



Punch-Out Jumpchain

New York, 2009. A new rookie boxer under the coaching of a former champion has just entered the WVBA, the World Video Boxing Association. He will have a meteoric rise through the ranks and be remembered as one of the greatest boxers of all time. Unless you interfere, since this is the world you'll be living in for the next ten years.

You will be entering this world as a boxer affiliated with the WVBA, a boxing association that has quickly become the most successful fighting league around, surpassing MMA, wrestling and other boxing leagues by loosening the rules of boxing. The WVBA has abolished weight classes and allows boxers to fight any opponent of the same rank as they are, they are even thinking of becoming a mixed gender league, and they allow boxers to enter the association at a young age, and continue to fight as long as they want even if they're past retirement age. They allow fighters to mix the odd kick or elbow strike, and some have experimented with turning clinches into throws. They allow showboating and taunting in the ring, and even allow fighters to bring props or wear non standard clothes.

And if you don't want to spend all of the next ten years boxing, there is a whole world to explore. At first it seems like a normal version of the world you've come from, but if you dig a little you might find stories about a WVBA referee that works as a plumber having fought gorillas in the streets of Brooklyn, or urban legends about dragons trying to steal works of art. Some say that you can disappear and find another world full of magic and monsters.

Here are 1000 Contender Points (CP) for you to build your boxing style.

Origins

New Contender (Drop-In) - Free

You are a new contender just entering the WVBA roster. You can choose to not have a history or past, coming in as a Drop-In from some other world.

Minor Circuit - Free

You are a boxer stuck in the minor circuit, probably because you have been trying to maintain a boxing career and a career in some other competitive sport at the same time.

Major Circuit - Free

You are a pretty good boxer, but your attempts to reach the top have been stymied for a long time. Well at least you haven't slid back to the Minor Circuit.

World Circuit - Free

You are one of the best boxers around, constantly trying for the World Championship. You have international fame and a good chance to have some sponsorships.

Coach - Free

You aren't an active boxer anymore, but some time ago you were a contender, possibly even a champion yourself. But that's in the past, now you're focused on training the new big champion.

Roll 16+1d8 for your starting age. Your gender is the same as the last jump or you can change it to male for free. You can pay 50 CP to change your gender to female or to choose your age, or 100 CP to change both. If you are, or change your gender to, female you'll be the first official female WVBA boxer.

Location

Roll 1d8 for your starting location, or pay 50 CP to pick the location you want.

1. Bronx, New York, USA
2. Paris, France
3. Berlin, Germany
4. Tokyo, Japan
5. Mumbai, India
6. Moscow, Russia
7. Istanbul, Turkey
8. Pick any city in the world. Or DK Island.

Perks

Perks are 50% off for their origin, 100 CP perks are free instead.

New Contender

Underdog -100 CP

Little Mac is, well, little. Shorter than every other boxer, less muscular, and he's just 17 years old. No wonder everyone fails to take him seriously in their first fight, even if he has beaten every other opponent so far with a K.O. and has a perfect record with no losses. Now you too have this small edge when going against people for the first time, you might actually be a scary giant of a man, but there is something about you that makes opponents underestimate you.

Opponent - 200 CP

In real combat people don't really raise their hand before punching, and an eyebrow tick is not quite as obvious, but you have very good eyes and are an expert at reading body language, to the point you can see small signs as if they were cartoonishly animated and enemies almost look like they're glowing red before a big attack. This makes you much better at anticipating attacks and noticing when an enemy has his guard down.

Quick Feet, Mac! Quick Feet! - 400 CP

For a smaller boxer like Mac, even taking one punch can do a lot of damage, while it takes a lot of hits before he can knock out his opponent. So he has to keep light on his feet and dodge a lot. This perk allows you to imitate his boxing style, making you faster and more agile, better at dodging, ducking and blocking attacks and repositioning yourself quickly for a counter or to start your own offensive.

