically imported as a companion.



**Deliverants** (300 LP)- Frustrated about losing items, power-ups, and mounts to the mysterious cosmic force known as the "level filter"? The Deliverants – a dutiful colony of parcel ants – are here to help with their package delivery service. When you are forced to lose an item, powerup, or mount to enter an area, the Deliverants will pick up the lost package, and will return it to you when you next call upon their services. They'll even deliver live catllamas – don't ask us how!



**Quantum Physic Man** (300 LP)- ~Canis Riolus~ Possibly one of Dr Wily's (Mega Man) failed Robot Masters. Given how he only appears in a spin-off of the fan games (Superb Demo Sisters), nobody has gotten around to checking whether he exists or not until now. He can theoretically switch between all power modes of the different Robot Masters, but he can only use each mode for 1 minute, and cannot reuse an expended power for 24 hours; he can technically use the powers for more than the single minute, it just means that there is an increasingly high chance that something will malfunction. Furthermore, he shifts through his power modes at random.



**Yukkuri** (+100 LP)- Who can resist these strange things that resemble the heads of Touhou characters? Unless you're creeped out, that is. Ranging from small Marisa and Reimu heads to giant Sanae heads, they make affectionate pets or free-range guard enemies. However, they have the breeding capacity of Tribbles, and they tend to enter a communal berserk phase in large numbers,

so watch out! You start out with a dozen yukkuri of different breeds, but don't expect the number to stay low for long. As a kind of pet, they don't count against companion limits in jumps unless specifically imported as a companion.

## World 6: Drawbacks

It's going to be a taxing jump already, but if you want more handicaps than the ones in place by the designers of this thing, go right ahead. You can take up to +600 LP under normal circumstances, but *Full Walkthrough* and *No Demos* do not count against the limit; then again, you'd have to be *really* desperate to take either of those options.

**Mario is Missing** (+0 LP)- This is a fan-game, not an official title, but you can make it so that this jump coincides with other Mario-related jumps. Anyone you've met in one of the previous jumps will remember you – if they're still around, that is (Mario isn't, for one).

**Criss-Cross Chaos** (+0 LP)- This is meant to be a Mario game (sort of), but there are a bunch of other cameos (*Legend of Zelda*, *Touhou Project*, *Mega Man*, etc.). Any characters from jumps related to those crossovers will remember you.

**All in Monochrome** (+50 LP)- Your entire universe (including you) are now just black and white. Beware: with everything appearing just greyscale, it will be harder to identify differently colored enemies; better hope the mook you're hopping on isn't supposed to be bright red to warn you you'll get hurt if you touch it!

**Ding Dong Deng Dang Done** (+50 LP)- Vending machines are quite refreshing – and helpful, in worlds where foods and drinks sometimes power you up. Too bad that every single vending machine you find won't work for you. It'll be out of order, melted by lava, stuffed with pink slips or toy guns, on strike to protest the working conditions of hamsters, or something even more contrived and wacky – it might even spontaneously combust the moment you touch a button. In the rare instance that you do find a working vending machine, it'll only be stocked with a drink you utterly detest like Cortex Cola.

**Bored Now** (+100 LP)- You have very little patience for exposition, even when the information is incredibly helpful, and you are likely to just move on and continue with your mission without thinking too deeply on these new revelations.

**Anybody Listening?** (+100 LP)- As a jumper, you're bound to have lots of useful information to share with everybody, or just want to say something really heartfelt. Unfortunately, nobody seems to care. Any exposition or speech you give that is more than half a minute results in most people simply walking away out of boredom. And you won't notice the absent audience until you're finished talking.

**What a Strange Person...** (+100 LP)- You have trouble adjusting to this bizarre world, and you often stare into space trying to convince yourself that this is just a team. As a result, people will find you less approachable.

**Annoying Pervert** (+100 LP)- You have a tendency to unsettlingly stalk and gaze at pretty women. This gives you a bad reputation and makes it less likely for people to want to cooperate with you.

**Empty Text** (+100 LP)- The level designers had lots of important information they wanted to convey when you activate certain blocks. Unfortunately, they never got around to inserting the text. Hopefully you won't miss any important clues.

**Filtered Out** (+200 LP)- Every level now "filters" you by taking away any power-ups you had prior to entering the level. You can still try to obtain new power-ups within the level, but even then the selection is going to be slimmer than before.

**Unstable Composition** (+200 LP)- Your creation in this jump has distorted you in some way, though not fatally. Perhaps you lack appendages (more than usual), or your head is in the wrong place, or you are liable to collapse into goop, or you've just gone insane. Whatever the case, your disability is incurable during the jump.



**Vegetable Allergy** (+200 LP)- You are allergic to vegetables, as they give you indigestion. Physical contact will not hurt you, but you will not be able to properly eat any of them.

**Panic in the Outhouse** (+200 LP)- How do you feel about sentient ammunition, Mr. Guy? Well, whether you're a guy or girl, sentient ammunition sounds rather unsettling, but you'll have to live with it. Everywhere you go, there will constantly be "bullet" enemies zooming in your direction. You can easily kill them by jumping on top of them or a similar attack, but they just keep coming. And since all of the launches are "off screen", you will never find, much less disable, the countless cannons that must be launching the projectiles.

**Boss Bass Ate the Drawback!** (+200 LP)- In every place that has water or lava, you will be chased by *turbo* Boss Bass – a giant red fish trying to eat you in one gulp! He will also eat the midway checkpoints of those levels.

**Puzzle Muddle** (+200 LP)- The number of puzzle-oriented levels has drastically increased. Whether it's a single area or the entire level, you'll need to solve the puzzle to progress, and hopefully you don't mess up the layout prematurely and have to start over from scratch – things need to be just right to work.

**Time Limit** (+200 LP)- With just a few exceptions, every "level" you enter has a time limit ranging from 100 to 600 seconds.

**Quiet, raocow!** (+200 LP)- As you go on your different adventures here, you will constantly hear a man babbling off screen about one thing or another. Between his random rants and off-tune singing, it will be hard to concentrate – especially when one misstep could make you lose a life!

**Engine Swap** (+300 LP)- At the beginning of every new day, the "game engine" determining the physical laws of the universe will change slightly. For instance, in some versions you may be unable to switch between different power-ups, or maybe

one allows you to jump higher, or it may be as simple as adding a fish enemy to a small pond nearby. You have no control over which engine you get each time, but you will receive a little notice hinting about the change.

**Door Filters** (+300 LP)- Every door you enter has a 33% chance of taking away any power-ups you are currently using.

**Find the Switch!** (+300 LP)- You will need to find and activate the Red, Blue, Green, and Yellow Switch Palaces to complete the jump. Do the switches actually do anything? Well, they solidify blocks of that color – only they never really have much use. In fact, they will hinder you at certain points of the game.

**One Hit** (+300 LP)- Looks like you're in hard mode now, not that the games ever needed one. Whenever you make contact with something harmful, you will instantly die. And don't expect any of the power-ups here to work.

**Carnophobia** (+300 LP)- You have a very good reason to dislike meat: the slightest touch of one, living or dead, will instantly hurt you.

**Noises Off** (+300 LP)- A good lawyer never makes any noise when there is no music playing. Well, you're not a lawyer, but it still counts. There will be always be music intermittently playing around you, but every 15 seconds to one minute, the music will suddenly pause. During these silent periods, doing anything, from moving to speaking to activating a power, will cause you to receive damage as a penalty.

**Off Screen** (+300 LP)- You are unable to see anything beyond a 20-meter radius around you. On the other hand, it doesn't prevent the things from "off screen" from noticing you.

**Biohazard** (+300 LP)- Something about you makes water radioactive, or at least that's what some hypochondriacs think – and violators die. Whenever you are in water for more than 5 seconds, angry Phanto mask enemies will home in on you and you'll have a barrage of bullet-type enemies shot at you. The attacks cease as soon as you're back out of the water, though.

