

Version 1.0
Jumpdoc by Green[734]

KIRBY'S DREAM LAND 2 & 3

Hello Jumper!

Welcome to Dreamland, you have the chance to explore the planet Popstar for the next 10 years. A strange darkness has begun to infect the peaceful residents of Dreamland. During your stay, the events of Kirby's Dreamland 2 & 3 will come to pass one way or another. In the meantime, enjoy the many sights and attractions of Dreamland!

Before you go take this...

+1,000 CP

Location: (1d7 or pay 50 cp to pick)



The levels of Kirby's Dreamland 2 & 3 have some overlap in naming. If you happen to roll a location that is present in both games, you may choose which location you arrive.

- 1) Grass Land - A land of vast grasslands and beautiful flowers. It is filled with untapped nature, serving as a home to many residents of Popstar. Curiously, one of the Rainbow Islands shares its name.**
- 2) Big Forest - One of the Rainbow Islands located somewhere in the seas of Popstar. It is an island covered by dense forest.**
- 3) Ripple Field - The main aquatic area of Popstar, it is an ocean filled with small islands and even underwater civilizations! Perhaps you can even find the mysterious Rainbow Islands here?**
- 4) Iceberg - A frozen wonderland filled with icy caverns and high mountain peaks. However, deep in the underground caverns lives a hidden threat... Some of the icebergs may have floated off to the Rainbow Islands.**

- 5) Sand Canyon - A largely arid region filled with deserts and deep canyons. There also seems to be volcanic activity as well as a mysterious pyramid. There is also Rainbow Island with similar geography somewhere.**
- 6) Cloudy Park - There is a particularly high mountain range said to touch the clouds. Cloudy Park is actually an area of solid clouds, where numerous buildings are built. However, be wary of dangerous weather. Some parts of Cloudy Park extend above the Rainbow Islands**
- 7) Dark Castle - The flying castle belonging to King Dedede. Due to its owner's recent possession, it has been converted into a staging point for Dark Matters invasion.**

Origin: (Free All)

Dreamland is facing its greatest threat yet! A strange darkness has begun to infect Popstar, driving its inhabitants crazy! The culprit of this strange occurrence is none other than Dark Matter. Many of the residents of Popstar have been Possessed, acting as Dark Matter's method to conquer the planet Popstar. What the residents of Popstar need now is a Hero to fight back against Dark Matter's tyranny! Please decide your role in the upcoming adventure.



Hero:

A peaceful resident of Dreamland, spurred into action by the sudden arrival of Dark Matter. Their strong sense of determination keeps them steady as they fight the forces of darkness. You will be inevitably drawn into conflict with Dark Matter and the Possessed.

Possessed:

A victim of Dark Matter's ability to corrupt the minds of creatures. Unless you are able to resist the influence, your time here will be that of a soldier for the invading Dark Matter. Thankfully, its influence on you is particularly small compared to others.

Race:

There are many different kinds of creatures living in Dreamland. Some are shaped like animals from Earth; others are strange beings that defy conventional logic. Then, there is Kirby, who is a whole new kind of absurd. As the Jumper, you have a choice regarding what your Race is going to be.

Pink Puff (-200 cp):

You are now able to explore Dreamland in a more compact and adorable form. Despite the name, you can be any color of the rainbow! In addition to being cute, you gain Kirby's ability to inhale his enemies and his boundless inner strength.



Dreamlander:

You are now one of the many strange creatures inhabiting Dreamland. You can choose any of the species that exist on Popstar, and become one for the rest of the Jump.



Animal Friend:

You are now an enhanced version of an animal from Earth. While your appearance is a bit cartoonish. The strength of your being far surpasses that of the creature you are modeled after.



Perks & Abilities:

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

General Perks: (Undiscounted)

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

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

Nostalgic World (Free All) - There is something nostalgic about the visual art style of Kirby's Dreamland 3. Taking this allows you to change the appearance of the world around you to match that same style. Despite the change, you can still perceive the same level of information as usual. This can be turned off at will.

