A Jumpchain CYOA by WoL_Anon

Ver. 1.0

SUPER MARIO ODYSSEY!!!

In the skies above Peach's Castle, Mario battles Bowser. Once again, the princess has been kidnapped, and Bowser plans to marry her! Worse, the villain manages to defeat Mario, destroying his hat and sending him flying off an airship. This is not the end however; rather, it marks the beginning of a world-spanning journey. What will your role be in it?

You arrive in this world as Cappy rouses Mario. You will be staying here for the next six months.

You have 1000 choice points (cp) to spend.

-Age and Gender-

You may choose any age you would like for free, as long as it makes sense and does not provide you with any additional advantages you have not purchased.

Your gender remains the same, but you can pay 50cp to change it if you wish.

-Species-

There is a good selection of species to choose from, unsurprising from a world-spanning adventure like this one. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will.

[Free] Human

You are a human. This could be a "typical" kind of human, like those in New Donk City, or something closer to Mario.

[Free] Bubblainian

You are a Bubblainian, a snail-like creature often found in the Seaside Kingdom.

[Free] Toad

You are a Toad, or Toadette if you prefer, a small humanoid species common to the Mushroom Kingdom. Your mushroom-like head comes in a colour of your preference.

[Free] Volbonan

You are a Volbonan, a strange fork-like creature from the Luncheon Kingdom. The culture of the Luncheon Kingdom revolves around food and cooking, and somehow these creatures are able to eat.

Your "fork prongs" enable you to more easily scale vertical surfaces. Try not to get stuck when doing so!

[Free/200cp] Broodal

You are a Broodal, a rabbit-like species that come from the moon.

For Free, you are about the size of Spewart, Rango, Topper, or Hariet. This provides no special advantages.

For 200cp, you are significantly larger, comparable to Madame Broode herself. This extra size affords extra strength and durability, allowing you to pull off feats such as picking up and lobbing Chain Chomps at your foes.

[100cp] Lochlady

You are a Lochlady, an all-female species native to the Lake Kingdom. As such, you too must be female, but do not have to pay to change your gender if purchasing this species.

A mermaid-like species, Lochladies can breathe both on land and underwater. Their mermaid tail helps them to swim, but can also be comfortably used to walk around.

[100cp] Shiverian

You are a Shiverian, a species of seal-like creature commonly found in the Snow Kingdom.

Shiverian are somewhat ball-shaped. The excess fat that creates this shape allows them to bounce around, and this technique is often utilised in the races often held in the Snow Kingdom.

[100cp] Steam Gardener

You are a Steam Gardener, a type of robot commonly found in the Wooded Kingdom.

Resembling a human sized watering can, you are able to freely dispense water, so long as you have power. Typically, Steam Gardeners are dependent on a specialized recharging station, however as a special consideration you will be able to enter a “rest mode” that mimic human sleep and recharges your energy.

[200cp] Tostarenan

You are a Tostarenan, a skeletal being native to the Sand Kingdom. Alternatively, you may be a Chincho, a mummified version of the same being.

As an undead, you no longer need to eat, drink, or breathe, but destruction of your skull will count as death for the purposes of chain failure.

[300cp] Giant Fowl

Like Cookatiel, you are a large bird. In addition to your natural flight, you are able to spit up various things.

First and foremost, you can spew a pink liquid that is comparable to lava. Naturally, you can’t be harmed by this liquid, though other sources of heat can still be dangerous to you. You can also spit up various giant fruits, including spiky durians. It’s not clear where all of this is coming from, but there is no limit on how much of this stuff you can spit up.

[300cp] Giant Gushen

Like Mollusque-Lanceur, you are a giant, octopus-like creature.

You are able to breathe on land and underwater. You are to spit a variety of different large spiky shells from your mouth at high speed; it is unclear where exactly these shells come from, but you never run out of them. You can even fly!

When enraged, you are able to ‘erupt’ from your head, coating it in lava as a defence mechanism. Naturally, you cannot be harmed by this lava, and are resistant to extreme heat in general.

[300cp] Mechanical Spindrift

Like Torkdrift, you are a large flying robot, which resembles a flower.

Your upper and lower body can be flipped as needed. Your upper half can be used to suck up and store flowers and the like, which may be useful if you intend to steal a certain bouquet. Your lower half is spiked. It can fire laser beams, as well as laser pulses which travel along the ground in all directions.

To really protect yourself, you can deploy up to three white flower drones, which in turn project an energy shield around your main body. Should all of the drones you have deployed be destroyed, you will be stunned for an extended period of time and vulnerable to attack. Fortunately, you can also summon brick blocks around these drones to help protect them. Once a drone has been destroyed, you must wait a minute or so before you can deploy a replacement.

[300cp] Mechanical Wiggler

Like Mechawiggler, you are a large robot which only vaguely resembles a Wiggler, though does move around on a segmented body with many legs.

You are able to suck up large amounts of energy, which you can use to power yourself or distribute elsewhere. Each of your 'segments' can fire electrical orbs as a ranged attack. However; each of the segments houses a visible plasma globe, which are especially vulnerable to attack.

Perhaps your most interesting capability is your ability to phase through walls and buildings for short periods of time. While this can be used to get the drop on foes, phasing in this way leaves behind an electrical trail that can be used to track your movements.

[400cp] Bonneter

You are a Bonneter, a race of hat-like ghosts found within the Cap Kingdom.

As an undead, you no longer need to eat, drink, or breathe, but if your body is completely destroyed, somehow, it will count as death for the purposes of chain failure.

Bonneters are not very strong, but are capable of flight. They can assume the form of most kinds of headwear, including hats, helmets, tiaras, and even snorkels.

Most interesting is their special ability known as capture. This allows them to possess objects and living beings by sitting on them as a 'cap', and taking control of them. When doing so, they can even bring in others (including non-ghosts) with them, handing over the reigns to one of those individuals. See the Notes section for more information on this strange power.

[400cp] Giant Koopa

You are giant Koopa, somewhere between a dragon and a giant turtle. You are comparable in size to Bowser himself.

This species provides many advantages that make you a fearsome opponent. You have sharp claws and fangs, horns adorn your head, and you have a protective shell with spikes growing out of it. You

have a powerful flame breath. You possess immense strength, which you can use to create shockwaves by jumping up into the air and slamming hard into the ground; if you like, you can even cause these shockwaves to be made of fire!

[400cp] Tostarenan God

You are an ancient and powerful being, similar to Knucklotec.