**Raid on the Castle** (+400 LP)- You are now going to know what it's like to be the happy owner of a castle that gets attacked unprovoked by heroes and other troublesome people for no reason whatsoever. Any bases and fortifications you own, whether your Warehouse or a home in the jump, will become widely known as a place with all sorts of money, vegetables, and other goodies, encouraging people to investigate and take whatever they can find, while attacking any “enemies” that try to stop them. No matter what you do to your attackers, more will keep coming (plus, given the way lives work in this universe, the ones you just killed might be back for another go).

**Revenge of the Castle** (+400 LP)- At some point in your adventures here, you will encounter an especially strong castle, one seeking revenge for its brethren that you have destroyed (even if you haven't destroyed any castles prior, fate will lead you to wrecking some in this jump). You will need to venture through the many traps of the castle, and then fight the castle itself in a deadly duel. The castle uses attacks based on its fortifications and traps, and it will develop additional moves based on the set-up of any other castles you've trashed here or in previous jumps. It'll be a hard battle, but you've taken down castles before, so don't give up!

**Grocery Grumbles** (+400 LP)- How hard can it be to find a supermarket when you need groceries for Stocking Day? Very hard, it seems, especially if you're the protagonist – something needs to drive the plot! For some reason, whenever you need to get food and other essentials from a grocery store, supermarket, or equivalent venue, somehow the only available one will be as far away from where you start searching as possible. Even if you have such venues linked to your Warehouse, something will go wrong and force you to look elsewhere. On rare occasions, you will be able to readily access a nearby grocery store, but then something will happen as you exit and send you to the far end of the universe, so now you have a long trek to return home with your groceries.

**Teleport Trouble** (+400 LP)- All attempts to teleport you between two locations, whether using items or powers, have a 50% chance of failing, in which case you will get transported someplace far away from the site you had in mind. This includes not only teleportations you activate yourself, but also teleportations done for you by other people.

**Power Suppressor** (+400 LP)- Your powers are too dangerous for the stability of this dimension, so you are forced to wear a cardboard box for the entirety of the jump. The box restricts the majority of your powers, such that you are limited to your most basic attacks. Still, even those can be formidable if used properly.

**Anaphylaxis** (+400 LP)- You are deathly allergic to fish, and the slightest touch of one, living or dead, will instantly kill you.

**Play to Pass** (+300/600 LP)- There's no getting around it – this universe is composed of levels, and you must complete a level to reach the area beyond it. For double the points, every time you want to pass through the same route, you must play the level again.

**Unleash the Copies** (+400 LP)- It's a well-cherished habit in this universe for different people and their attack patterns to be copied for bosses and enemies, even famous heroes like Mario and Peach. Now you will get a similar honor. You have not lost any of your powers, but they have all been copied and distributed to a variety of new enemies who vaguely resemble you (emphasis on the vaguely). Each enemy type generally has access to only a single power of yours, though there will be a fair number of "boss" enemies who will either have your stronger powers or up to three different powers. They also tend to use attack patterns resembling your own. In addition, all of them have been programmed to be fully hostile toward you and any allies. Fortunately, all of the enemies and bosses' AI (meaning overall battle tactics) is limited to a level appropriate to that of classic Mario enemies, so it shouldn't be too hard for you to beat them in theory.

**Live Demonstration** (+400 LP)- You are going to demonstrate what happens to things that get in Demo's way. At one point in the jump or another, you will come into direct conflict with Demo's goals. Given how she tends to have one main approach to problem solving (destroy), you had better hope you can find an alternate solution before it's too late.

**Locus of [Jump] Control** (+400 LP)- Hello! For some inexplicable reason, your ability to jump (or not) is completely random. Sometimes you can still jump normally, but other (random) times and places you will suddenly be unable to jump, levitate, or otherwise move upwards on your own. Given these are platform games, this presents a doozy...

**Golden Swan** (+500 LP)- Jumper, you are a golden swan. Betray the bed you lay upon. Your memories have been altered such that you do not remember anything before the jump. If you take either the Artist or Masters drawback, you have already been captured and brainwashed by that faction.

**One World at a Time** (+500 LP)- This universe is split into different worlds – which can sometimes refer to actual planets but can also be land regions, time epochs, or even different sections in a large castle. Whenever you enter a new “world”, you cannot leave until you finish the end level and boss battle to earn the right to exit from that area. Hopefully you won't get in over your head, because there's no place to rest until you've reached the end of the world.

**Tayce T. Ness** (+500 LP)- A lot of things in this world can be eaten one way or another, but you're safe, right? Why am I staring at you like that? Just licking my lips, I suppose. You look especially delicious to beings ranging from Yoshis to ABCDs to Toads, so watch out.

**Zombie ROM** (+500 LP)- It looks like something went wrong when a bunch of the creators were submitting their designs for the game, and the whole thing has crashed. Expect lots of important material to be missing, tons of miscoded things, and for some levels to be entirely unplayable.



**Trials of the Jumper** (+500 LP)- Just as you are about to finish the jump, you will be transported into an alternate dimension and forced to undertake 8 ordeals based on the most memorable or difficult challenges you have faced in the past. They might be particularly strong opponents worthy of the title of “boss”, or simply key obstacles or missions you have had to overcome, but regardless at least some of them will be extremely aggravating and bul\*\*\*t hard. In any case, all of the challenges have been converted into 2D platformer formats. You will be unable to gain assistance from any companions or allies while you are completing the trials.

**Item Quest** (+500 LP)- Choose randomly from the top ten items in your inventory that you personally value the most. When you arrive in the universe, your item will be stolen by some enemy. You have a basic idea of where to go to retrieve the item, but you will have to travel through 8 “world” areas until you can at last confront those no-good thieves and regain your precious possession.

**Dagodon Collector** (+500 LP)- Before you finish the jump, you must collect every possible Raocoin, Parrot Coin, and other special coins, or else you will fail the jump.

**Artist’s Collection** (+600 LP)- The Artist has noticed your arrival, and he has made your capture the top priority for the ABCDs.

**Might of the Masters** (+600 LP)- The Space Masters of Space sensed your arrival, and they see that you are an even greater potential asset and threat than the ABCDs. They will stop at nothing to either enslave or permanently exterminate you.

**Landed on a Zebra** (+600 LP)- You have ended up in the terrible Zebraspace, a bizarre otherworld that often drives inhabitants to complete madness and physical breakdown (not necessarily in that order). Sure, the heroes got through it okay, but by then they had gotten through the rest of the game. Hopefully you’re ready for this, because you’re surrounded by some of the toughest (and most eldritch) levels yet. Even the hub/town/rest stop areas aren’t necessarily safe.

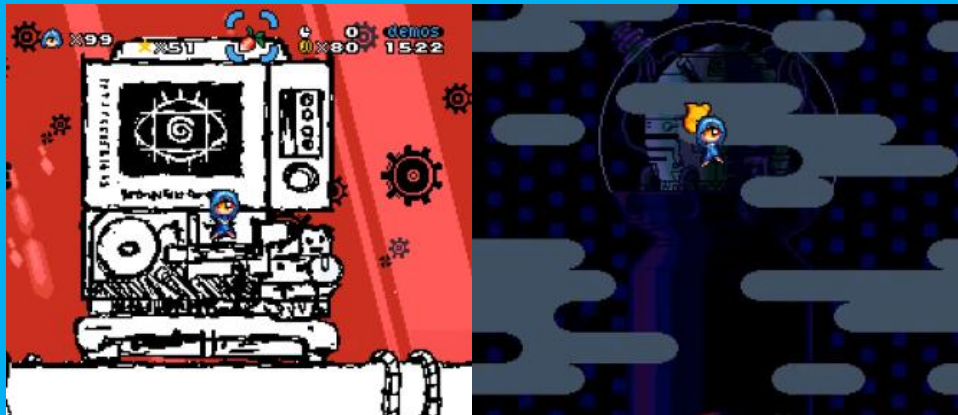
**Eclipse** (+600 LP)- Your entry into this dimension has taken you through the far ends of the universe. No, Jumper, you are the universe. Or, at least, that is what the current Universe wants you to become. Should you refuse, it will do everything in its power to destroy you. And this time, there's no avoiding it, no matter where you run.