Beast Buddies (Free All) - You are a natural at befriending animals. Pet or wild, doesn't matter. As long as you show care and friendliness, you can become fast friends!

Dream Physiology (-100 cp) - No matter how unrealistic your home is, there is no chance of things like logic and physics ruining your time here. For example, if you are a fish living in a volcano, there is no risk of getting grilled to a crisp. Of course, if you get hit by a fire attack, you still get hurt, it only protects against environmental damage, not direct exposure.

Copy Abilities (-200 cp / Free Pink Puff) - Grants the ability to absorb the abilities of enemies consumed. You don't get perfect copies of abilities, but rather an archetype of what they represent. Post-Jump, this perk is more versatile in its ability acquisition; for example punching Naruto in the face for Ninja instead of eating him. You can also copy Abilities that didn't show up in Kirby's Dreamland 2 & 3. (ex: Wing, Beam, Sword).

Origin Perks:

Hero:

Awarded Assistance (-100 cp) - It feels to have a good deed rewarded. Anytime you assist someone, you will be rewarded proportionately to your good deed. This will not detract from physical resources, but rather a suitable reward made out of solidified gratitude will be awarded to you.

Sympathetic Solution (-100 cp) - One of the worst things to encounter is someone in distress, but you don't know how to help them. This perk will signal you if there is a person in trouble with a small chime. You will also gain an understanding of their predicament, as well as how to effectively care for them/fix their problem. This perk will also warn you if a course of action will cause distress to others.

Multifaceted Maneuvers (-200 cp) - Your adventures in Dreamland will have you traversing many different locations. Sometimes it's underwater, or long vertical climbs up tall trees. Whatever the place, you will now find it as easily traversable as a pleasant stroll through an open field.

Specialized Skill Set (-200 cp) - By honing a single ability you have, you can greatly enhance its effects. You can train to increase the rate of fire, reach, power, etc... If

you happen to reach mastery of that particular ability, you can start honing another aspect and repeat the process. Similarities between abilities can speed up your training.

Over the Rainbow (-300 cp) - Somewhere over the rainbow awaits your destination. Just like in the Rainbow Islands, you can connect vast distances by using the Rainbow Bridge. Simply choose a destination and a Rainbow Bridge will manifest leading to your destination. This is only a temporary construct and will vanish once you make it to the other side.

Shooting Star Journey (-300 cp) - Shooting stars can disappear in the blink of an eye, crossing the horizon to reach a distant place. Now you can also cross a vast distance in a fraction of a second. This is accomplished by increasing your movement speed, until it equals that of a shooting star. Now you can travel to all five points of Popstar, and back in less than a minute!

Partnered Powers (-400 cp) - Sharing is caring, and as a Jumper you have lots to share! This perk lets you share your abilities, powers, perks, etc... with those you have a strong emotional bond with. This perk is restricted by how far away you are from your partner. The closer you are to them, the more of your powers your partner can utilize.

Aligned Attributes (-400 cp) - Playing with your friends is a lot easier when you are all capable of the same feats. Taking this perk allows you to add up all of you and your friends' strengths and share them. This covers not only physical attributes such as muscle strength, but also physiological benefits. You can swim like a fish even if you lack fins, stretch as well as an octopus, and fly like a bird. Aside from that, even non-physical attributes such as memory, and technical skills can be shared.

Reforged Rainbow (-600 cp) - You've gained a power most peculiar. This perk gives you the ability to create things using ideas as material, instead of metal and wood. You can create objects that are the manifestation of abstract ideas; the creation's form and function are heavily influenced by its components. You can create objects from singular ideas such as "gratitude" or you can combine multiple ideas to create more versatile creations. For example, by fusing a "rainbow" with a "bridge". You can create a copy of the Rainbow Bridge connecting the Rainbow Islands. However, what you are most skilled at is the creation of idea-weapons. You are able to reshape existing ideas into the form of potent weapons. Depending on the ideas used, the end product can exhibit various abilities.