Giga Jumper - 600 CP

No matter how fast and skilled you are, sometimes you end up facing someone just as fast and skilled as you are. What do you do then? You smash them with superior strength, that's what. You can transform into a bigger, stronger and tougher form, losing only a little bit of speed for that strength and only a little bit of skill to an infusion of confidence and savagery. This form lasts only a few dozen seconds, but with about three times your regular strength you'll only need a couple rushes to completely defeat most opponents.

Minor Circuit

Glass Jaw, Iron Will - 100 CP

Your fighting skills may or may not be up to par, but no one can say you don't have guts. As long as you have a dream or goal to strive for, you'll not falter. Your willpower and determination are enormous, even if you suffer loss after loss, they will just make you more motivated. Pain and fear will not dissuade you from your dreams.

Disco Boxing - 200 CP

You have some other sport or hobby that you love as much or more than boxing, and you can use it to improve your fighting skill. Pick a sport, hobby or even profession, that isn't a martial art or related to fighting. You are a master of that skill set, capable of winning international championships in that sport, or becoming one of the top professionals in your area, and you know how to adapt that skill set to your fighting style. Maybe you're a good enough dancer that it improves your footwork and punching to the beat increases your damage, maybe your skill as a clown makes you better at taunting opponents and allows you to use pratfalls as a form of feinting.

WVBA Rules - 400 CP

The World Video Boxing Association is very loose with its rules, even allowing non-boxers to participate in boxing matches, as long as they mostly restrain themselves to boxing punches. Mostly being a keyword here. You benefit from this in two ways, first you are a master of a martial art of your choice. And, so you can continue being allowed to throw the odd kick or judo throw during boxing matches, you'll be able to bring WVBA rule looseness to other tournaments you enter. Get in a collectible card tournament and you might be allowed to add a couple cards from a different card game to your deck, or be allowed to pay a few mana to slap the other player. Get into a soccer tournament and maybe they'll allow you to grab the ball from the air and pass it like a basketball, or maybe in a basketball tournament you might be able to try and score by kicking the ball. Whatever you try to do has to be something the tournament knows is part of your skills, and you have to okay it with the sports association or league beforehand. Keep in mind that whatever rules loophole you introduce, it becomes part of the rules so other players will be able to try it, and might even find their own ways to abuse it.

King in the Ring - 600 CP

In the place where you came from, you've proven your right to rule by being the toughest fighter around, and while you might not have become the best fighter in the WVBA, you can still say you're the toughest. You have tremendous stamina and take less damage from punches, it even takes more Star Punches to knock you out than other people. You are also decently strong, not as strong as someone like Mr Sandman, but stronger than most other fighters around, and you can choose to increase your height and your weight class when taking this perk.

Major Circuit

Animal Friend - 100 CP

If boxing doesn't pan out, you could always pursue a career in the outdoors or working with animals, because wherever you go you have an easy time befriending animals. You could convince an attacking bear to not only become a friend, but even to help you train, or convince a squirrel to come to a fight and help you despite the danger.

Torero - 200 CP

To become a master toreador it is necessary to learn to not just dodge the bull, but to command it, so it attacks when and where you want. You have this talent and you can bring it to the ring. Not only are you good at dodging attacks and countering them, but you are an expert at manipulating the other boxer, leaving fake openings to bait them, or taunting them into attacking.

Mystic Boxing - 400 CP

A lot of the boxers around here have unconventional tactics or even use other martial arts in the boxing ring, but your tactics are the most conventional of all. You can actually use magic. You can fly, teleport yourself and others, create illusions, and possibly do other things, though you probably can't make magic barriers or shoot magic missiles.

Faster Than a Bullet Train - 600 CP

Toughness and strength are good, but speed is where you excel. You have the speed and skill to be one of the greatest fighters around, your hand speed is such that your punches seem to blur and your jabs leave after-images. Your movement speed is high enough you can race bullet trains, though you can't really reach those kinds of speeds in a boxing ring. Still you could dance rings around most other boxers.

World Circuit

Money and Fame - 100 CP

Being in the world circuit isn't just proof of your skills. It is also an opportunity to get endorsements, advertisement contracts, and become a celebrity. You are an expert self-promoter, charismatic and with an eye for good deals. Put yourself out there and you'll soon be rich and famous.