**R.E.B.O.O.T.(E.D.)** (+600 LP)- The Uncles' succeeded in rebooting the universe, creating a timeline where the ABCDs never fell to the Space Masters of Space and still reign supreme as the dominant species. But there is one aberrant piece that needs to be fixed: you. Even if you took the A.B.C.D. background, the Uncles will recognize that you are a threat to the stability of their new timeline and may take drastic measures. Not to mention, has the true goal of Project R.E.B.O.O.T. really been accomplished yet...?

**Full Walkthrough** (+800 LP)- You must complete every level in the ASMT series, and in the case of multiple exits or goals you must fulfill all of them. If you fail to complete every level before the ten years are up, you will fail the jump. And some of them are flat out crazy, let me tell you.

**No Demos** (+1000 LP)- You only have a single life before getting ejected from the jump. And 1-ups perks and the like from other jumps won't help you either. Let me be honest with you. Are you **really** sure about this? Some of those levels are a doozy, so you had best be an ace – and extremely lucky, to boot – if you want to survive to the end – or as long as a year or week, more likely.

## World 7: END JUMP SPECIAL



*We are pleased to receive you, Jumper, loathsome lingerer from afar. Your visit was not easy to arrange. Great things never are. Oh, how we admire you. It shall never be the same. Your arrival has set things into motion. Awesome things.*

So you want to end this game(s) with an endjump challenge? Just because you have lots of lives to spare here doesn't mean it won't be hard as hell. After all, if the normal game is hard, then the secret world will be a really doozy.

First you must reach a secret world area, with some out-of-the-way clues and tricks that will likely leave you frustrated and stuck. If you can find the hidden world and get through some initial obstacles, you'll meet the real challenge: the Special Level.

It's just a single level, but it's a whopper of a marathon. At the very least, the level includes sections taken from all the special world levels of Super Mario World (and any equivalent levels from other Mario games), plus other challenging and unique levels in the ASMT series and other games that raocow has played – and also some various levels from games you've played, if applicable. And for any other jumps you have done, the Special Level will throw in sections from especially challenging or noteworthy challenges/levels you've faced in the past.

And this is all just a single level that you must complete in one go. Like in *And Another Thing's* SPECIAL level, there are some "intermission" sections where you can rest for a breather, complete with exits if you want to get out, but unlike that game, leaving (or dying) puts you back at the very start of this extra-long, extra-hard level. And at the end, you'll face off against a boss like no other!

However, if you do succeed even at the bare minimum length of the level, you'll earn your end-jump Spark – and the more jumps you've completed (thereby increasing the level's length), the more powerful it'll be.

## World 8: Fin



Okay, you survived ten years in this crazy universe and reached the credits, so what are your plans now?

**Escape the Matrix-** You've have enough of all this wackiness, and you are ready to return to the real world where things make sense. You return to your home Earth just after you left, with any powers, items, and companions you may have acquired coming with you.

**Yet Another Sequel-** You have decided to stay in this...unique place, as it has grown on you over time. You may not be able to go to more jumps, but there will be plenty more levels and adventures ahead.

**New Game-** It's been a few years, and you and your friends are on the road again, as you always seem to be. Even when there is no road.

## World 9: What Is This Game? (Appendix A)



*A Super Mario Thing* was a collaborative work by fans of [raocow](#), a video game whiz who has gathered a large following for his live plays of various video games, both official and fan-made, on YouTube, complete with witty and funny commentary throughout. With *raocow*'s blessing, the fans created a fan game specifically for him to play, with each participant generally making an individual level. The main character (who first appeared in a game that *raocow* made called [What the Hell](#)) was named Demo, since he typically referred to his deaths while playing as demos. Given the sporadic design for the game and the many references to *raocow*'s past LPs, it is a rather eccentric, confusing, difficult, and amusing game. A second installation called *A Second Mario Thing* died prematurely, but fans moved their efforts to the *Super Mario Bros. X* platform for three additional sequels (plus a few other spin-offs), equally if not more ridiculous and challenging.

In the first game, [A Super Mario Thing](#), Demo is working for an enigmatic master. After going on a run to grab groceries before the upcoming space battle, she has a malfunction with her teleporter device and gets transferred to this universe's version of the Mushroom Kingdom, which appears to be on hard times. Almost all of the common enemies from canon Mario games have been replaced by different



creatures. The biggest example is the Goopa, which looks like a shriveled alien head under normal conditions and like a tall slime worm when wearing a shell helmet; the different color variants have replaced the common Koopa.

Other than a few Hammer Bros. variants, the only Koopa type still around is the Charging Chuck, which is now called a Charlie. The Charlies, under the rule of King Charles IV (a title that all Charlie kings take, apparently), have taken over multiple “world” areas and conquered the Yoshis (also called “horses”). Some horses are allowed to join the army, while others are sent to the glue factory. Even so, a band of Yoshis in the underground continues to resist.

Where is Mario, you ask? It’s never really clear. Some of the Yoshis mention how a hero used to save them, but that they have not seen him in a long time. A video clip in one of the prequels suggests that the playable characters may have accidentally killed him when landing on a new world.

As for Demo, she doesn’t really care about any of that. What she cares about is that she accidentally got into a fight with some of the Charlies, and they absconded with her teleport device. With the assistance of the Yoshis, Demo set out across the different strange lands until she finally defeated King Charles IV and retrieved her device. After dealing with one more world, she managed to teleport back to the mothership, only to find it deserted.

Not too much is known about [\*A Second Mario Thing\*](#) due to it getting scrapped, but what we do know is that the whole adventure would take place on the massive spaceship of Demo’s master – the thing is huge, containing environments ranging from castles to mountains to jungles. There was going to be a plot about the master’s rival the Artist capturing and brainwashing Demo’s sister Iris, but we don’t know much more; even so, a number of the concepts such as Demo’s other siblings and the Artist would be revisited in later games. This is also the game where chests were placed by the various designers to hold different (often worthless) treasures, much like those you could collect in *Kirby Superstar*’s “*The Great Cave Offensive*.”

Later, using the Super Mario Bros. X system, fans made [\*A Super Mario Bros. X Thing: Prelude to the Stupid\*](#). Set up to be a prequel to the original games, PttS doesn't offer too much in the way of plot. The only story here is that Demo and Iris are raiding the giant Castle of Absolutely No Significance Whatsoever for its many vegetables, as the ABCDs eat vegetables for power-ups. It's basically a 2D equivalent to *Super Mario 64*, with each door inside being a pathway to a different level and world. While you fight various threats, there's no principal antagonist or storyline. However, there are a couple key new additions to the series here. First, Toads, Shy Guys, and a few other canon Mario species appear for the first time. The Toads in the game are primarily featured in the level "Toad Central", a parody on fan game site SMW Central in which the Toads build levels. In contrast, though, the Yoshis have almost completely vanished, with the strange Cat Llamas taking their place. Second, there are a few new playable characters, though only in a couple of levels. First there's raocow himself, who gets sucked into the game universe after a virus wrecks his computer. Then there is Sheath, a character from raocow's web comic *Artificial Time XS*. And finally, there's Kood, a slightly perverted Koopa Troopa from a separate set of fan games called *Drama Mistery*; he traveled to this dimension tracking down "Subject J" – a dangerous dairy cow villain.

The second prequel game, [\*A2MBXT Episode 1: Analog Funk\*](#), takes place right after Demo and Iris leave the Castle of Absolutely No Significance Whatsoever. Kood from the future travels back in time and warns them that the universe is going to be destroyed unless they do something to save it. Joined also by raocow and Sheath on a permanent basis, the team sets out across multiple planets to collect the legendary Super Leeks, which normally power Demo and Iris' ship but were mysteriously stolen. Kood thinks that maybe collecting them will prevent the end of it all, though Demo and Iris only care about retrieving the leeks for their master.