Your body is made up of a colossal stone head, which can fly around, as well as two large stone hands, which are separated from your head and controlled telekinetically.

In addition to the great strength and durability your form provides, you are also able to generate vast amounts of ice, which can persist even in hot deserts. Being defeated or knocked out will cause ice you have generated in this way to disappear.

[600cp] Giant Dragon

You are a giant dragon, comparable in size to the Lord of Lightning. Giant is kind of an understatement really, as someone as large as Bowser could stand comfortably on your head. You have sharp teeth and claws, as well as wings which allow you to fly. Your body is generally extremely durable, but there is a soft spot on top of your head which is more vulnerable to attack. Perhaps you could strap some kind of large helmet over it?

You have control over some kind of standard element. This could be electricity like the Lord of Lightning, or something original to you.

You can use this element to perform various attacks from your mouth and head. You can use your element to create rolling “saw blades” which persist for a short period of time. By resting your head on the ground and channelling your element, you can generate waves of your element along the ground in various patterns. Finally, by charging up for a bit, you can fire off a massive burst of energy that can take down an airship.

[Free] Import

None of these options appeal to you? If you’ve already been to a Mario jump, you may elect to carry through the species choice in that jump to this one.

-Background-

You must choose one of the three Origins in this section. Each one qualifies you for different discounts. You may design a background in this world, based on your Origin and what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made. Alternatively, you may choose to take your Origin as a Drop-In, with no memories or history in this world.

Wedding Crasher

Bowser is marrying Peach? Not on your watch! You've resolved to stop this sham of a wedding, whatever it takes.

In other words, you are probably a protagonist of this tale.

Wedding Guest

You are a prominent member of one of the many Kingdoms found throughout the Mario world. This means you are likely to be "invited" to Bowser's wedding as a "guest". In case it wasn't clear, you probably won't have too much of a say in the matter. Maybe you could help Mario out before that happens?

In other words, you probably play a supportive role in the events to come.

Wedding Planner

You have been hired by Bowser, in order to help him put on the ultimate wedding. Regardless what you have to stoop to in order to do so, of course! And if you happen to dispose of a certain moustachioed menace along the way, so much the better.

In other words, you are probably a villain in this story.

-Location-

Roll 1d8, or pay 50cp to choose. Alternatively, you may choose to begin in one of two specific places for free, determined by your Origin.

[1] Bonneton, Cap Kingdom

A land of haberdashed dreams.

This gloomy looking city is where Mario will first meet Cappy, and begin his adventure.

Those with the Wedding Crasher Origin may choose to begin here for free.

[2] Fossil Falls, Cascade Kingdom

The last holdout of history.

This scenic place is where Mario will acquire the Odyssey. Beware of the T-Rex!

Those with the Wedding Crasher Origin may choose to begin here for free.

[3] Tostarena, Sand Kingdom

Gateway to the stark beauty of the desert.

This scorching desert will soon be covered in ice, after Bowser steals the Binding Band and angers Knucklotec. Try to stay warm until then, though perhaps you'll miss the cool once Mario resolves the situation.

[4] New Donk City, Metro Kingdom

The city that never leaps.

A city with massive skyscrapers. Pauline serves as the city's mayor. Perhaps you'd like to stick around to watch the city's traditional festival – provided the city can shake off Bowser's attack, of course.

Those with the Wedding Guest Origin may choose to begin here for free.

[5] Bowser's Castle, Bowser's Kingdom

The castle that walled off the sky.

Bowser has constructed a new castle, which has quite the different look compared to others he has had in the past. Contrary to expectations, it is *not* in fact the location for the climactic battle between Mario and Bowser.

Those with the Wedding Planner Origin may choose to begin here for free.

[6] Honeylune Ridge, Moon Kingdom

The new frontier of lunar life.

That's right, you're on the moon! This is where Bowser plans to marry Princess Peach, and is also where the climactic battle between Mario and Bowser will occur. Should you allow events to progress as usual, that is.

Those with the Wedding Planner Origin may choose to begin here for free.

[7] Peach's Castle, Mushroom Kingdom

The elegant heart of the kingdom.

Ah, Peach's Castle. If this isn't your first time in the Mario world, you have probably been here once or twice. Its role in this particular tale is minimal, though Mario will spend some here in the aftermath of this story.

Those with the Wedding Guest Origin may choose to begin here for free.

[8] Free Choice

Lucky you! In addition to any of the above seven locations, you may also choose to begin at: Lake Lamode (Lake Kingdom), Steam Gardens (Wooded Kingdom), Nimbus Arena (Cloud Kingdom), Shiveria (Snow Kingdom), Bubblaine (Seaside Kingdom), Mount Volbono (Luncheon Kingdom), Crumbleden (Ruined Kingdom), the Dark Side of the Moon, or the Darker Side of the Moon.

-Perks-

Discounted perks are 50% off, with discounted 100cp perks being free.

Wedding Crasher Perks

[100cp, Free for Wedding Crashers] Mario Moves

If you want to be a hero, you're going to have to have a bit of athleticism. Fortunately, you have it in spades, putting you at the level of Mario.

Now, you can Triple Jump, Backward Somersault, and Ground Pound Jump with the best of them. You also have a good sense for gauging distance, very helpful if you are meaning to take on the same platforming Mario would normally get up to during your time here.

[100cp, Free for Wedding Crashers] Capture Controls

If you are planning on 'capturing' foes, or simply wish to take on a form completely different than you are used to, you'll want to be able to move around in it.

Fortunately, you'll find that from now on you are able to quicky adjust to any form you have control over. Naturally, some forms better enable you to make full use of an athletic ability you might possess, but at the very least you will know how to move in the form in question.

[200cp, Discounted for Wedding Crashers] Cap Combat

The combination between Mario and Cappy will play a vital role in the adventure to come. Now, you have learned how to replicate in some way. Choose one of the following:

- You have learned how to perform various special cap throws and techniques even without a Bonneter, including the Spin Throw, the Cap Throw and Hold, the Cap Jump, and the Homing Cap Throw. You can perform these with any cap, hat, or headwear.
- You have learned how to perform aerial manoeuvres and tackles that resemble these special throws and techniques, without being thrown in the first place. If you don't have the ability to fly, this will be of limited value.

[200cp, Discounted for Wedding Crashers] Assist Mode

Finding things a bit tough? This perk grants a couple of effects that may make things easier.

