A Jumpchain CYOA by WoL_Anon

Ver. 1.0

Evershade Valley. Thanks to the pacifying effect of the strange crystal known as the Dark Moon, ghosts here are friendly, making it an ideal place to study them. Unfortunately the wicked King Boo has just shattered the Dark Moon, causing the ghosts to run amok. How will you handle the night to come?

You arrive in this world just as Luigi is summoned to Evershade Valley. You will be staying here for the night.

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-

Choose one of the following three options. 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 an ordinary human. If you prefer, you may instead be the same variety of “human” as Luigi or Professor Gadd.

[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.

[200cp] Ghost

Ah, so you’ve chosen to be a ghost.

As an undead, you no longer need to eat, drink, or breathe. King Boo himself claims that ghosts cannot be truly killed. Whether or not this is true, having your body dispersed or destroyed will count as death for the purposes of chain failure.

As a ghost, you can fly, you can become intangible (you can temporarily pass this intangibility onto objects you are carrying), and you can become invisible – though your reflection still remains.

As long as it does not provide any additional advantages, you are free to design your own custom ghost form, or be a Boo if you prefer.

For the duration of this jump only, you are immune to mind-controlling effects that target ghosts specifically, such as the Dark Moon.

If you have already been a ghost or Boo in another Mario jump, you may instead take this species for free.

-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.

Ghost Wrangler

Requires the Human or Toad species.

Do you have some experience with ghosts already? Whatever the case, you've been called to the valley by Professor Gadd. Maybe you'd like to give Luigi a hand?

Professor

Requires the Human or Toad species.

You were already in the valley when the chaos began. No wonder, as it presented a prime research opportunity for some as interested in paranormal research as you are.

Ghost

Requires the Ghost species.

You are one of the many ghosts who make their home in the valley. Or perhaps, like a certain king, you have only just arrived in order to cause chaos?

-Location-

You may freely choose to begin at any of the following locations:

Bunker

Professor Gadd's bunker. Luigi will be spending his time between missions here.

Gloomy Manor

I, Professor Elvin Gadd, had been observing the ghosts living in this Gloomy Manor, when suddenly the Dark Moon broke into pieces, and the ghosts got all hostile-like!

Haunted Towers

These remarkable towers are built around a colossal tree. The original owners had a liking for gardening and exotic plants, which are growing out of control!

Old Clockworks

This factory once produced the world's finest clocks and time-measurement devices. Your watch probably comes from here, and you don't even know it!

Secret Mine

Some determined geologists started a mining operation in these snowcapped mountains. But when ghosts started moving in, they got scared and abandoned it!

Treacherous Mansion

This massive mansion is filled with exotic exhibits created by its late globe-trotting owner. Oh, and it also contains the strongest paranormal signals ever recorded!

-Perks-

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

Ghost Wrangler Perks

[100cp, Free for Ghost Wranglers] Poltergusto

Whether it's just raw talent, or the result of a previous night of ghostly mayhem, you've become quite proficient in the use of a Poltergust.

Now, you have a surprisingly strong grip strength, and are also skilled at keep a good hold on ghosts with your Poltergust as they zip about in all directions.

[100cp, Free for Ghost Wranglers] MISSION COMPLETE!

Whenever you complete a 'mission' (what constitutes such is determined by your own perception), you can choose to mentally receive an evaluation of your performance. This evaluation covers how long the mission took, how many enemies you defeated or ghosts you caught, how much damage you took, and how much treasure you found. A rank is generated based on these statistics, balanced on what you were theoretically capable of.

A handy trick to help keep you working at your best.

[200cp, Discounted for Ghost Wranglers] Balancing Act

Navigating rundown buildings can present all sorts of challenges. Fortunately, you've now picked up a skill that may make such a task much easier.

You are now very skilled at maintaining your balance. You will find it easy to maintain your balance as you move across beams and tightropes, even if you are bracing against strong cold winds whilst you do so. You can even jump from beam to beam safely.

[200cp, Discounted for Ghost Wrangler] Tracking Time

Ghost dog stole your key again? It's time to track him down!