Combat Drink - 200 CP

Fighting is fun, but it is more fun if you don't do it sober without sugar. You can sneak an astonishing amount of food and drink on you, quickly scarf or chug it down during battle, and gain back some stamina and health when eating. Also, no judge will ever complain about you bringing food and drink to a match or consider it against the rules.

Raging Bull - 400 CP

Who do these people think they are? Constantly getting in your way, constantly taking pictures and asking questions. And what about the other guy in the ring, dodging your punches and hitting you with his puny ones? Everything just makes you so... ANGRY!!! Luckily being angry makes you a better fighter, stronger and tougher to knock down. Combined with your ability to regain balance quickly where others would get knocked down, and a powerful running charge strike that will knockout most opponents, you are one of the best fighters around.

Dream Crusher - 600 CP

Lots of people want to be the champion, but that's a position only for the strongest, and that's you, because you are the strongest. You're strong enough to break bricks and bend steel with your punches, and given a few minutes you can demolish entire buildings. You're also pretty tough, not enough to take many star punches unguarded, but tougher than most fighters.

Coach

Well Rounded - 100 CP

You might not be as fit as you once were, but you more than make up for it in skill and experience. You are an exemplary boxer, capable of boxing in any style and capable of understanding the style and weaknesses of other fighters after watching them fight for just a few minutes.

Cornerman - 200 CP

Any fighter would be lucky to have you in their corner, your skill as a cutman helps them recover a lot more stamina and health than normal for such short breaks, and your advice is both short and full of wisdom, you can transmit a lot of knowledge with just a few words. Even during a match your shouts of encouragement can help recover a little stamina, increase your fighters speed and strength for a few seconds and even give them the necessary energy to try a special attack or combo.

Work 'em - 400 CP

Talent is good, but even the most talented boxer wouldn't get past the minor circuit without a coach like you. People you train improve their skills twice as fast as normally, can improve their physical abilities without plateauing and you can even teach them esoteric techniques without problem.

Star Punches - 600 CP

A strange technique first developed by Doc Louis and taught to Little Mac, now you too have been made privy to the secret that will take Little Mac to the champion belt. By hitting particularly clean strikes, especially counters, you gather a form of energy into your soul, something you can feel shining like a small star, you can then spend these stars to add damage and stunning power to a strike, usually an uppercut. This energy dissipates if you are damaged or knocked out and when you are resting, even in the corner between boxing rounds. At the start you can hold up to three of these stars, but with training you can increase their number and how much energy each holds, Doc Louis himself can knock out an opponent with a single star punch.

Items

Choose one item of each price tier to discount for 50%. The 100 CP item becomes free instead of discounted. You can import items into similar items. Properties can appear linked to your warehouse, other properties you own or appear standalone in a city of your choice in other jumps.

Healthy(?) Training Meal - 100 CP

Once per day you can summon a large meal, anywhere from a few plates of breakfast foods to enough meat and fruit to feed a dozen people, or one King Hippo.

Hard Hitters - 100 CP

There are few things that the WVBA considers to be cheating, but you still managed to find a trick you can use to get an extra edge in combat. A pair of weights that you can put in any glove, they add a lot of damage to your punches without hurting your fingers, and somehow they are really hard for other people to spot, in fact even if a judge were to inspect your gloves it is almost guaranteed they won't find anything odd with them. These weights can be in a shape of your choice, like horseshoes or just bars, or you can even decide to have some knuckle dusters to wear inside your glove.

A Nice House - 100 CP

A very nice house with multiple floors. It's not a mansion but it is fully paid with all water, electricity and other amenity bills paid for you indefinitely. It can be imported into other properties or appear in a city of your choice in other settings.

Federation Permitted Weapon - 200 CP

Pick one weapon, something that does bashing damage like a staff or hammer, since you shouldn't cut an opponent in boxing. The WVBA will certify that weapon so you can use it on the boxing ring. This certification will allow you to continue using this weapon in any official tournament, even if they're normally bare handed fighting tournaments, or children's card game tournaments.