First, you have access to "guidance arrows". If you are roughly aware of your current objective's location, arrows will appear on the ground, showing you a general pathway to your destination. Only you are aware of these arrows, and you can toggle them on and off as you like.

Second, you have access to a special protection that kicks in when you take an unwanted fall. This will cause a bubble to appear around you, which will quickly take you back up to where you fell from. If the fall would have dealt more than a sixth of your total vitality as damage, it is limited to a just a sixth. If you can no longer return to where you fell from for some reason, this protection will not activate.

[400cp, Discounted for Wedding Crashers] 2D Terror

Perhaps harkening back to your roots, you find that you excel when your movement is limited to two dimensions.

You'll find that this is of tremendous value when travelling through the 2D sections accessed across the various kingdoms via the use of 8-Bit pipes. In future worlds, you'll even occasionally stumble across 8-bit pipes there as well, which will allow you to find secret treasure, or navigate past dead ends in dungeons or enemy strongholds. How fun!

[400cp, Discounted for Wedding Crashers] Happy Landings

Oh no! Mario has been knocked off a skyscraper and… he's okay?

You now benefit from a similar protection. From now on, you will never receive lasting damage or injury as the result of a fall, at most experiencing pain or discomfort that lasts for a maximum of a few seconds. In addition to serving as a safety net, this may allow you to more quickly get to your destination.

This protection solely applies to the fall and landing itself; for example, should you fall into a pool of lava, this perk might protect you from the initial impact against the surface of the liquid, but not any subsequent harm caused by being in a pool of lava.

[600cp, Discounted for Wedding Crashers] I Object!

On paper, Mario is nothing compared to Bowser. And yet, time after time, he comes away victorious. This perk will help you come away with victories in seemingly mismatched battles.

Like Mario, you have exceptional situational awareness in combat. You can identify patterns in your opponent's attacks, identifying methods to dodge or block them, should they exist. Attacking you from behind is near impossible, as you somehow maintain awareness of your surroundings as if you were viewing the world from a zoomed out third person perspective.

But there is more to battle than merely avoiding damage – you have to deal it too. To that end, you quickly notice 'weak spots' where your opponents are particularly vulnerable to attack, or situations you can put them in that make them so. You are also particularly adept at turning the strengths of your opponent against them, such as by baiting them to attack things that would harm them, or stealing the weapon of your opponent mid-battle.

Wedding Guest Perks

[100cp, Free for Wedding Guests] 1UP Girl

It is surprisingly common for those in leadership positions in this world to be quite attractive. An attractiveness you now share.

Upon purchase, decide whether this boost in appearance manifests as a feminine beauty to rival Peach and Pauline, or as a masculine handsomeness.

[100cp, Free for Wedding Guests] Showstopper

You are just born to perform, aren't you?

On purchase, choose a musical instrument. Your ability to play that instrument has significantly improved, allowing you to play at a professional level.

Alternatively, you can instead choose to receive a significant improvement to your singing ability, as well as a small enhancement to the quality of your voice.

[200cp, Discounted for Wedding Guests] Local Specialty

Whether it is the Lake Kingdom and their dressmaking, or the Luncheon Kingdom and their cooking, it appears that just about every kingdom in these parts is well-known for something.

On purchase, choosing some kind of mundane profession that produces something, such as a jeweller or a cook. You have gained immense talent for that profession. Not only that, but you will find that if you regularly practice that profession, you and the location you operate out of will quickly build a reputation for producing high-quality works. This serves not only to improve your personal business, but also draw additional tourism to your area.

You can toggle the reputation gaining effect of this perk on and off as you like, but toggling it off will not undo any reputation that has already been established.

[200cp, Discounted for Wedding Guests] Hint Jumper

You have a remarkable talent for surveying. In particular, you are very good at identifying locations where one could collect a Power Moon. With such information, you could make some good money if you had a motivated buyer, such as a certain plumber requiring these objects to upgrade his airship.

In other jumps and settings, this ability to locate Power Moons will translate to objects that serve a similar narrative purpose. For example, during Mario's earlier adventures, you would be good at locating Power Moons, or Shine Sprites.

[400cp, Discounted for Wedding Guests] Magnificent Mayor

To say you are fit for office would be a massive understatement, Jumper.

You are a charismatic and effective leader, able to confidently run large cities or kingdoms. You also are very politically savvy, which will be of particular value if you have or are aiming for a positive that is decided democratically.

So long as you aren't openly committing crimes or foul deeds, building and maintaining a positive public image comes incredibly easy to you. Do a good job running a city, and you'd quickly become one of its most popular residents. I thought politics was supposed to be hard?

[400cp, Discounted for Wedding Guests] Absentee Authority

Being a princess or a mayor is all well and good, but sometimes you just want to go see what's out there. But what about your responsibilities?

Worry no longer! From now on, while you are away from territories you have legitimate authority over, those areas will somehow be run and maintained as if you were devoting the proper amount of time and effort to them. This will only cause the territory to be run as well as you are actually capable of. Extended absences from a kingdom you are supposed to be responsible for might make your citizens grumble, but they won't actually hold it against you or lessen their opinion of you as a result.

Now you can be kidnapped, or go off to play the current sports competition, without running your kingdom or city into the ground!

[600cp, Discounted for Wedding Guests] 8-Bit Science

You understand the science and underlying principles that goes into the 8-Bit pipes that appear in this world. With the right materials, you will be able to produce your own.

An 8-Bit pipe is similar to many of other Warp Pipes that can be found in this world, but can be distinguished by its voxelated appearance. When connected to a flat surface, it creates a special space on the surface, which is two-dimensional. People and objects that enter this space take on a pixelated look. Those outside the space can typically see what is happening in it by observing the surface, but this can be hidden if desired.

You'll also find that you are very good at constructing courses within two-dimensional spaces, without accidents like getting yourself trapped.

With such knowledge, you'll be able to put on a show for festivals. Depending on how the 2D spaces are used, travel can be made easier or harder, both of which have their uses. Who knows, with time and effort you may even discover alternate applications for the underlying principles of this technology.

Wedding Planner Perks

[100cp, Free for Wedding Planners] Explosive Exit

If you want to be a truly stylish villain, then you'll have to be able to lose in style too.

From now on, whenever you are defeated in combat, you can choose to explode. This explosion is completely harmless, both to you and your opponent. When the smoke clears you will be gone, having been transported a short distance to safety. You'll have to let yourself recover before you can use this trick again.