At first, the adventure is just various shenanigans like rescuing giant turtles from crazy princesses and fighting Wild West duels against frog bandits, but things eventually change. Halfway through the game, after getting caught in a literal cold war between a fascist dictatorship and a communist army of Ninji and Lakitus, the party encounters new ABCDs: Demo and Iris' siblings. As we later learn, the ABCDs were going to be used by the Space Masters of Space as a slave army due to their special ability to gain power from vegetables, but the slaves revolted and

were eventually wiped out. Later, a being known as the Artist replicated the ABCD race with various, experimental clones. The last ones were Demo and Iris, but they somehow escaped and ended up with a Space Master, who erased their old memories and obtained their loyalty.

You fight the various Siblings in the remaining worlds and take back the final Super Leek from the Sibling leader Science. However, Science reveals that he was actually using the Super Leeks to try to maintain the stability of the universe, which was threatened by multiple portals opening (as that was how the party moved between worlds). Then things get even worse when Pandamona, a paranoid and insane Sibling who had a cardboard box sealing away her incredible powers, overcomes the seal and seizes the Super Leeks, thus wiping out everything in the universe. Everything except Sheath, that is – it's a running gag in her original comic that she doesn't notice getting hurt and that her ignored wounds actually vanish in time, so since she remains oblivious to what actually happened (she just thinks that they beat Science and saved the day), she isn't killed like everyone else.

Demo, Iris, and their friends continued to make cameo appearances in individual levels made for various purposes such as the *Make a Good Level X (MaGLX)* contests in the Mario fangame community. These levels also introduced new aspects of the characters and setting, even adding a new ABCD called Uncle Broadsword.

There was also [A2XT 外伝 2 \(A 2<sup>nd</sup> X Thing Gaiden 2\)](#), released in December 2021 as advent presents for raocow. The overall narrative had Pily (a fire-specializing ABCD Sibling introduced in A2XT) tackle a bunch of various levels and challenges to save Kood (and a bunch of other hostages) from the Government during the winter holiday season.

Then [A 2<sup>nd</sup> X Thing 2 \(A2XT2\)](#) released, continuing off from the events of the previous game. The bird-robot-like Chronotons recruited Demo and friends (from a different timeline where the universe didn't get destroyed) into restoring the timeline across different epochs in the wake of the universe's end. In the process, though, Demo and Iris came into conflict with Uncle Broadsword and several other "Uncles": part of the original generation of ABCDs, they wished to rewrite the

timeline so that the ABCDs were never driven to extinction, even if they have to crack a few epochs and timelines to make that work.

Currently the last big game in the series is [\*And Another Thing: An ASMT Supplement\*](#). In contrast to some of the previous plot and lore-heavy games, this one goes more for a simpler yet still silly adventure, in which Demo and Iris try to find a grocery store to get dinner in time for Stocking Day. The final secret level SPECIAL, a marathon level paying homage to levels across ASMT and beyond, feels like the final chapter of the ASMT saga, but we'll see what the future holds.

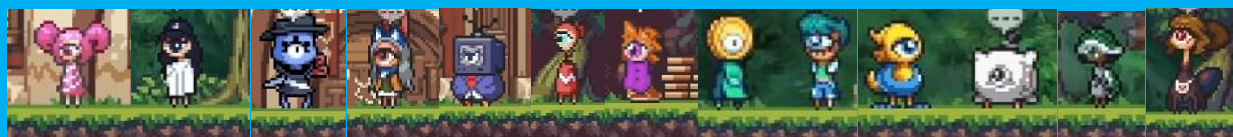
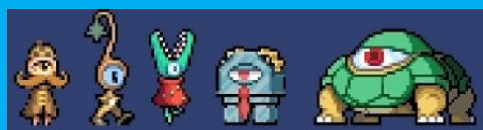
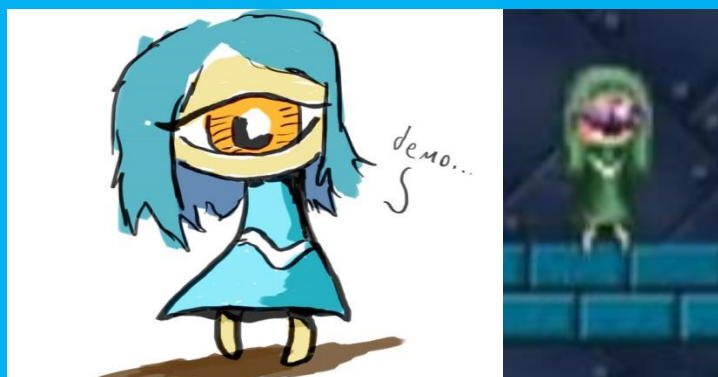
I should also add that the different levels for these games are highly diverse, since each one was made by a different designer. So there are a lot of gimmicks that make single appearances in the games, and a lot of crossovers and callbacks to other series. It's a difficult setting to truly understand, but it's also kind of fun to explore.

If you wish to learn more about the series but do not wish to get frustrated by the gameplay, consider watching one of the playthroughs by saged gamers. The best experience is through watching the person they specifically made the games for: [raocow](#) himself. However, for the first game, I actually recommend watching the playthrough by [PinkKittyRose](#); she just shows a single, complete run for each level (after doing other tries on her own to find all of the secrets) so that you don't have to spend a lot of time watching Demo get killed by the same obstacle over and over, and she gives well-rounded reviews of the individual levels.

## World 10: Species Guide (Appendix B)

This is a rather confusing setting, so here's some more info on some of the different species you might encounter here.

### ABCD (Armless Bipedal Cycloptic Demon)



On the upper left is Demo, the main protagonist of the games, while to her right is her twin sister Iris, the playable equivalent of Luigi in the duo. At the second row from the top are the Siblings encountered in later games.

The ABCDs have the special ability to gain special powers through vegetables, and also through similar means gain extra lives. This made them valuable to the Space Masters of Space before they rebelled and were wiped out. All current ABCDs are artificial recreations by the Artist.

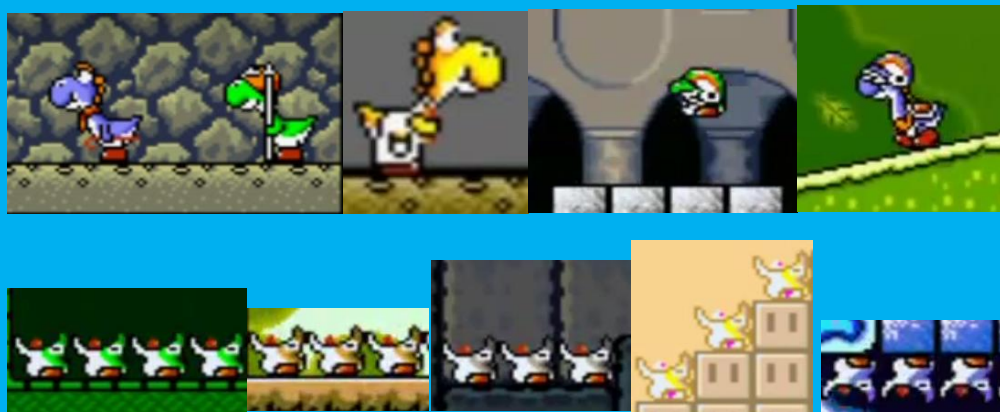
...Except for the Uncles, that is. These semi-parental “uncles” to Demo and Iris, shown in the third row down, are (mostly) natural ABCDs who survived their race’s genocide by the Space Masters.

The final row of images displays some of the other ABCDs who lived happily and peacefully before the Space Masters ruined everything. As you can see, they were quite diverse in shape and form.

ABCDs can sleep, but don’t need it to function. ABCDs age, but like jellyfish do not die from old age. They have no internal organs other than a brain; the rest of their body contains a fluid that acts as their nervous system, and air and nutrients are directly absorbed through their skin.

Each ABCD develops a specialization as they mature, with their body mutating to better accomplish its primary task. Eventually they’ll no longer absorb power-ups, but they’ll gain unique, physics-defying powers of their own.

## Yoshis



Here you can see the different varieties of Yoshis. Some, such as those on the upper left, are part of the underground resistance, while those on the upper right have defected and are working with the Charlies. The ones on the bottom are the replacement for Munchers; you can never kill them, and the only way to even safely touch them is to be invincible or on a Yoshi.