Usually, such a task can be nigh impossible. Even with the right equipment, it can be easy to overlook hiding places. Thankfully, this perk provides you a powerful intuition that helps when you are looking for others. This will help ensure that no hiding place is left unturned, and will also give you a feeling when the target isn't in the present room, ensuring you aren't wasting your time.

[400cp, Discounted for Ghost Wrangler] Puzzling It Out

When you are hunting ghosts, things aren't always straightforward. It's a good thing that your mind is up to the task.

You're now quite a creative thinker. This will help you puzzle your way through old mansions, identifying places where objects are hidden by illusions, and places where treasure can be found.

It will also help you identify weaknesses of your enemies as you battle them, whether that be part of their own body, the manner in which they attack, or even which parts of the environment can be turned against them.

[400cp, Discounted for Ghost Wranglers] Good Doggy!

You are quite good with animals, even ghost animals!

Such creatures will naturally be friendly towards you, and won't attack you if such a thing would usually be in their nature. Even if they were compelled to be hostile towards you by outside forces, the worst you could expect from them would be attempts at "play" from them that take the form of harmless pranks or forcing you to deviate from your plans in order to recover an item they have taken from you.

Should you go out of your way to play with animals, even if they forced you to as described above, they will quickly develop a strong loyalty towards you. They might wish to be your pet, or help you out when you are in trouble.

This perk does not affect creatures with human-level intelligence or greater, nor will it cause animals who are already loyal to another to disregard such loyalty.

[600cp, Discounted for Ghost Wranglers] Next Upgrade

If you are looking to spend some of that hard-earned treasure, this might be just the perk you need!

By sacrificing currency or other valuables, you can upgrade gear you own. The nature of this upgrade is not known to you in advance, but examples include increasing the power output, or allowing functions to be used for longer periods of time.

More powerful or useful gear will cost more money to improve. Whilst there is no limit on the number of times you can upgrade the same piece of equipment, each subsequent upgrade will cost significantly more than the time before. You'll always be aware of the amount of money you'll need for the next upgrade.

Professor Perks

[100cp, Free for Professors] Crank It Up

You've become quite good at repairing simple mechanisms, as well as jury-rigging devices that could activate such mechanisms. For example, in a short amount of time you could turn a set of damaged gears into a manual crank that could be used where the gears were originally placed.

[100cp, Free for Professors] Tridimensional Photographer

You're quite handy with a camera. Your specialty lies in taking wide shots that maximise the amount of detail you capture at once. You'll also find it easy to adjust to unusual types of camera, such as Professor Gadd's tridimensional camera.

[200cp, Discounted for Professors] Console Creativity

Like Professor Gadd, you've discovered that leaning into the design of video game console for your inventions is a pathway to success.

From now on, you'll find it easy to adapt your inventions so that they can be modelled after, or packaged in, existing video game consoles. Strangely, when you do this, you'll find that your inventions are much more likely to be successful than they typically would be.

[200cp, Discounted for Professors] Strobulb Science

You've learned the science and know-how behind the Strobulb. Not only can you create attachments for flashlights and similar devices which allow them to perform powerful bursts of light, but you can also adapt existing technology so that it can be activated through the use of these bursts. While this may not be the most secure of mechanisms, it sure is convenient.

[400cp, Discounted for Professors] Dark-Light Design

You've learned the science and know-how behind Dark-Light. This special kind of light is able to dispel illusions and invisibility, and can even free people and things that are trapped in objects (such as paintings) through the use of paranormal powers.

As you can imagine, such science is sure to be useful when studying or combatting ghosts.

[400cp, Discounted for Professors] E-Gate Engineer

You've learned the science and know-how behind E-Gates. These are paired portals that allow relatively small-scale travel.

Whilst this technology lacks the range and variety that a Pixelator possesses, the advantage of such gates is that they don't require an operator and can essentially be installed and then left as is. Why, you could outfit a mansion with many of these portals to allow them to be navigated in a convenient and efficient manner.

[600cp, Discounted for Professors] Power of the Pixelator

You've acquired a general understanding of the science and know-how behind the Pixelator.