While there is nothing stopping persistent foes from tracking you down and finishing you off, you'd be surprised at how often heroic types will assume you are done for, or put their current objective first, rather than doing so.

[100cp, Free for Wedding Planners] Wedding Planning

Villainy aside, you are actually quite good at your job.

You are now well-versed in and highly skilled at organising grand weddings and events of a similar scope. When it comes to such events, you find it easy to keep track of the many elements that make up these events. If you are feeling a bit evil, you can identify important items from local kingdoms that would make excellent additions to these events. Actually getting your hands on them is another matter entirely.

[200cp, Discounted for Wedding Planners] Boss Barriers

When it's time for a boss battle, you can't have that pesky plumber running off to do something else.

Fortunately, you can now form a barrier around a given area, effectively creating an arena for you to do battle in. This area must be large enough to fit you and your opponents, as well as provide everyone with some breathing room, but can be no larger than a football field.

This barrier takes no effort for you to maintain, but will automatically be dispelled should you be defeated, or if there isn't at least one able opponent in the area (an opponent that is knocked out or incapacitated no longer counts for this). This isn't a tool for you to avoid combat altogether; attempts to exploit these rules, such as having an ally act as a false enemy, will invariably fail.

You can only maintain a barrier over a single area at a time, and can dispel your own barriers at will.

[200cp, Discounted for Wedding Planners] Hat Trick

You've learned a couple of hat-related talents, which may prove to be quite useful.

First, you are now able to stack more than ten hats and balance them on your head, all without distracting you or impeding your movement in any way. Should you spin around on your belly, you keep your hats on whilst doing so; if these hats were spiked or otherwise hazardous, this might make for an effective attack.

Second, you are able to somehow pull yourself into a hat you are wearing, inexplicably fitting inside without damaging the hat. Exiting a hat is just as easy. This might make for an effective hiding place, and should the hat be capable of flight open up new tactics in battle.

[400cp, Discounted for Wedding Planners] One Step Ahead

Defeating the hero is all well and good, but often it is not the priority.

You now have a much easier time when focusing on the objective instead of battling those that would stop you, or who are hunting you down. You tend to arrive at your destination earlier, and get more of your criminal work done before a do-gooder appears to stop you. You are skilled at devising obstacles that will delay heroes rather than defeating them outright, and when you do choose to engage in battle with them, your allies will have more success in taking advantage of the time you are giving them to escape.

After all, you're a wedding planner first and foremost, right?

[400cp, Discounted for Wedding Planners] Poison Spew

Like Spewart, you are now able to spit up a poisonous purple liquid, which is harmful to those that touch it. Naturally, you are immune to your own poison and those like it, and are also resistant to poison in general.

There is no real limit to the amount of poison you can spit up, allowing you to use it as a ranged attack, or to create pools which help you control the battlefield. So long as your opponent doesn't have some way to clean it up, of course.

Strangely, if you take significant damage, any poison you have spat up will quickly dissipate.

[600cp, Discounted for Wedding Planners] *Jealous, Mario?*

The kidnapping of a princess is normally an affair that takes copious amounts of planning and skill. For you though, it seems to be more or less assumed.

From now, kidnapping attempts made by you or those following your orders are far more successful than they would otherwise. Things tend to line up perfectly for you to escape with your target, and those who would stop you are often taken off-guard or otherwise underperform. This bonus only applies to the initial kidnapping and escape; it does nothing to prevent your target being taken back from you.

Additionally, while a person has been kidnapped by you, they are unable to make any attempt to harm or escape you, regardless of their normal capabilities, but will be able to fight back against you or resist should you try to force anything on them, even something as benign as a wedding ring. Should the victim be freed, whether by you or a rescuer, they will no longer be under these limitations.

Lastly, should you coerce someone into marriage, whether with you or another, that marriage will be considered legitimate and legal regardless of any local laws, and can only be annulled if you wish it so. If the person is already married, you can decide whether that stands in addition to the new one, or if their previous marriage(s) are annulled and replaced with the new one.

General Perks

[Free/200cp] To The Moon

Whether you are invited to, "invited" to, or crashing a wedding on the moon, you'll have to be able to survive there. Strangely, this is no trouble at all for those in the Mario world, and now no trouble for you either.

You are now capable of breathing and surviving in outer space and on moons without issue. You'll find the experience entirely comfortable, even if the cold would normally bother you in terrestrial environments. Items kept on or around your person, or worn by you, are also protected, preventing them from being damaged by these conditions – you wouldn't want to ruin that lovely tuxedo of yours, after all!

This perk is Free for this jump only. If you'd like to take it with you going forward, you must pay 200cp.

[100cp] Jump Up, Super Star!

You gain a mental library of all music featured in Super Mario Odyssey. You are able to play this music at will. You can choose whether those around you hear the music, or just yourself. You can adjust the volume (but not raise it to a level where it would harm an ordinary human), create playlists, and shuffle songs. You may set music to play under certain conditions, allowing you to have a song for when you are out exploring, or create an internal alarm clock.

Now you can enjoy this amazing soundtrack wherever you go!

[100cp] Emoji Speak

When speaking about objects or people of interest, you are able to somehow convey an emoji-like image of the person or object in question. Despite being entirely vocal, others are able to pick up on this image.

Strangeness aside, this help you gain information from or share information with others.

-Items-

Discounted items are 50% off, with discounted 100cp items being free for the first purchase.

Should you already possess any similar items to the ones you purchase here, you may import these items, giving them any advantages the purchases they are imported into offer, unless the item in question states otherwise.

Wedding Crasher Items

[100cp, Free for Wedding Crashers] Tourist Guides

The first time you arrive in each new world or kingdom, one of these expertly made tourist guides will be granted to you, appearing on your person, in your Warehouse, or somewhere else convenient to you.

Each guide has a detailed map of the area, and provides a good deal of information about the world or kingdom, skewed towards your interests and motivations, but written for a tourist.

Should any of these guides be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp, Discounted for Wedding Crashers] Your Cap

A piece of headwear of great importance to you has been destroyed, only for a Bonneter to appear and take its form.

On purchase, you must choose one of the following:

- The Bonneter is not truly sentient, and is considered just an item. So long as you are nearby, it will act in a way you would want, including changing form or capturing targets.
- The Bonneter is considered a follower. You can freely determine their gender and personality; by default they are intensely loyal to you, but you may forgo this if you wish.