Possessed:

Irregularity Indicator (-100 cp) - You have mastered the act of nonverbally communicating distress or danger. If you were to somehow get possessed/replaced with a clone. The people around "you" will notice small clues

that something irregular is going on. Once they do notice, they are likely to discover a way to assist you.

Victim Verification (-100 cp) - Should the worst come to pass and you are possessed or mind controlled by an enemy, the actions you take under the influence will not be held against you. Instead, other people will direct their ire towards the one who controls you. This does not make you blameless, and if you were faking a loss of control the perks effects would not work.

Roundabout Retribution (-200 cp) - Being forced into the service of another is bound to breed hostility. Unfortunately, mere pawns cannot strike out against their new master so easily. Sometimes the best you will get is some Roundabout Retribution. While you are being forced to fight against your will, any harm inflicted onto you will instead be transferred to the one holding your reigns. This perk works for both you and other people.

Enhanced Enemy (-200 cp) - Should you ever be possessed or mind controlled, you can tap into the powers of the one controlling you. This can range from acquiring a new form of energy blast to being able to perform the same magic. The type of enhancement you receive is dependent on the one controlling you, but the enhancement will persist even if you manage to get freed later.

Tainted Domain (-300 cp) - When Dark Matter invaded Popstar, it's dark power corrupted many of its residents. You can do something similar, by claiming an area as your territory. Within that area you have free reign over the minds of its inhabitants. The maximum range of your territory is about one fifth of Popstar.

Friendnapping Master (-300 cp) - You are now a master of the art of friendnapping. As long as the one you are trying to friendnap is able to be contained, restrained, or just stuffed in a bag, they will be rendered powerless. While they are being held they will lose access to any supernatural abilities or physical capacity to escape on their own. However, should another party assist in their escape, they will be freed easily.

Evil Eye (-400 cp) - Perhaps, you aren't just a random victim of Dark Matter. You have begun to exhibit many prominent traits of Dark Matter. From flight to possession, it seems that you have truly become one and the same. Taking this perk will allow you to take over the Dark Matter entity possessing your own body. In later jumps, you can use this perk as a form of counter-possession to turn the tables on would-be overlords.



Spreading Shadows (-400 cp) - You've certainly chosen this perk in order to become a monster. Your influence is not just upon those you decided to directly affect. This

perk alters any abilities you have that can directly affect the mind, corrupt others, possess, or have a similar effect. Any time you use your powers to affect a being with strong willpower, anyone nearby will also be affected. If the initial spread manages to affect someone, the same effect will begin to spread. This will continue until everyone is under your control, except for the ones that manage to shake off your attempts.

Descending Destroyer (-600 cp) - Your arrival sends waves of panic throughout the populus. Kings, and subjects alike are helpless before your power. You now possess the same destructive nature of Dark Matter. This perk has multiple effects. You now possess an unnatural strength, easily able to threaten geological landmarks and even celestial formations. This is further accented by your newfound ability to directly affect normally unassailable structures or idea-constructs. One example of this perk's power was when Dark Matter broke apart the Rainbow Bridge into seven pieces in order to prevent its usage. Your ability to affect these entities is not unlimited, as you will need a target before the perk can work.

Race Perks:

Pink Puff:

Faithful Friends (-100 cp) - In times of hardship and strife, sacrifices must be made to keep the battle going. In this case, your friends will accept being left behind in



favor of others. If you are not playing favorites, but rather a tactical decision. This also boosts your “friendliness” levels, enabling you to make strong friendships that can last lifetimes.

Gathering Gratitude (-200 cp) - By performing errands or just being a good friend, you can passively gather Heart-Stars from interacting with other people. Heart-Stars are essentially a form of tangible “gratitude” and with the right amount, miracles can happen. By performing other kinds of actions, you may find other types of Heart-Stars.