This amazing technology allows you to break a person down into "pixels", and transport them over long distance. This technology works through television sets, security cameras, and similar devices. You could abduct someone from their home through their television and bring them to you, or you could use it to quickly send someone to and retrieve someone from dangerous areas without putting yourself at risk.

The nature of this technology is far more versatile than one might initially assume. By sending someone through a smaller camera, it is possible for you to shrink them down to fit in smaller areas, then return them to normal size when you recall them. With sufficient time and study, you may even learn how to send people through time!

Ghost Perks

[100cp, Free for Ghosts] Cute and Scary

You might be expecting ghosts to be all scary, but many of them have a mascot-like cuteness.

From now on, any cuteness or beauty you might possess will never hinder your ability to be scary when you are trying to be. Likewise, when you are trying to come across as cute or friendly, your inherent scariness is lessened.

[100cp, Free for Ghosts] Haunted Photos

Photographs and other visual recordings of yourself are imbued with a minor paranormal effect.

When someone you consider an enemy is viewing the photo or visual recording, this effect will kick in. At an opportune time, your likeness will attempt to 'jumpscare' the enemy. Your likeness is not truly alive, nor can it leave the image.

You can toggle this effect on and off as you like.

[200cp, Discounted for Ghosts] Poltergeist

This strange power allows you to move objects with your mind.

Right now, you are limited to relatively small objects like books, but can juggle many of them at a time. As you grow older from here, this power will gradually grow, though you'd have to be truly ancient before you noticed a significant upgrade to this power.

[200cp, Discounted for Ghosts] Paranormal Chain

When you like, you may create a ghostly chain, which can be used to bar doors and the like.

This chain cannot be interfered with in mundane ways, and can't even be sucked up by the Poltergust. In order to get rid of it, a person must defeat you in battle, or otherwise capture you.

In order to maintain the chain, you must remain on the same property. You can only maintain a single chain at a time; creating an additional chain will cause the previous chain to vanish.

[400cp, Discounted for Ghosts] Spirit Balls

You learned how to perform a ghostly technique, which creates illusions.

First, you create small glowing balls known as spirit balls. Then, the spirit balls are sent into an object. This creates an illusions which hides the object from view. This isn't strict invisibility, as if you were to do so on a door, it would appear as though there is solid wall in its place. Reflections will reveal the truth, which may undermine the effectiveness of the technique.

In addition to using this power, you are also able to teach it to ghosts, as well as ghost-like entities. This process is not terribly longer, but can be expedited by quick learner or those with an existing grasp on similar abilities.

[400cp, Discounted for Ghosts] Body Splitting

When you are caught by an opponent, you can use this ability to "shed your skin", freeing yourself from their grasp. Although you'll only be able to do this a couple of times a day, this technique will not actually cause you to lose body mass. While this power can be used by non-ghosts, it may look more than a little weird.

As you grow into this power, you will also learn how to use it to create copies of yourself, eventually allowing you to maintain four total bodies at one time.

[600cp, Discounted for Ghosts] Possessor

This power allows you to take control of both living beings and objects by diving into them.

Once inside, you will be able to grow the target's size and have it take on a scarier appearance. In this case of objects, they become animated; for example, a set of stairs might become a large set of jaws, and become able to jump around as well as chomp your enemies. If you are able to create multiple bodies (such as via the Body Splitting perk), then you could choose to have multiple bodies possess the same target, which allows it to be grown into an even larger, scarier, and more powerful form.

If the possessed being or objects is meaningfully damaged, you will be ejected out of it. You will be briefly unable to possess anything, leaving your temporarily vulnerable. Changes made to the possessed being or object quickly wear off it you aren't possessing it.

-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.

Ghost Wrangler Items

[100cp, Free for Ghost Wranglers] Iconic Overalls

A pair of overalls and matching hat, in a colour of your choice. The overalls have deep pockets that are much larger on the inside than you might expect. These allow you to carry large objects on your person without difficulty, such as the clock hands of a large clock gate. The outfit is self-cleaning and self-repairing; it wouldn't be surprising for you to be seen in little else.

Should the overall or hat be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp, Discounted for Ghost Wranglers] Dual Scream

This device, which looks suspiciously like a Nintendo DS, is able to take calls. It also comes with complete map data for Evershade Valley, and additional map data can be inputted, helping you navigate to your objectives.