Regardless of your choice, you are free to import a headwear item into this option, as well as import it into headwear items in future jumps. The Bonneter retains any advantages these imports provide in any form it has assumed, so long as they generally make sense. For example, special glasses that let you see invisible things would require the Bonneter to take a form that covers your eyes. Advantages provided by imports can be toggled as you like.

Should the Bonneter be lost or destroyed, it will reappear the following day, good as new.

[400cp, Discounted for Wedding Crashers] Life-Up Heart

A strange heart with eyes, with a crown floating above it. It is consumed on use.

When used, the user's health is completely recovered. Then, they gain additional temporary health above this equal to their normal "base" vitality, ignoring any effects that would give them more. This temporary vitality can be restored by any kind of healing, but once the user has lost all of it, it can no

longer be recovered and must be regained by using another Life-Up Heart. The effects of the Life-Up Heart do not stack; a second use merely restores a person to maximum health.

You start with a single Life-Up Heart. If a Life-Up Heart provided by this item is lost, destroyed, or used, you will receive a new one the following day.

[600cp, Discounted for Wedding Crashers] Boss Painting Gallery

This building, which will expand internally as required, shares an aesthetic with Princess Peach's Castle.

Inside, you will find large detailed paintings of every major enemy (or "boss") that Jumper and their companions have fought over the course of the chain. As additional bosses are fought, more paintings will be added. The same enemy may provide multiple paintings if they are fought in sufficiently distinct encounters.

These paintings aren't just for display; they can be entered, allowing a person to repeat these battles, both as they happened and also against a version of the boss that has been somewhat "souped-up" version of this boss. The first time each version of a boss is defeated, a single Power Moon will be awarded. The first time each version of a boss is defeated without taking damage, an additional Power Moon will be awarded. Outside of these awards, you will not be able to get anything out of these boss rematches other than experience; you cannot take items originating from these spaces back out with you, for instance.

Lasting injury, death, or chain failure, will not occur as a result of losing these boss painting encounters; you will simply be harmlessly kicked out of the painting.

In future worlds, you may choose for the building to be attached to your Warehouse via a special gateway, or to be placed somewhere appropriate, close to your starting location.

Should the building be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse via a special gateway.

Wedding Guest Items

[100cp, Free for Wedding Guests] Super Star Set

You have acquired a striking ensemble, predominantly red, which is perfect to perform in. It can either be a dress or suit, your choice, and comes with a matching hat. It is self-cleaning, self-repairing, and fits you perfectly – the sort of thing you could wear every day as part of an iconic look.

You also have a single musical instrument, or microphone stand if you prefer. It does not require an external power supply, ensuring you can play or sing whenever you like. It is well-made, but has no special properties not described here.

Should either the outfit or instrument be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp, Discounted for Wedding Guests] Power Moons

Powers Moons are strange objects, made from special moon rocks. They share similarities to Power Stars, and may in fact be a variant of them.

You have twenty of these Power Moons. With these, you'd be able to make many repairs or significant upgrades to an airship like the Odyssey. Alternatively, you could harness them as a power source, or simply offer them as rewards to those willing to help you out.

You receive a new set of twenty Power Moons at the start of each new jump. Post-chain, this occurs every ten years.

[400cp, Discounted for Wedding Guests] Crazy Cap

You are now a partial owner of the Crazy Cap franchise, entitling you to a discount at their stores, and a small portion of their profits. You don't have to worry about running any of these stores, they will somehow manage to sustain themselves even without customers.

These shops can be found in just about every kingdom. Most notably, they sell both Life-Up Hearts and Power Moons, but they also stock various outfits, hats, and local souvenirs. In most cases they accept all forms of currency, but each individual shop also has a small exclusive collection of clothes and souvenirs which can only be purchased with the local currency.

In future worlds, a Crazy Cap shop will appear in every major settlement, and sometimes even enemy strongholds. No one will find this odd. Whilst you no longer receive the discount, you can decide whether people other than you (individually or collectively) can use the stores, and if so if they are barred from purchasing certain items. Naturally, limiting access to the shops will lessen the amount of money you receive as a portion of the profits.

[600cp, Discounted for Wedding Guests] New Jump City

Congratulations, you've just been elected mayor for life of your very own city!

This city is comparable in size and scope to New Donk City. By default it shares a similar aesthetic, but if you prefer you may choose your own, so long as it does not provide extra advantages. The city is populated by New Donk City style humans by default, again you may change this, allowing you to choose any species in the Mario setting, so long as they are no more useful than humans. These inhabitants are intensely loyal to you, and count as followers.

The city is equipped with an underground power plant, which uses Power Moons as an energy source. It is supplied with enough Power Moons to keep the city powered, even if the city is expanded and upgraded, with a few to spare to do with as you like. Expanding the plant itself will be up to you, however.

The city retains upgrades, and inactive companions may reside here.

In future worlds, you may choose for the city to be attached to your Warehouse via a special gateway, or to be placed somewhere appropriate, close to your starting location.

Should the city be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse via a special gateway.

Wedding Planner Items

[100cp, Free for Wedding Planners] Trick Hat

You have acquired a special hat, suitable for use in battle.

The hat is spiked, making it an effective weapon. It also has some kind of minor gimmick, chosen by you on purchase of this item. For example, it could deploy boxing gloves to punch at your foes, or sustain flight for a short period of time (particularly useful if you had some way of hiding in your hat). Alternatively, you could forgo this gimmick in exchange for receiving a dozen or so spiked hats.

You will be able to retrieve your hat(s) from seemingly nowhere, just about any time. If a hat has only just been destroyed or stolen by an enemy, you will have to wait a short while before you can do this.

[200cp, Discounted for Wedding Planners] RoboBrood

A giant mech. One has to wonder why a wedding planner would need this.

The mech consists of a cube like section sitting on a pair of legs. The front of the cube bears the likeness of Madame Broode, and a cannon is installed in the mouth of this likeness. This cannon can fire bombs and Pokios (bird-like creatures which defend Bowser's castle), and never seems to run out of either. The mech can also deploy fireworks which spin along the ground.

Excluding the cannon side, and the base from which the legs extend, each side of the "cube" has a glass dome from which a pilot can control the mech. This means up to four pilots can control the mech at once, though only one is actually needed. The downside is that each of the pilots are very exposed, and picking them off one at a time is certainly possible. It's probably better to keep this mech as a last resort.

The legs of the mech are fairly well-armoured, but this armour could be broken (for example if the mech's bombs were to be knocked back into them). Fortunately, this armour can be repaired after a short while.