Immaculate Vibes TM (-400 cp) - With a jovial smile and a cheerful laugh, your demeanor brings joy to all around you. It could be said that you can befriend anyone, and anyone asked would say it is true. You also have a knack for befriendng and pacifying seemingly universally hostile beings. Even the most inhuman entities are able to be befriended. You can give said entities a less mind-damaging form to safely interact with others.

Purifier (-600 cp) - If there was someone other than Kirby capable of repelling a planetary invasion by Dark Matter, it would be you. You’ve gained Kirby’s prowess in defeating similar threats, as well as fighting off invasions in general. Not only are you capable of easily expelling hostile forces, you can just as easily fix any damage caused by their presence. If your enemy was an evil mage, who turned the entire world into paint. Not only would you find a way to fight at full capacity, you

are guaranteed to find a way to return the world to normal. Infact just by interacting with you, other people can gain similar advantages against hostile entities.

Dreamlander:

All Shapes & Sizes (-100 cp) - Dreamland is populated with all sorts of creatures, from sentient clouds to strange blobs. Taking this perk will give you the freedom of form enjoyed by the denizens of Dreamland. If you wish to be a literal pile of rocks, a broom with a face, a metroid, or even the sun, you can be so. Regardless of what form you take, other people will not judge you any differently than anyone else. You can change your form at any time, while still being able to fully utilize any of your abilities.

Hidden Path (-200 cp) - You've become a master of constructing hidden pathways. You are now able to create buildings and pathways that are nearly undetectable to the eye. Unless you intentionally reveal the entrance, nobody can find it. You can also create things like wall paper that can act like camouflage, or even small pocket dimensions. These structures can be made extremely quickly, with minimal equipment necessary. Create the ultimate hidden base!

Wands of Bukiset (-400 cp) - The Bukiset are known to carry various wands that mimic the effects of Copy Abilities. You have been trained in the art of wand crafting, by the Bukiset until you became a master craftsman. You can now



create wands that channel various powers, abilities, or perks that you possess. Holding a wand lets you use the power/ability/perk contained within. You can also make multiple wands that contain the same thing. By practicing diligently, you will be able to create differently shaped foci. These wands can be made with simple stones and wood. By using higher quality materials, you can greatly increase a wand's power. Comes with free armor.



Guest Stars (-600 cp) - Something seems off about you. Is it your manner of dress, the way you talk, or perhaps because you are in a world not your own? You are now a Guest Star! You can travel to other worlds without a Spark, but only if they fit the criteria. You may travel to worlds that are the intellectual property of the same company, or have a confirmed crossover already. For example, by Jumping into a Nintendo property like Kirby, you can travel to the Mushroom Kingdom or planet SR-388. Likewise, it is also possible to start in Hyrule and go into the world of Soul Calibur. However, you are still bound by the in-Jump time limit, so the amount of time available is dependent on the original Jump. You can bring multiple people with you, so you don't need to become separated from your friends.



Animal Friend:

Safe Passage (-100 cp) - It seems that you've gained an uncanny ability to survive in the most inhospitable environments. Regardless of the dangers present, you

will be able to pass through a location without being harmed. If you become lost, you will be guided to the nearest exit or safe location.





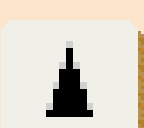


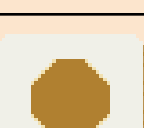
Ability Adaptor (-200 cp) - One of the coolest things the Animal Friends can do is modify Kirby's Copy Abilities to better suit themselves. You can now do the same thing by temporarily borrowing an ability from a friend. Said ability can be modified to your liking and a copy will be returned to the original owner. You and your partner can both utilize this modified ability in battle.

Biological Advantages (-400 cp) - Kirby's Animal Friends are all pretty strong, being able to keep up with Kirby as he travels around Popstar. One reason for their strength is the fact that their bodies are far stronger than their Earth counterparts. Now you are also as strong as them. If you have wings, you can fly through hurricanes without trouble. If you possess fins, you can survive crushing water pressure and swim through fast currents.