Favorite Snack - 200 CP

Pick a small food item, something like a soda bottle or small bag of chips or smaller, like a chocolate bar or candy pack. You get several boxes of that item every week. Despite being a snack it is actually pretty healthy, and good as training food. They even give you some stamina and health back if you somehow managed to eat while fighting.

Private Gym - 200 CP

A large boxing gym. It has its own ring, full weightlifting equipment, both machines and free weights, and other equipment necessary for such a gym. Also comes with a bike. This place improves the speed and efficiency of all training done within.

Boxing Stadium - 400 CP

A stadium for your professional fights, it is big enough to host a World Championship fight. It has several concession stands, and if you hire someone to run them it will get you some extra money during fights. The ring also has a nice effect, any damage that happens in it can be fully healed and will heal faster than normal. Lost teeth regrow, no one gets brain damage no matter how many concussions they get, etc.

Headgear - 400 CP

A boxing helmet recommended by the WVBA for fighters with a big losing record, this helmet doesn't just protect the head, it actually absorbs all damage that the wearer would take to the head. Once the helmet is destroyed you'll receive a new one in your warehouse in a month.

Improved Vodka Soda - 400 CP

Select a small food item, such as a small bottle of soda or bag of chips, or something smaller, like a chocolate bar. You receive a box of this item every month. But this isn't a common version of the snack you've chosen. This has been modified especially for you, with all the best enhancements that former KGB scientists could find. See, it glows green, that means it's healthy. Completely legal of course. Since most of these chemicals aren't in any database, they can't be prohibited. Eating this snack not only recovers a good chunk of health and stamina, it also makes you stronger, tougher and faster for a few seconds.

Companions

Gymmates - 50 Cp each or 200 for up to 8

Create or import a companion, giving them 600 CP to buy their origin, perks, and items in this jump. Companions cannot take drawbacks or buy more companions.

Sparring Partners - 50 CP

If you've become friends with a coach or another boxer, you can bring him with you as a companion for 50 CP.

Myke Tyson - 50 CP

Mr. Dream himself, the former World Champion who retired and left the title open for Mr Sandman. If you pay for him to become your companion he will be restored to his top form. You can choose if this happens at the end of the jump or at the beginning so you can compete with him in the ring.

Little Mac - 50 CP

Unless you change the fate of this world, you only have one year to meet Mac, then he'll disappear. But if you pay CP to make him your companion he'll come back before the end of the jump to brag to you about his multidimensional adventures with space travelling bounty hunters, fantasy heroes, and pink blob-shaped eldritch gods. He'll happily agree to go to other dimensions with you.

Scenario

Vive La France!

Glass Joe has never been a great boxer, but he won once. His only win was a lucky fluke against one of the best boxers in the WVBA but it has given him enough confidence to continue pursuing a career in boxing for years. So, why not reward that kind of shounen determination? Or perhaps troll the other boxers?

Why not help Glass Joe win?

If you pick this scenario, you will have to coach Glass Joe and help him become the World Champion. Since you have ten years to do so, even if you don't start as a Coach you can retire at some point in the jump and become a coach then.

But Joe is an honest boxer, so he will not accept gaining superpowers, being dosed with potions, having magic used on his behalf or anything like that. Even if done secretly, if he figures out he has gotten abnormal advantages he will quit boxing in shame. You'll have to actually train him, help him develop his physique naturally and teach him some better fighting skills. Joe is willing to learn more esoteric skills, like Star Punches, but only punches, he's not willing to use kicks or other martial arts strikes even if the WVBA allows it.

If you manage to help Glass Joe become the World Champion of the WVBA your reward is a taking Glass Joe as a free companion, and the title of World Champion Coach, anyone in any world that hears you are the World Champion Coach will know you are the greatest boxing coach in the history of the sport. Even if that sport doesn't exist in their world.

Drawbacks

If you're a Coach, any Drawbacks that affect your fighting skills also affect the skills of the fighters you train.