I made this category to basically account for the various different enemies who have replaced the niches of enemies from normal Mario games. For instance, the Furbas replaced the Goombas, and the Goopas replaced the Koopas. Despite looking very different from their original counterparts, they tend to have the same attack patterns and weaknesses as their predecessors. In later games, it's shown that they often have lives of their own outside of being a baddie, such as raising a loving family, visiting hotels and concerts, and relaxing in the employee lounges.

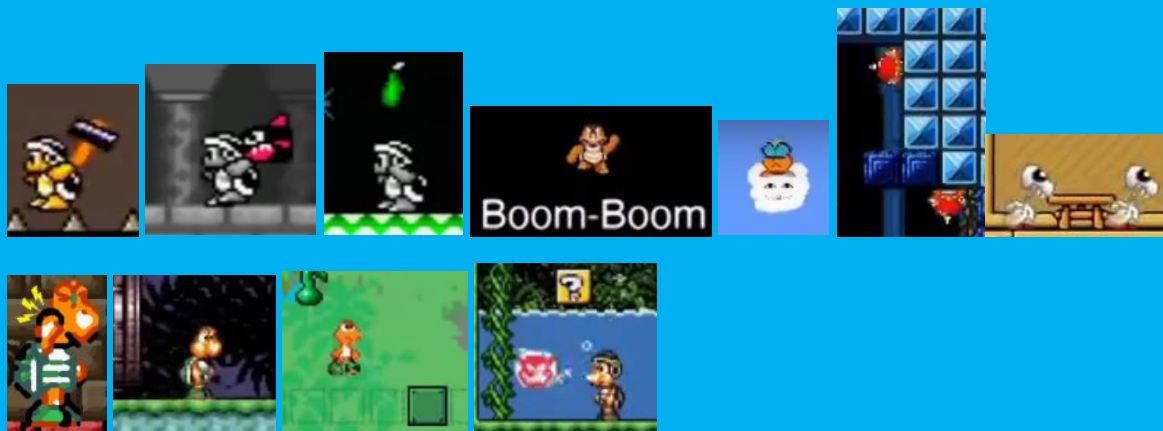
## Toads



While they only show up in the prequels, the Toads are rather numerous, appearing at least once or twice in many levels. However, with Mario gone, they've had to learn some new tricks. In the level "Toad Central", as shown in the bottom row, the Toads showcase how they "make new levels", from adding new landscapes to producing the text; the level also features an "item nursery" where they raise baby

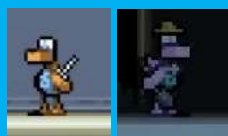
items. In another level, Fun Fungus Function, as seen in the middle row, the Toads unleash the “Toad Brigade”, basically using attack styles of former enemies such as Koopas, Hammer Bros., and Pokeys.

## Koopas



Here are the last survivors of the once-great Koopa Troop. A few species have managed to hang in there and sometimes even evolve in new ways; for instance, some Lakitus have become great (Communist) scientists, and the Hammer Bros. have found new niches such as the Bullet Bros. and Grenade Bros. You may even find a few Boom Boom and Bowser variants in some remote areas. However, even in these cases they are being outcompeted by new species; certain Hammer Bros. types have been replaced by Banana Snakes and octopi, and Lakitus and their Spinies have largely been replaced by spike-covered centipedes. In the lower row, you can see Kood, who is one of the playable characters in A2XT.

## Chronoton



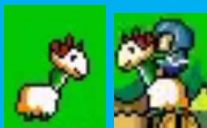
Mechanical bird people who maintain the universe’s temporal stability while also gathering knowledge from across different epochs of time. They view themselves as perfect beings and tend to give biased information, but they are overall friendly if a bit quirky.

## Cat Llama



A strange creature that appeared in the prequels as a stand-in for Yoshis. When ridden, it is generally the same as riding a Yoshi. A mammal widely domesticated and bred for livestock, transport, and labor, they are not sentient but are highly intelligent. Over generations of breeding, their capabilities have diversified (basically think of the different colors of Yoshis in Super Mario World – blues that eat shells can fly, red ones turn shells into fireballs, etc.).

## Goat



This thing replaced Yoshi in *What the hell!*, a fan game made by raocow in which Demo made her very first appearance trying to get home in time to watch Seinfeld. Unlike Yoshis, it has very particular tastes, preferring cinnamon toast pottery.

## Yukkuri



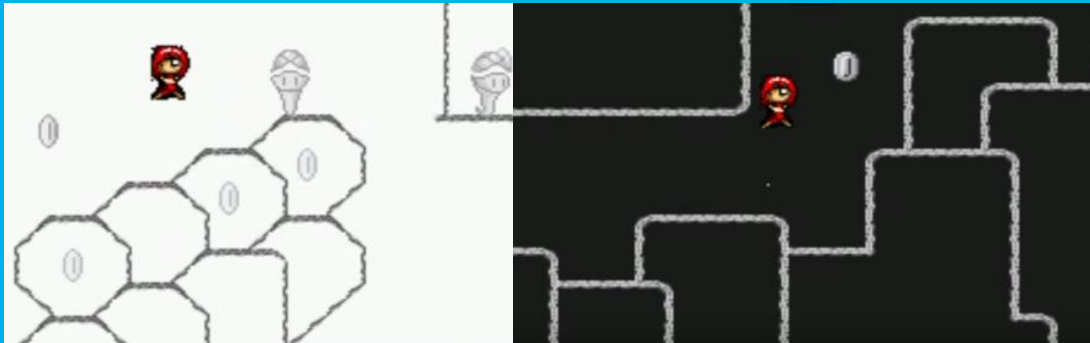
These walking heads of characters from *Touhou Project* have become quite popular among the fanbase, and one of the game makers slipped them into a level. As you can see, they can quickly get out of control.

## World 11: Worlds and Levels (Appendix C)

The overall world and level design is, to put it simply, very wonky. Different people, ranging from amateurs to professionals, worked on their own levels, so the different “world” areas, particularly early on, tend to be rather mismatched. Furthermore, as the games pay homage to raocow, they are filled with in-joke references and meta/4<sup>th</sup> wall concepts.

To give you an idea of what I’m talking about, here are a few of the levels.

### Untitled



[This level](#) is from *A Super Mario Thing*. Most of the areas in the game were connected to each other solely by warp pipe, making the arrangement kind of scrambled, so you can really only look at pictures of the singular “worlds.” As you can see from the world map of this area, you are currently in a “grasslands” or hilly meadows area. That said, as shown by the actual level, the landscape kind of varies.



Since the management of the different levels was kind of loose, you get ones like this that are completely different from what you'd expect in this region – or anywhere following logical rules.

### Overly Hot Beach



[Another level](#) from *ASMT*, this one is in the “bonus world” – though you have to beat it to complete the game’s plot. It’s supposed to be in another dimension, so things start to get particularly wacky here. Basically, Demo tried to use her teleporter, only a digitalized Big Boo cyborg pulled her into this pocket dimension containing things from other universes ranging from *Metroid* to *Mega Man*. In addition to kanji and Bowser statue factories, this is where we get a lava beach with a giant Boss Bass trying to eat you. It’s a callback to a similar level in the *VIP4* Mario fan game; in fact, a lot of levels are callbacks to other fan games.