Should your mech be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

[400cp, Discounted for Wedding Planners] Stolen Wedding Treasures

Thanks to your efforts, or the efforts of your lackeys, you have amassed a variety of treasures that would make perfect additions to a wedding.

First, is the Binding Band. This a truly enormous ring, but can be shrunk down in size as needed, whether you wish to dangle someone from a chain on it, or put it on someone's finger. You are free to decide whether this is the original Binding Band, or a copy (if this item is purchased multiple

times, naturally only one can be the original). If lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

Second, is the Lochlady Dress. This is a luxurious wedding dress (or suit if you prefer), made by the Lochladies of the Lake Kingdom. It is said that wearing it brings eternal happiness, but this cannot be proven. You are free to decide whether this is the original or a copy, but if it is the original it must be a dress. Regardless, the outfit is self-cleaning and self-repairing, and perfectly tailored to either you, or an individual you choose on purchase of this item. If lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

Third, is the Frost-Frosted Cake. This is a delicious and highly sought-after cake made by the Shiverians of the Snow Kingdom, and is intended to be the first-place prize of the upcoming Bound Bowl Grand Prix. You are free to determine whether it is that very cake or a copy of it. Regardless, you'll find it never spoils, and if lost, destroyed, or consumed, a new one will show in your Warehouse or at a location controlled by you after 24 hours.

Next, you have an endless supply of the delicious Sparkle Water that is produced in the Seaside Kingdom, the well as the Stupendous Stew made in the Luncheon Kingdom, and the kind of flowers that make up the Soirée Bouquet in the Wooded Kingdom. Any time you like, you can retrieve a glass or bottle of the water, a small pot or bowl of the stew, or a small arrangement of flowers, from seemingly nowhere, no matter how improbable that might be. The water and stew will always be at an ideal serving temperature, and the flowers will always be freshly picked.

Finally, you have acquired a Bonneter. The Bonneter works by the rules described in the *Your Cap* item.

[600cp, Discounted for Wedding Planners] Jumper's Castle

Whether you are interested in a proper villain's lair, or just want somewhere to keep your "beloved" after you've forced them to marry you, you'll appreciate this castle.

This castle is comparable in scope to the one Bowser will use during this adventure. You are free to choose its aesthetic, so long it doesn't provide additional advantages. Whether you are after the Japanese theme Bowser's new castle draws on, the more traditional style for his castles, or something entirely original, you are covered here.

To maintain and defend you new castle, you've also acquired a small army of creatures from the Mario universe, drawn from species typically found amongst Bowser's forces. As above, the power of this force is comparable to the one present at Bowser's castle. These creatures are considered followers, and are intensely loyal to you. If their numbers are thinned out, replacements will arrive at the start of the next jump. Post-chain, this will occur every ten years.

The castle retains upgrades, and inactive companions may reside here.

In future worlds, you may choose for the castle to be attached to your Warehouse via a special gateway, or to be placed somewhere appropriate, close to your starting location.

Should the castle be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse via a special gateway.

General Items

[Free/200cp/300cp/400cp] Airship

It's not much of an odyssey if you don't have a way to get around, right? Fortunately, you've acquired your own airship, the quality and design of which is determined by how much you are willing to spend. Whichever model you choose, it will retain upgrades made to it.

For Free, you have a Cap Kingdom model airship, which has only just been restored to working condition. In general terms, this airship resembles a giant hat, with a single sail standing on top of it. It is designed to carry one or two people at a time. Right now it can only carry you to the next kingdom over before it has to land, and it certainly can't travel between Earth and the moon. However, if you wish to change this, then you simply need to supply it with more Power Moons. As you do so, more sail segments will be added until the sail, becomes a balloon, at which time it will be able to accommodate space travel. Power Moons can also be supplied in order to repair damage the ship has taken.

For 200cp, you've already completely upgraded the airship, and it now has a large golden balloon instead of a sail. Additional Power Moons can still be supplied to this and the subsequent tiers in order to perform repairs.

For 300cp, you have a completely different model of airship, which resembles a more traditional ship. This ship can carry more passengers, and is outfitted with a handful of small cannons to defend itself. If you like, you can have some type of face incorporated into the front of the ship, just as the Broodals' ship bears the likeness of Madame Broode.

For 400cp, you have a very large ship, comparable to the one used by Bowser during this adventure. Not only can it carry many more passengers, but it is equipped with more and larger cannons, allowing you to easily shoot down smaller ships.

Should your airship be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

[50cp] Super Mario Odyssey Game Bundle

Thank you so much for playing my game!

This bundle contains:

- A 2017-era television.
- A Nintendo Switch, with Joy Cons, dock, and all needed cables.
- A Nintendo Switch Pro Controller.
- Either a physical or digital copy of Super Mario Odyssey.
- A lifetime membership to Nintendo Switch Online.

Should any of these be lost or destroyed, a replacement will appear in your Warehouse 24 hours later. Any saves made on the Nintendo Switch will automatically be backed up on Jump-chan's special cloud server, ensuring your save data is never lost. You will also be able to play online in any world with an internet connection, even ones where Nintendo does not exist. Who exactly are you playing with, anyway?

[50cp] amiibo & Cereal

You have obtained a complete collection of all amiibo figures that will provide additional costumes when scanned in the Super Mario Odyssey game. Should any of them be lost or destroyed, a replacement will appear in the Warehouse after 24 hours.

You also have access to an endless supply of Super Mario Cereal. At any time, you can retrieve a box of the limited-edition cereal from seemingly nowhere, no matter how improbable that might be. In addition to eating the cereal, the box itself can be used as an amiibo in the Super Mario Odyssey game.

[50cp] Wedding Outfit

Everyone seems to have one of these nowadays, huh? Well now so do you.

This well-made wedding suit or dress, is self-cleaning and self-repairing. Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Chain Chompikins II

Your very own pet Chain Chomp!

You are free to choose the colour of your Chain Chomp, be it the standard black, a flashy gold, or something else entirely. It is intensely loyal to you.

Should something unfortunate happen to your Chain Chomp, it will be back the next day, good as new.

-Companions-

[50cp per.] Import

Already have some companions with you? For 50cp each, you may import these companions into this world, providing them an Origin, as well as 600cp to spend on perks, items, and their species. They may not purchase companions.