"WhoAmI?" (-600 cp) - You are an aberration, an instance of Dark Matter capable of acting independently and with purpose. This will also protect you from being absorbed into a collective or having your soul altered. Your body takes on an extremely malleable quality, enabling you to twist and contort freely. But most important of all is that you can inspire individuality and self-actualization to things without those qualities. You also gain the perk Copy Abilities for free!

Copy Abilities:

Dreamlanders may acquire a Free Copy Ability appropriate for their race. Additional Copy Abilities can be bought for 100 cp each.

	Burning - Coat yourself in a veil of flame, and launch yourself through the air.
	Clean - Take up the broom to clean up piles of filth. Everything will become clean!
	Cutter - You can throw around a razor sharp blade. The best part, it will return when thrown!
	Ice - Freeze your foes in solid blocks of ice; kick them around for fun.
	Needle - Transform into a spiky mess, your needles can pierce anything!
	Parasol - Something so falling from the sky! Don't worry, this parasol is stronger than it looks.
	Spark - Envelop your body in a mass of electricity! If you sat next to a generator, you could power a city!
	Stone - Your body is stone, immovable yet invulnerable. Crush your enemies under your weight.

Items:

(Items have a 50% discount for matching Origins. 100 cp Items are free for matching Origins)

General Items:

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

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

Story Panels (Free All) - You've gained a collection of crayon and watercolor drawings depicting your various adventures within the jump. These drawings are bound in a sketchbook along with images of past jumps in a similar style.

R.O.B. (-200 cp) - This R.O.B. (Robotic Operating Buddy) has been gifted to you by Professor Hector as a farewell present. It's been programmed to be absolutely loyal to you, with a surprisingly advanced A.I. capable of human level reasoning. Unlike the regular R.O.B. This one stands twice the height of a regular adult man, and is

equipped with highly sophisticated military technology. Watch out for that charged laser!

“1-Up” (-300 cp) - It's not actually a 1-Up. It's actually closer in functionality to a Healing Fairy from Legend of Zelda. Once a set amount of damage is reached, the item is consumed, healing its user and teleporting them to safety. After three days, you will find another one in your possession.

Hero:

Gordos (-100 cp) - The invincible Gordos have made their home inside your Warehouse / Personal Reality. They require no sustenance and are essentially immortal. These particular Gordos are trained to follow your commands and not to harm you. However, they only have the intelligence of a 5 year old, so don't expect too much from them.

Friend Door (-200 cp) - When you get separated from your friends, usually you have to spend a long time searching for them. With this special door however, you can skip the searching and be reunited immediately. Simply entering this door will send you to a hub area where all your friends can gather. Each friend gets their own Friend Door, and can be used to move between two locations to reunite.

Goal Game (-300 cp) - You now have a long jump minigame available in your Warehouse / Personal Reality. Try to win fabulous prizes by jumping on the correct spot on the line. Every day the prizes restock, so try to win big!

Love-Love Stick (-400 cp) - A physical manifestation of all the gratitude felt by the residents of Popstar. It acts as a powerful idea-weapon specifically designed to take down Dark Matter. Of course being what it is, the Love-Love Stick, is an extremely good weapon against any entity that derives power from negative emotions.

Possessed:

Mask & Cloak (-100 cp) - You receive a strange steel mask and a gray cloak. Wearing them as a set gives you the ability to mask your true nature from observers. It can also give you the ability to fly for some reason.



Burlap Sack (-200 cp) - This burlap sack is made from the same fabric as the ones used by the mysterious Tacs. Anyone stuffed in the sack is subjected to the effects of Friendnapping Master.

Rainbow Bridge (-300 cp) - You've somehow obtained a copy of the Rainbow Bridge connecting the Rainbow Islands together. Just by thinking of the destination, the Rainbow Bridge will connect your current location to the place desired. While on the Rainbow Bridge, the path

you take is always considered the fastest, most direct path.