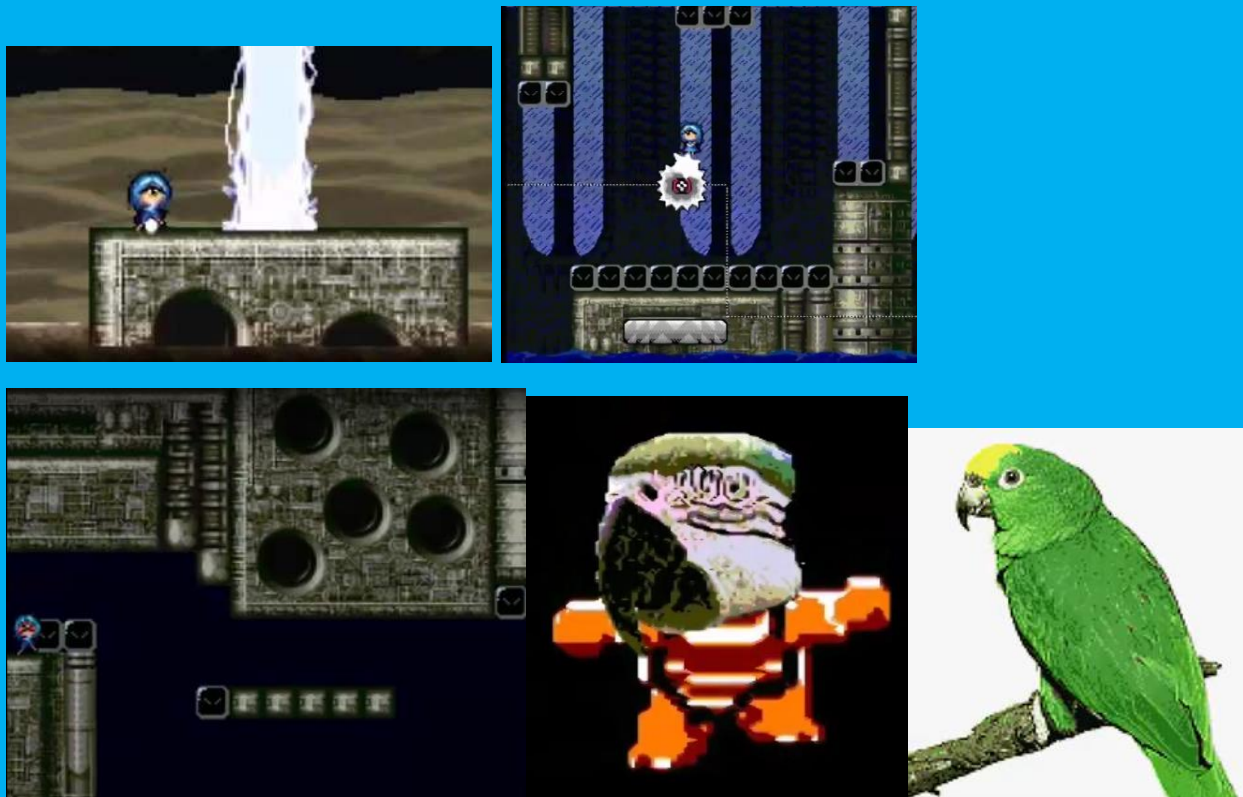
### Land of Illusions





[This is a level](#) from *A Second Mario Thing*, which was cancelled midway. The whole game's supposed to take place on the mothership, but there's clearly a full world or half dozen inside here, given the landscape. As you can see, the level is a parody of *Touhou Project*, with Komachi and Lily White making cameo appearances (in fact, this is a tribute to a *Megaman*-style *Touhou* fangame, *MegaMari*).

## B-Side



[This final bonus level](#) of *A2MT* had you summon a portal in the desert to a mysterious realm where you would fight the evil parrot boom boom (who in fact dies as soon as you confront him); parrots then thank you by singing a classic Mario tune. Have you started to see how crazy the games are? Please also note that the level demonstrates the extremely hard nature of some of the levels; much of the level requires you to perfectly bounce off things from saws to shells to trampolines you throw, while later on you have to avoid getting crushed by scrolling sections that constantly change direction and move at lightning speed (the

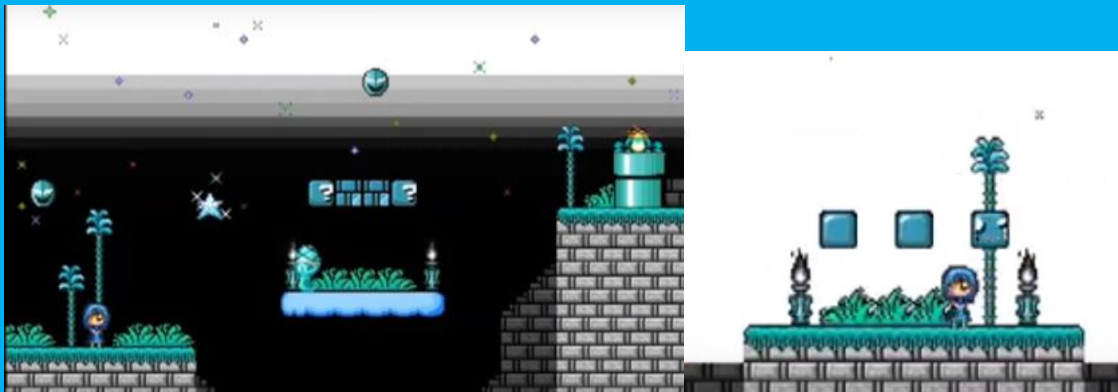
lower left picture shows Demo getting squished) – and touching those strange black boxes resets your progress.

## Fricken Meta



[This level](#) takes place in *Prelude to the Stupid* at the Castle of Absolutely No Significance Whatsoever. In case you're wondering how that one guy is, that's supposed to be *raocow*, the LP'er who inspired the games. Due to a glitch accidentally caused by Demo, raocow gets trapped inside the computer while playing the game, and even after destroying the virus in the computer is unable to go back home.

## Edge of the Universe





[One of the bonus levels](#) for *PttS*, this level has Demo travel farther and farther until she is at the very edge of the universe. No, beyond the edge of the universe. Until the Universe itself said, “No Demo...You ARE the universe.” Demo disagreed about becoming the literal universe, so the Universe decided to make her accept by force. In the end, the Universe was too powerful to defeat, so Demo fled for her life. Fortunately, she managed to escape the edge of the universe and return to a normal (by her standards) place, so the universe let her go.

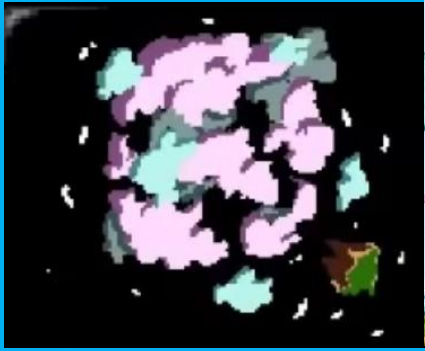
### Fun Times at the Laundromat



As you may have guessed, [this level](#) is at *A2XT*'s Mantreopolis; what, you thought I was joking about the laundromat? The washers may look ordinary on the outside, but go inside...and you'll find an entirely new, strange world.

### Archwing Skyperch







Unlike the other levels I am covering in this section, this one is actually hub/free exploration area, with no actual enemies. Each world area in *A2XT* has one such “leek sanctuary” to explore (another example is Farina Train Station, on the Planet of Preventable Forests). [Archwing Skyperch](#) is found on the world “Technically Not a Planet Just a Ball of Atmosphere” – basically a sky world – and is a strange mix between a resort and a military docking bay. The lowermost area with the green hills has rental homes for people who don’t want to live in the hotel. The hotel is a towering spire with multiple levels. Take the stairs or the elevator to get to the different levels. There’s a large variety of different rooms, along with special employee-only lounges.