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive an Origin, and 600cp to spend on perks, items, and their species. They may not purchase companions. Their appearance, personality, and history are up to you, provided you do not grant them anything not reflected in their purchases. By default, they are absolutely loyal to you, but you may forgo this if you wish.

[50cp per.] Recruit

For 50cp each, you may take any named character appearing in Super Mario Odyssey along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a 'slot', so you can ask around and find another character to journey with if you would like.

-Drawbacks-

You may gain up to **600cp** in drawbacks, but may take as many drawbacks as you like.

[0cp] Jumper History

Have you been to the Mario universe before? Well with this toggle, you can import the events of any previous Mario jumps you would like to, smoothing out any inconsistencies between them in a manner of your preference. Attempts to use this toggle to interact with prior versions of either yourself or companions will fail however.

[0cp] Full Stay

Six months not enough? Taking this toggle will extend your stay in this world up to a full ten years. This will likely drag you into all sorts of shenanigans, whether it be more adventures like this one, sporting competitions, or wild parties! The Mario world sure is a crazy place, huh?

[+100cp] Earthbound

As a result of you taking this drawback, you and your companions will not benefit from the To The Moon perk during this jump. You can still purchase this persistent version of the perk, and will benefit from it after this jump comes to an end.

Unless you already have some means of surviving in space, you'll want to avoid travelling to the Moon Kingdom.

[+100cp] Incomprehensible

It seems that the majority of speech of this world's natives is gibberish to you. It comes across as grunts, odd noises, exclamations, and occasionally a proper name or two.

These natives are able to talk to each other just fine, so it appears that this is very much a 'you' problem.

[+100cp] Bad Weather

For the duration of your stay, locations you visit will suffer from poor weather conditions. The specifics of this will vary by location, but generally it will make your stay less pleasant, and may hinder visibility or your ability to explore.

[+200cp] One Step Behind

For one reason or another, any enemies you have will be a fair bit faster to achieve their objectives. Thieves you are trying to stop will often have their prize before you are even aware they are stealing it, heroes chasing after you catch up much quicker, and so on.

[+200cp] Airship Issues

During your time here, airships and similar vehicles at your disposal will often be shot down, or experience accidental damage.

You'll have to repair these vehicles regularly if you want to use them, which will likely result in lengthy detours away from your preferred destinations.

[+200cp] A Pat On The Back

For the entirety of the jump, any new love interests you may have will reject any romantic advances or overtures you make towards them, making forming a romantic relationship with them impossible. At best you will have to settle for good friends.

If you are bringing romantic relationships in with you, they will come apart easily during the jump, requiring serious efforts on your part to maintain.

Kind of a bummer, huh?

[+300cp] Collectathon

Throughout the world, as well as on the moon, a total of 999 special Power Moons, marked with a 'J', have appeared. Unlike regular Power Moons, these 'Jumper' Moons cannot be used for anything.

You have until the end of your time here to collect all of these Jumper Moons. Some can be bought from shops, others can be given by or taken from the locals, and many are hidden in strange places. If you fail to collect all of the Jumper Moons, you will fail your chain.

Whether or not you succeed in your task, you can keep all of the Jumper Moons you managed to collect, as a memento of your struggles. Should any be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[+300cp] Three Strikes And You're Out!

During your stay, any time a solid hit is landed on you that is not deliberately blocked or parried, and it would normally deal less than a third of your overall vitality as damage, it instead deals a full third of your overall vitality as damage.

In other words, if you don't recover your health, you can only be hit a maximum of three times before death. Be careful out there.

[+300cp] Capture Chaos

You're now considered a prime target for capture, and will often run into Bonneters who will attempt to take control of your body. Should you be captured, you will be forced to act in ways contrary to your goals and feelings, ranging from the embarrassing to the potentially deadly.

Unfortunately, any perks or powers that would grant you resistance or immunity to abilities that grant others control over your body, like capture, no longer do so. Should you take a form that is normally impossible to capture, it will be somehow possible for these Bonneters to do so anyway.

Try not to lose your head!

-Ending-

You have reached the end of your stay here. All of your drawbacks are hereby revoked. Any background memories you have acquired no longer have any influence over your behaviour.

Choose one of the following three options:

Post-Game: You choose to remain in this world. Your chain ends here.

Next Game: You choose to continue your chain. Proceed to the next jump.

Thanks for playing!: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

On Capture:

Capture is a special ability that allows Bonneters to take control of objects and living beings alike, by sitting on their head as a cap. When doing this, they can pull others (even non-ghosts like Mario) in with them, and hand control over to one of those people. The most pulled in at one time that we see is four (Mario, Bowser, Peach, Tiara), which is portrayed as quite “crowded”.

While something has been captured, they experience some aesthetic changes which resemble anyone you are bringing in with you (for example throughout the game those captured temporarily gain a moustache like Mario’s). They are also made to wear a cap which resembles a form the Bonneter has taken (throughout the game this is always Mario’s iconic cap, but in theory could be anything). This latter part is crucial, as something cannot be taken over if its form does not allow the obvious placement of a cap or if something is in the way, like another hat.

It takes effort to retain control of the target, and larger beings are harder to control. The primary example is the T-Rex, which Cappy can only control for a short period of time. Things much larger than that aren’t possible to capture. A knocked-out target may be easier to control, as Bowser was only captured after he lost consciousness. Captured objects can cause unusual effects; for example, capturing a spark pylon causes Mario and Cappy to become electricity to zip between pylons or through the air.

During the chain only, those using this power to capture another at the end of a jump will be automatically kicked out of the capture.

You can find a full list of capture targets present in Super Mario Odyssey here:

https://www.mariowiki.com/Capture

On Stolen Wedding Treasures:

In case it wasn’t clear, you can import appropriate items into each element of this option if you wish to.

So, what exactly happens here, anyway?

Bowser has kidnapped Peach and Mario battles him on an airship above Peach’s Castle to free her. However, he is defeated and is knocked off the airship. Cappy witnesses this and pursues Mario as the airship escapes. Bowser plans to wed the kidnapped Peach.

Mario is woken by Cappy, a Bonneter, in the Cap Kingdom. Cappy wishes to save his younger sister from Bowser, who had also been kidnapped and forced to serve as Peach’s wedding tiara. Cappy takes the place of Mario’s destroyed hat, granting him access to the Capture mechanic.

All airships in the Cap Kingdom have been destroyed by Bowser’s forces, so Mario must travel to the neighbouring kingdom to find one. Before he can do so, he encounters the Broodals, a group of

henchman Bowser has hired to plan his wedding and deal with Mario. Mario defeats Topper as the rest of the Broodals leave the scene.