Your Dual Scream will never run out of power, and you will never need to worry about any bills related to it. Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[400cp, Discounted for Ghost Wranglers] Gold Bones

During your travels, you will occasionally find one of the golden bones.

Should you be killed or lose consciousness whilst carrying one of these bones, your Polterpup will be warped to your location, will give you a lick, and then consume the bone. This will revive you with perfect health, and bypass any chain failure that would usually occur as a result of death. This revival cannot be interfered with.

If you do not have a Polterpup of your own, a generic one will appear during these times, but will leave immediately after and cannot be made to stay by any means.

You can only find these bones during 'missions', and you can only find one bone per mission. If you are carrying a bone at the end of a mission it will be transformed into a small amount of the local currency. For the purposes of this item, a mission is considered to be anytime you have an excursion into a generally dangerous environment, and ends whenever you leave the area or have a deliberate and lengthy rest. Attempts to get around this item's limits to hoard gold bones will invariably fail.

As this item merely provides access to these bones, rather than the bones itself, you cannot import into this option.

[600cp, Discounted for Ghost Wranglers] Poltergust 5000

An updated version of the Poltergust.

This vacuum-like device is designed to suck up ghosts and prevent their escape. Maintaining a hold on a ghost will allow you to perform a burst of power which makes catching the ghost faster and easier. Whilst there isn't infinite space in the device for captured ghosts, requiring some kind of vault for long-term storage, there is still an impressive amount of internal storage that will allow you to capture many ghosts before taking a break. Treasure and trash will be automatically sorted into different compartments, allowing you to empty either without freeing caught ghosts. The vacuum is capable of both sucking and blowing, which may allow you to interact with various things out in the world.

In addition to these base functions, the Poltergust 5000 is equipped with two kinds of lights. The first is a flashlight. With the Strobulb attachment, this flashlight can let off a burst of light which can be used to stun ghosts, and activate certain devices around the valley. The other light is the Dark-Light, which can be used to dispel illusions as well as reveal invisible ghosts.

Should your Poltergust 5000 be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. Anything stored in the Poltergust will not be replaced, so be sure to empty it frequently.

Professor Items

[100cp, Free for Professors] Assistant Job

In each world, you will be provided details for a job as an assistant for some kind of researcher or scientist. The job will be kept open for you until you wish to take it.

The nature of this job can vary by setting. Where possible, the research will have some relation to the paranormal, and the researcher can be a bit absent-minded or eccentric. The pay is not great, and depending on the setting the work might put you in some form of danger, but a job's a job.

Due to the nature of this item, you cannot import into it.

[200cp, Discounted for Professors] Tridimensional Security Camera

This special camera is somehow capable of taking three dimensional snapshots. Using a computer or similar device, you can analyse these photos, allowing you to zoom in or rotate the perspective to some degree, without any loss of clarity.

Should your camera be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[400cp, Discounted for Professors] Bunker

This secure location is an ideal location for a ghost researcher to get some work done. In addition to its high level of security, hostile ghosts are strangely averse to visiting it.

The bunker comes with a number of external security cameras, allowing you to monitor the world outside. Each time the bunker is moved, you can move the cameras as well, though they must be within the range of a valley. The bunker is equipped with a parascope, which allows you to detect paranormal phenomena in the local area. It is equipped with scrubbing tools that can remove certain kinds of corruptive paranormal energy. It has space for research and study – if you also have the *Vault* item, you may choose for it to be pre-installed in the bunker. In this case the bunker is set up to allow you to study ghosts trapped in the vault without releasing them.

In future worlds, you may choose for it to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like.

Should the bunker 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.

[600cp, Discounted for Professors] Dark Moon

A strange, moon-shaped crystal, similar to the one shattered by King Boo.

This crystal generates a pacifying effect on ghosts within its range, which can comfortably cover a valley. This effect causes ghosts to become friendly and helpful; fortunately you can choose to exclude certain targets from this effect (such as yourself). The crystal can also be used to clear away fog within the same range.