Rainbow Islands (-400 cp) - The Rainbow Islands have been added to your Warehouse / Personal Reality. These islands and the 100 km radius of sea around them are inhabited by creatures native to Popstar. You can be harmed by the inhabitants, but only by accidents or sparring. There are many treasures and wonders hidden on these islands, so make sure to explore to your heart's content.

Companions:

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

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

Drawbacks:

To The Next Adventure! (+0 cp) - You can now experience the events of other Kirby Games after the events of Kirby's Dreamland 3 are over.

Metamon (+100 cp) - You are now being stalked by a group of Batamon-like beings shaped like you. They will not attempt to harm you, but their presence will eventually lead to strange rumors popping up occasionally.

Whispy's Woods (+100 cp) - The forests of Popstar have taken on a strange atmosphere. As you continue to wander, it is like there is someone watching you. The longer you remain, the stronger the sensation gets. While nothing dangerous will come from it, the lingering paranoia will sour your experience.

Flower Friends (+100 cp) - You are now the sworn protector of all flowers. You are now incapable of consciously harming flowers. There is also a compulsion to prevent others from harming them. If you ever need to harm one, you will need to leap through several hoops.

Facial Unrecognition (+100 cp) - You have a hard time remembering the faces of new people. Unless you put in the effort, remembering the faces of other people will be a significant challenge. This selectively disables memory related perks.

The Fastest Gourmet (+100 cp) - You have been entered into the Popstar Annual Gourmet Race Tournament! For the next 10 years, you must enter and get into the top 3 of each race. If you do not manage to get into the top 3, the total length of this Jump will be extended by a year each time.

Rain On Your Parade (+100 cp) - You are now being followed by an immortal Li'l Kracko. It will frequently rain on top of you and play small pranks. If you try to hurt it then it will start crying and a regular-sized Kracko will come.

A Little Favor (+100 cp) - For some reason you have the tendency to encounter people in need frequently. While you are not required to help out, any time you don't, a disappointed sound effect will echo in the background.

Rainbow Redistribution (+200 cp) - The canonical locations of the various Rainbow Drops*, are no longer where they are. Instead, they are in new unexplored locations of the islands.

Lower Light Setting (+200 cp) - For the duration of Dark Matter's invasion, all light sources will be weakened severely. At the very start of the invasion, expect to be enshrouded in constant darkness. Purifying a section of the land will lift this darkness for the area.

Can I Have Your Autograph? (+200 cp) - Dreamland has been visited by some Guest Stars from other Nintendo

titles. You now must find all of the visiting characters before the Jump ends. If you fail, you will be required to stay until you do.

A Day's Work (+200 cp) - The phrase “My good deed of the day” is now literal. For the next 10 years, you will need to do a good deed a day.

Pal's With Pink (+200 cp) - You are now considered one of Kirby's animal friends, even if you are not an Animal Friend. Expect to be a frontline combatant against the forces of the Possessed. Taking this perk along with “To The Next Adventure!” will cause you to get frequently involved with the “plot” of future games.

Dreary Island (+200 cp) - You wake up on an uninhabited island instead of your location roll. You have no compass or boat, good luck!

Biological Limitations (+300 cp) - Sometimes there are unavoidable challenges an adventurer must face. One such challenge is the fact that most people aren't some kind of super organism capable of surviving in all biomes. Your body can only survive in an environment suitable for one of your kind. That means no taking a fish onto land, and no bringing a cat underwater.

Weapon Sets (+300 cp) - Thieves have stolen from the Bukiset's armory and sold all the items on the black market! Now a majority of Popstar's inhabitants are equipped with powerful wands. This greatly increases

the difficulty of fighting the Possessed, but at least you will never have to worry about not having an ability.

Zero Escape (+300 cp) - The world of Dreamland is full of danger; the Dark Matter invasion is just the most recent. Now the danger factor seems to have been cranked up a few levels. All Dark Matter possessed individuals are now actively searching for you. If they happen to come across you, they will immediately attack. This can still be fixed by methods effective against possession.