In the Footsteps of Legend - Free

If you don't want to mess Little Mac's career, this toggle allows you to start the jump one year later, after he has become the undefeated World Champion, successfully held his title against all comers, did his infamous last stand, fought a random gorilla, and, according to legends, went on to fight in an interdimensional everything goes fighting tournament.

Different Universe - Free

If you want something different, you can use this toggle to go to a different version of this universe. One is happening in 1984 and there Little Mac has a stronger chin and green hair, and another happens in 1994 and Little Mac is blonde and blue eyed.

Bigger Roster - 100 CP

A boxing league wouldn't really work with only 14 boxers. So with this drawback the WVBA now has hundreds, maybe thousands of boxers, and you will have to fight a lot more people to rise through the ranks. This adds the characters of other Punch-Out games and many, many more weird boxers for you to meet.

Addiction - 100 CP

Hmmm... ~~Vodka~~Soda! Nothing helps you fight better than having a drink between rounds, or even during the fight. You're not the first fighter to take a bite of a snack or a drink of soda during the fight, but honestly, you take it a bit too far. You're eating and/or drinking too much, and it is having some bad effects both on your life out of the ring and on your fighting ability.

WVBA Exclusivity - 100 CP

As part of signing a contract with WVBA you have agreed to only use WVBA approved abilities and items. That means you have no access to any powers, perks or items from outside this jump.

One Too Many Punches to the Head - 100 CP

You start the jump with a big migraine and no memory of your life before now. If you're not Drop-In you have some faded memories of your life in this universe but none about jumping or your original life. If you're Drop-In you have no memories at all. Your fighting skills are ingrained in your body so you can still fight, and besides a few headaches now and then you have no other side effects that would get in the way of your boxing career.

There Are Rules? - 200 CP

Turns out there are actual rules in the WVBA. And they've decided to enforce them where you're concerned. You will actually be watched by the referees and they will actually give you infractions for rule breaking. You better find out what the actual rules are.

Anger Issues - 200 CP

Some people can channel their rage into strength, or at least into motivation to train harder. Which is well and good, if you didn't also keep losing your temper out of the ring, chasing off paparazzi or breaking walls at a moment's notice. Try to not get arrested before a big match.

Greed and Pride - 200 CP

Some guys seem to be boxing just for the love of the sport. Bunch of weirdos. You know that boxing is really just a means to an end. You're just boxing to get rich and famous, it is all you care about. Your dream is being a millionaire and a celebrity, which wouldn't be hard if you also didn't spend money almost as fast as you make and had a horrible personality that would see you trashed by the press if you don't keep being a winner. A string of losses or a single big loss might ruin you.

Glass Jaw - 300 CP

Doesn't matter how tough, some people always end up having a weak point. And your chin is a really weak point. One good hit to the chin and you'll be out like a light. And that information is going to spread to the other boxers really fast. Keep your guard up.

PBSD - 300 CP

Sometime in the recent past you were teaching boxing to a few kids when one of them surprised you with a perfect straight punch... to your nuts. For a moment you thought you had died, then you just wished you had died. The pain, combined with the humiliation of the kids laughing at you curled and crying on the floor, have given you Post Ball-punch Stress Disorder. Since then you have gotten several nervous tics, and a few tocs too. It also has left you with a small but persistent phobia of boxing gloves, not enough to send you running but enough to make you flinch when fighting. Really bad for a professional boxer.

Telegraphing - 300 CP

I've heard about telegraphing your moves, but you're closer to mailing your moves in a long and informative missive. You not only have several different tics for each of your moves, they are cartoonishly overacted, to the point even a little kid can learn to tell your moves ahead of time. Hell, sometimes you'll straight up tell your opponent when you're going to punch him, or shake the fist you're going to use to attract attention to it. How you expect to win a fight like this is anyone's guess.

Outro

After ten years you have the option to hang up your gloves. What is your choice

Corner Retirement: Go back to your original universe, maybe start your own WVBA.

Next Match: Stay in this world and continue your career.

New Opponents: Continue to the next jump.

Notes

In the original game's two player mode, Giga Mac actually loses a lot of speed and skill, but since it is 600 CP I based the perk more on the Smash version, which seems to gain speed if anything.