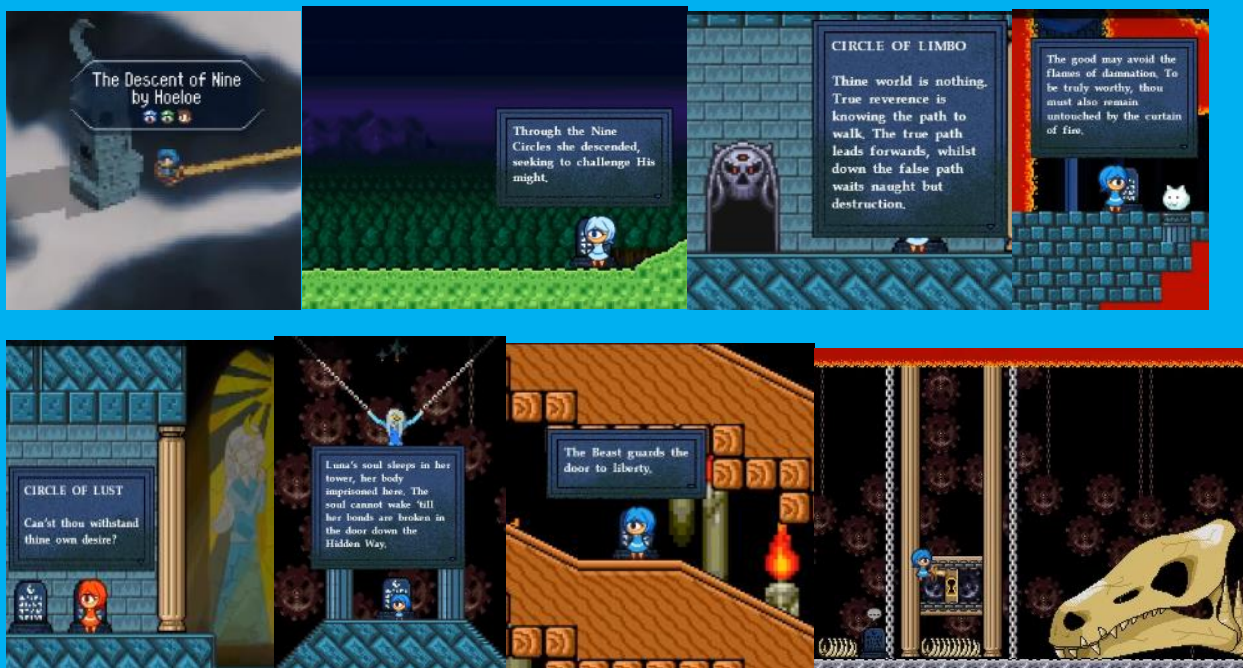
However, that’s only the beginning. Remember that central black door on the ground level? That’s actually the Spire Express Elevator, which takes you up into the clouds. Amongst the firm clouds, the various renters and residents make a decent if strange town. High up at the top of the tower, massive airships are parked, as soldiers prepare for their next deployment. You may have also noted the two types of Archwings – the humanoid beings found around the hub; some have wings, and others do not, apparently gaining increased physical stats in exchange for probably falling somewhere and dying one day. They talk about some war going on, but you never see them outside of this level, so that’s that. This is one of the parts of *A Super Mario Thing* where you get the feeling that there is a larger mythos and separate plot going on in the background, but you never get enough information to know exactly what. Much of this universe remains a mystery...

### **An Enlightening Wall Climb**



[A desert level](#) in A2XT2 where you explore an ancient pharaoh's temple – and at one point even travel into the hieroglyphs themselves, and are chased by a giant beetle. Interestingly, this world (Permian Epoch is the homeland of the Chrotons, and involves you traveling between two different time periods.

## The Descent of Nine: Luna Descent



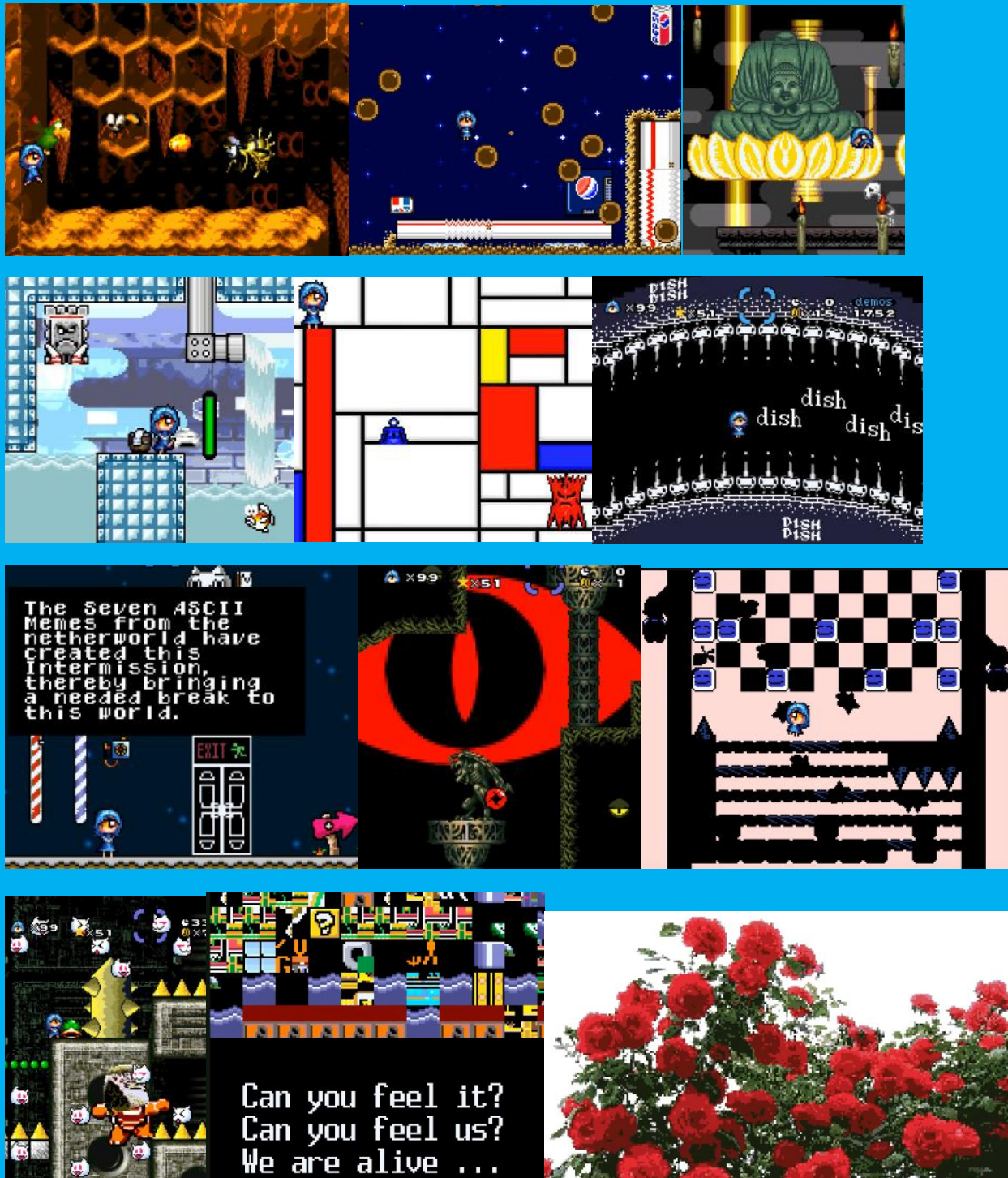
Luna Tower is an enigmatic, lore-deep setting that first appeared as [a secret level](#) in *PuS*, in which Demo explores the tower of a long-lost, powerful civilization



whose inscriptions hint at a tragic, chilling fall from glory into darkness – and it's super hard and long, too, to the point that there are multiple secret passages to skip sections that you learn about as you progress. [A second level](#) featuring Luna Tower appeared in a *MaGLX* contest, and featured a number of unlockable treasures. Then there's [Descent of Nine](#), found in Zebraspace in *A2XT2*, emphasizing the queen's descent into Hell. Truly the history of Luna Tower, and its lost queen, remains a mystery, with the scriptures hinting at so much more...

## SPECIAL





[The very very final, secret level](#) of *And Another Thing*. Just reaching it requires completing a confusing, multi-part puzzle spread across the rest of the game, and then completing more levels in a Special World area. The level appears to take you directly into *raocow's* computer, and it's a trip down memory lane. You start out with the Special World levels of *Super Mario World*, but then the level adds in

segments from past ASMT games and a number of other games (official and fan game) that *raocow* has played. It's a marathon level (though there are rest points that double as checkpoints even if you leave the level), with 50 different levels in the gauntlet. At the end, you fight Parrot Boom Boom, and are rewarded with some random pictures of flowers. This final level really highlights how *ASMT* is a tribute to *raocow*'s gaming as a whole, which goes in all sorts of strange and cool directions.