Rainbow Repairman (+300 cp) - You have been entrusted with the mission of finding the lost Rainbow Drops* scattered throughout the Rainbow Islands. Unless you retrieve them, King Dedede and his subjects will remain under the control of Dark Matter. If you wait too long, there may be no going back...

Attack of the Mumbies (+300 cp) - You have been cursed by the Mumbies. From now on your every waking moment will be fleeing from the ever growing hoard of bandaged ghosts. The only way to destroy them is to find a secret tomb on one of the Rainbow Islands, and destroy their source.

Tropical Armageddon (+400 cp) - Exploding coconuts are now one of the most common fruits on Popstar. Not only that, during the summer there are often numerous tropical storms that sweep up coconuts from tropical islands and launch them inland. You in particular seem

to have the most unfortunate luck of being the frequent victim of such events. As a side note, the duds are actually quite delicious.

Bridging the Distance (+400 cp) - Your various vehicles and supernatural movement powers have been destroyed at the same time as the Rainbow Bridge. Any form of movement exceeding the capabilities of your physical form has been temporarily lost. If you or Kirby manages to defeat Dark Matter, all restrictions on travel will be lifted. Until then, enjoy your cross-planetary hiking trip.

Mob Violence (+400 cp) - It seems that your enemies have the power of friendship on their side. The power of friendship being numbers, of course. Not only will you have to face large amounts of enemies at a time, but they are enhanced with the perks Aligned Attributes and Enhanced Enemy. The power of the mob is greatly strengthened, in order to survive you must pick them off one by one!

Alone Against The Dark (+400 cp) - At the start of the Jump, all of your companions got captured by a group of enemies with the Friendnapping Master perk. Your perks related to tracking have been heavily weakened, and your only clue of their whereabouts are the locations of the Possessed bosses. However, throughout your journey that same group of enemies will constantly attempt to trap you in a Burlap Sack. If you do get bagged, Kirby will come and free you eventually...

“Her Name Was Metroid ...” (+600 cp) - The Metroids are a parasitic energy-devouring race of aliens, and now they are trying to devour all of Dreamland! It seems that Samus was unable to stop the Metroids from escaping the Iceberg, and now they are popping up everywhere. Every Metroid has the perks Biological Advantages and Guest Star. More Metroids will constantly arrive from SR388, or they will instead go to another Nintendo property. Thankfully, Samus Aran also has the Guest Star perk so she can help you go to affected worlds. However, in order to actually stop the invasion, planet SR388 must be destroyed.

DededeDark! (+600 cp) - King Dedede has proven time and time again to be Dark Matter’s go-to puppet for their invasions. In this case, it seems that they decided to further empower the Possessed king. King Dedede has been empowered with all perks of the Possessed perk group and Biological Advantages, to further strengthen his considerable power. He will always know of your location, and retains enough of his mind to strategize. Be careful Jumper, he is Kirby’s rival for a reason!

??? (+800 cp) - After the first Dark Matter invasion, the butterfly effect kicked into high gear. Zero, seeing that the vanguard was destroyed by the natives of Popstar, has decided some reinforcements are needed. In preparation for the invasion, Zero blitzkrieged the entire galaxy-sans Popstar. As the time of the second Dark Matter invasion approached, the skies of Popstar

darkened. Not by a colossal mass of Dark Matter enveloping the planet, but instead an armada of warships and alien beasts. It is now you, your companions, and Kirby against the entire armed forces of the galaxy!!! Fight through Possessed minions of the new Dark Matter Army, while looking for the few Heart-Stars remaining on Popstar.

End of Jump Options:

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

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

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

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

Notes:

-Rainbow Drops refer to the seven pieces of the original Rainbow Bridge broken off when it was destroyed by Dark Matter. Gathering all seven allowed for the formation of the Rainbow Sword. Which was used by Kirby to fight Dark Matter.

- Special thanks to Kirby Wiki for inspiration and images.

- Special thanks to Nintendo and HAL for creating one of my favorite games.