In the Cascade Kingdom, Mario and Cappy find the Odyssey, and abandoned airship, and repair it using Power Moons. In the process, Mario finds and defeats Madame Broode for her Power Moons.

With a functional airship, Mario and Cappy head to the Sand Kingdom. Along the way, Cappy reads about the Sand Kingdom, and suggests that Bowser must be after the Binding Band, in order to use it for his sham wedding as a wedding ring. When the pair arrive, they find that it is strangely covered in ice. Following tracks left by Bowser, Mario heads to the top of the Inverted Pyramid, only to see Bowser take off with Peach and the Binding Band. The Broodals intercept Mario. Mario defeats Hariet. The Broodals leave, and the Inverted Pyramid floats up into the sky as the area gets even colder. Mario heads down the hole and encounters Knucklotec, the being responsible for all the ice. It believes Mario has stolen the ring, and attacks. Mario defeats it, removing the ice from the Sand Kingdom.

Mario and Cappy must decide whether to go to the Lake Kingdom or the Wooded Kingdom. For the purposes of this summary, the Lake Kingdom is visited first.

On the way to the Lake Kingdom, Cappy reads a tourist guide, discovering that the Lake Kingdom is known for their fashion, and they possess a famous wedding gown called the Lochlady Dress. Unfortunately, the Lochlady Dress has already been stolen. Mario defeats Rango of the Broodals, and the group leaves.

On the way to the Wooded Kingdom, Cappy tell Mario that a giant greenhouse there is famous for its Soirée Bouquet. Unfortunately, it is already taken by the time Mario gets there, but Mario is able to defeat Spewart of the Broodals to prevent them taking more flower. After, he heads to the Secret Flower Field and defeats Torkdrift in order to save the flowers there.

After visiting both the Lake and Wooded Kingdoms, Mario heads toward the Metro Kingdom. On the way, they spot Bowser's airship. At the Cloud Kingdom, Mario does battle with Bowser. Mario has the upper hand, but Bowser retreats to his airship, blasting both Mario and the Odyssey out of the sky.

Mario lands in the Lost Kingdom. After rescuing Cappy from a bird, he collects enough Power Moons to repair the Odyssey.

Mario heads to New Donk City in the Metro Kingdom. Bowser has taken over the city, and is advertising his wedding on its many billboards. Mario climbs to the top of City Hall, where he encounters the Mechawiggler trying to suck up the city's power. Mechawiggler knocks Mario from the roof, but Mario survives. By capturing a Sherm, Mario is able to destroy the Mechawiggler. Mario speaks to Mayor Pauline, who thanks him for his help. She asks for his help in setting up the city's traditional festival. First, Mario finds various musicians to join with Pauline for the performance. Next, he defeats some Piranha Plants in order to turn the underground power plant back on. Mario participates in the festival, which includes celebrates the events of the original Donkey Kong, which played a pivotal role in the establishment of New Donk City as it now exists.

Mario and Cappy must decide whether to go to the Snow Kingdom or the Seaside Kingdom. For the purposes of this summary, the Lake Kingdom is visited first.

On the way to the Snow Kingdom, Cappy tells Mario that races in the town are popular, and that the Frost-Frosted Cake is being offered as a prize. Mario finds that Bowser is in the process of stealing

the cake, and has erected barriers to prevent access to the race course. Mario collects various Power Moons to remove these barriers, defeating Rango of the Broodals again in the process. The cake is stolen by Bowser. Mario captures a Shiverian in order to compete in the race, winning a Multi Moon.

The Seaside Kingdom is comprised of a carbonated sea. Following tracks left by Bowser, Mario discovers he has sealed many of the Sparkle Water fountains up. Atop the Glass Tower, Mollusque-Lanceur sucks up the Sparkle Water from a bendy straw, keeping tourists away. Each time Mario unseals a fountain, the "cork" fires out and hits Mollusque-Lanceur. Mollusque-Lanceur engages Mario in battle, and Mario defeats it and reclaims the Sparkle Water for the locals.

After visiting both the Snow and Seaside Kingdoms, Mario heads toward the Luncheon Kingdom. On the way, Cappy tells Mario that it is famous for using a volcano to prepare a dish called Stupendous Stew. When they arrive, they see that the Broodals are already there. Mario catches up to them. Spewart says they already have plenty of the stew, and he intends to finish off the rest after he defeats Mario, but Mario beats him instead. Afterwards, Mario defeats a large bird, the Cookatiel, so that the locals can regain access to the stew.

Mario heads for Bowser's Kingdom, however Bowser has allied with a giant dragon, the Lord of Lightning, and has it shoot him out of the sky. Mario defeats the Lord of Lightning, and uses the Power Moons he obtains to repair the Odyssey.

Mario infiltrates Bowser's Castle. He defeats Hariet and Topper, progressing further in. Mario confronts Bowser, but Bowser tells Mario he is too late, and leaves for his wedding ceremony on the moon. The Broodals attack again, this time in the RoboBrood, a giant robot operated by the four of them. Mario destroys the machine.

With the many Power Moons Mario has collected on his journey, the Odyssey is finally complete. He travels to the Moon Kingdom. He makes his way through the underground caverns, running a gauntlet requiring great use of the Capture ability. He encounters Madame Broode, out for revenge for his treatment of the Broodals, as well as what Mario did to her in the Cascade Kingdom. Mario defeats her and moves on. Mario arrives at the wedding hall, where many prominent residents of the various Kingdoms Mario has visited, such as Pauline, have been forced to attend. Bowser tries to force the Binding Band onto Peach, but Mario interrupts. Bowser activates a trapdoor, sending Mario to a cavern below. Mario and Bowser battle, with Mario winning. The cavern collapses.

Mario and Cappy reach Peach, Tiara, and the unconscious Bowser. In order to escape the caverns, which are falling apart, Mario captures Bowser and carries Peach to safety. Bowser comes to, and he and Mario both offer Peach flowers, competing for her affection. She rejects them both, but Mario heads back with her on the Odyssey to the Mushroom Kingdom, while Bowser is left on the moon.

-Changelog-

0.1
Created the jump.

1.0
(i) Made some changes to ***Jealous, Mario?***; the guaranteed kidnapping is now just a general boost in success, and the restrictions placed on the kidnapping victims now apply more broadly.