## World 12: Other Notes (Appendix D)

**Engine Patch Updates (Change Log)-** I want to apologize for being very cavalier about the numbering for past versions of the jump doc, before I recognized the importance of change logs. I used numbers rather flippantly for this jump doc in particular to reflect the numerous engine updates to PttS; I used the number 3.64 as sort of a tribute to the Nintendo 64. A change log (engine patch updates) now exists, and I decided to start it out at 4.0 for consistent numbering.

**Lives/Demos-** In this world, you only stay dead when you are all out of lives [demos]. And you can always find more by eating green beets, with a total of up to 99 lives at a time. As a result, the jump will not end [through dying] as long as you have an extra life. If you do run out of lives, it's Game Over, and you'll have to face the consequences. So try to stock up on as many demos as you can; trust me, you're going to need them. A lot of the levels have very tricky challenges that depend more on luck and knowledge than actual skill, while others are just super hard. After the ten years are up and you finish the jump, you go back to one life; any extra lives you have gathered will not count in subsequent jumps. Also, the extra lives will not help you in the case of extreme situations like the universe getting destroyed.

**Forgot About It-** Essentially, this perk is powered by stupidity. If you fail to recognize that you have been wounded to begin with, or you just let your injuries slide because you think they're not important, your body will start to believe that it was never hurt, and will correct itself accordingly. Be concerned about getting hurt, though, and your body will act normally and you'll be in trouble. Even the recognition that you should be getting hurt, just for a brief second, is enough to break the effect of the perk. Get yourself into far enough a state of stupidity, though, and you could even survive the destruction of the universe, simply because you are too dumb to realize that you are supposed to be dead. Only one thing can be successfully ignored per minute; if the injury has not been fully corrected by then (which may happen when the wounds were especially grievous), you will have to ignore that injury for another minute and so on until it is completely gone.

**Similar Powers-** To clarify on the “basic abilities” limit, you are restricted to the average powers of the set you choose. Things that branch out from or enhance the basic powers won’t qualify. Generally, they embody what a “normal” user of that power could do without going further. Moreover, you cannot use the perk to access powers that are beyond the average potential of things in the Mario universe; you could access some fairly good physical and magical attacks, for instance, but something that can destroy a mountain or worse, alter reality in some fundamental way, or in general be over the top, will not qualify for the perk. However, these restrictions only apply when you are using this perk; it does not inhibit you if you actually buy the respective powers in the jumps.

**Vegetable Hunter-** Green beets – the substitute for green 1-up mushrooms – will still work as 1-ups after the jump; that said, naturally green beets are quite the rarity in other dimensions, so this might not be as useful as it first sounds.

**Screen Play-** For the sake of fair play, there are a couple of restrictions when you use the power against someone. First, the screen death is not instantaneous, and it is more akin to Super Smash Bros.: the target will take damage (hp drain, etc.) as long as he or she is off the screen, and going too far means death. Second, you must stay approximately within your opponents’ own speed restrictions – going a little faster than average is fine, but try to pull out a sonic-speed move against a normal runner and the power will fail; that said, if one of your opponents is fast, the speed restrictions for the perk will lessen.

**Item Babysitter-** To clarify matters, this perk allows you to essentially “raise” items as if you were taking care of a child or a domestic animal. The more care you give to the items, the more they will develop organic traits, such as being able to develop both physically and mentally. With enough work, you can even get some of your items to somehow “mate” and have baby items, which sometimes inherit traits from their parents. However, there are a few risks to shifting your items toward an organic level. First, with intelligence comes independence, so hopefully they won’t enter a rebellious phase against their caretaker. Second, just as it is possible for your chosen items to give birth, it is also now possible for them to die. On the other hand, items, particularly magical ones, may have heartier constitutions than most organisms (for instance, an enchanted ice crystal is unlikely to get frostbite, and a flaming sword is hardly going to pass out from

heatstroke. Also, try as you like, you will never be able to determine exactly how your items mate; all you know is that if they are left close by each other for an extended duration, you will start finding babies.

**Treasure Chests-** Known treasure chests from A2MT include:

- Untitled- Some chests just give a blank message, not even saying there's nothing inside.
- Nothing? (0 gp)- Found many times.
- Horse Egg (50 gp)- An egg of a Cat Llama or Yoshi about to hatch; too late to use in an omelette.
- Ire (999 gp)- Resembles a fireball.
- 100 GP (100 gp)- It doesn't add up!
- "I Saw That" (1 gp)- A mysterious eye. Oh man, you weren't fooled?
- Amber (512 gp)- A beetle preserved in amber.
- Blue Orb (20 gp)
- Stone Head (50 gp)- An old stone from an ancient civilization.
- The Moose (400 kg)- Maybe you shouldn't eat this.
- Smiling Boombox (500 gp)
- Rubber Duck (150 gp)
- Cake (10 gp)- It is a lie.
- Cotton Candy (0.49 gp)
- A Lie (-13 gp)
- Purple Paint (0 gp)
- Goofy Mask (10,000 gp)- SO SO HAPPY.
- Rock (0 gp)- Why don't you wear it as a hat?
- ASMT (50 gp)- What the heck is this game?
- Heart (300 gp)
- Shiny Trinket (5000 gp)
- A Thing (75 gp)- Looks like a Swiss army knife; it's pretty great.
- Sunglasses (15 gp)
- Shine Sprite (50 gp)
- PKMN Trainer Tip (10 gp)- Pokémon description too long.
- Caught Boss Bass (50 gp)



**Mothership vs. Mothership-** Please keep in mind that the Mothership location is different from the Mothership item. The A2MT Mothership that serves as a potential starting location is very large, probably at least the size of a large continent or moon – after all, there are huge towers, castles, and other structures; vast landscapes and habitats ranging from canyons to jungles to oceans; and cloud cover and other climates forming inside. In contrast, the A2XT Mothership that can be bought as an item is of a more reasonable size – probably at most 50 football fields in area; it lacks the complex dungeons and environs of A2MT, but it does have a lot of neat rooms you can check out when you want to relax.

**Ambiguously Cannon-** When you land after being launched from the cannon, you start a 24-hour timer. After the time is up, you choose whether the events during that period actually occurred or not; if you decide against the timeframe becoming canon, things proceed as if none of those actions ever happened. However, it only accounts for events that take place during that time and in a 20 mile radius of your landing site. In addition, it can only be used once per year.

**Mistery Luigi-** This Luigi comes from the [Drama Mistery](#) series, a separate series of fan games involving Luigi and a Koopa sidekick exploring mysterious places. As you can see it's only somewhat saner than *A Super Mario Thing*. In the ASMT series, *Drama Mistery* crosses over into the story via said Koopa sidekick (Kood).



## World 13: Engine Patch Updates

- **Version 4.0-** Added Engine Patch Updates (change log) Renumbered World sections, added more Location options, added Chronoton background (complete with perks and items), deleted Psychic perk, added Broadsword Buff, added Copy Share, added Card Collection item, added Staff of Desolation, added Phial of Royal Blood, added Blue Orb, added Power [Climbing] Glove, added Vainglorious Finery, added Brass Tiara, added Pal's Moving Castle, added Dr. Breen's Private Reserve, added Brynhilde, added Luna Staff, replaced Kanji Factory with Yoshi Resistance Underground, replaced Communist Mothership with Mecha Koopas, removed KGB Secret Weapon, reduced price of Random Bowser Statues, added Space Masters of Space Membership ID, added Coatlyn as Chronoton-discounted companion, added Deliverants, reduced From the Game cost, added Ding Dong Deng Dang Done drawback, edited Play to Pass, added Grocery Grumbles, added Revenge of the Castle, added R.E.B.O.O.T.(E.D.), added END JUMP SPECIAL challenge, changed that green beets still work as 1-ups after the jump.
- **Version 4.1-** Renamed Heir to the Munchiness perk to Heir to the Muncherness, added Chronoton discount to Time-Space Tech Wizards, edited Treasure Chests item, added Dagodon Collector drawback, added section in Other Notes listing treasure chests found in A2MT, added extra flavor text to END JUMP SPECIAL, labeled appendix sections.
- **Version 4.2-** Highlighted additional A2XT2 and AAT levels in Worlds/Levels appendix.