The crystal can also be broken into pieces. Whilst in this state it no longer pacifies ghosts, but a ghost that holds a piece inside their body will find their ghostly powers enhanced. The fog clearly effect remains in place, but the effect is split across all pieces. Reassembling the pieces into a complete whole is a simple matter, allowing you to change between functions as you need.

Should your Dark Moon or a component piece be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

Ghost Items

[100cp, Free for Ghosts] Mummy Wrap

An infinite supply of bandage wrap, which you always seem to be able to pull out of nowhere whenever you need it.

Perfect for disguising yourself as a mummy, just try not to crash into any walls!

[200cp, Discounted for Ghosts] Knight-mare to Remember

This is a collection of suits of armour. Not only are they well made, and display nicely, but they also take well to any attempts you make to possess them with your powers.

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

[400cp, Discounted for Ghosts] Crystal Quarry

This quarry is filled with special crystals which will slowly reappear after they are mined out.

The crystals are generally considered valuable, and can be sold for plenty of money. That's not they are good for, however. When a ghost enters the one of these crystals, and sits there for a while, they receive a one-time large enhancement in both strength and toughness. This enhancement is usually accompanied by the appearance of strange markings on the ghost's body, but as a special consideration the ghost that is empowered is free to choose whether or not these markings appear. A ghost may only be enhanced a single time in this way, and doing so eats up the crystal used.

In future worlds, you may choose for it to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location.

Should the quarry 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.

[600cp, Discounted for Ghosts] Crystal Crown

This crown is adorned with a large crystal which resembles the Dark Moon.

Wearing this crown provides a number of benefits. First, any ghostly powers you have access to are more powerful so long as you wear it. Second, you can fire a laser of corruptive energy from this crown. Magical or supernatural artifacts affected by this energy lose their supernatural properties until the energy can be cleansed. Third, you can create a strange purple fog in the range of a small valley, which is difficult for non-ghosts to navigate.

Last, but certainly not least, you can use the crown to create a portal to a strange ghost dimension. Inside, any illusion based or ghostly powers are further enhanced, making it a great place to fight your enemies. What's more, Luigi's Mansion-style ghosts will appear in the dimension, and can leave through the portal into the outside world. Be careful not to let too many come through at once, as you risk destabilising and collapsing the dimension of the outside world – assuming you care about such things.

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

General Items

[Free] Ghost Vault

Requires either the Poltergust 5000 or Bunker item.

This vault is designed to interact with the Poltergust, allowing you to more permanently store ghosts.

At the end of each jump, you may choose which ghosts stored in the vault will travel with you between worlds. Ghosts kept in this manner are eligible to be imported as companions, but unless made companions or followers in some way, cannot leave the vault under any circumstance until post-chain. Ghosts not kept will be sent back to the world in which they were caught.

Should the vault be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours. Ghosts from previous jumps that were in the prior vault appear in the replacement.

[50cp] Luigi's Mansion: Dark Moon Game Bundle

Want to catch ghosts on the go? This bundle contains:

- A Nintendo 3DS, and charger cable.
- A copy of Luigi's Mansion 2/Dark Moon.

Should any of these be lost or destroyed, a replacement will appear in your Warehouse 24 hours later. 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] Luigi's Mansion Arcade

A Luigi's Mansion Arcade machine. If you ever wanted a first-person Luigi's Mansion experience, this might be just the game for you.

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

[50cp] Jumper's Painting

This large painting represents what you would look like if you were trapped inside a frame – a fate surprisingly common in these parts. This particular painting is well-made, but entirely mundane. You won't be able to free another version of yourself from it.

Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Year of Luigi Merchandise

A variety of merchandise, released by Nintendo as part of their Year of Luigi celebration.

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

[300cp] ScareScraper

This seemingly endless skyscraper is a perfect place for ghost wranglers to hone their craft.

When entering the skyscraper, you can choose the number of floors that you wish to go through, as well as the specific "game mode" you wish to use. You can even choose to randomise this mode between floors.

Your goal is to make your way up the skyscraper, catching ghosts in the way the game mode intends. You'll have a time limit to complete each floor. Failure will simply take you back to the entrance, and you can also choose to resign at any time. True death or chain failure cannot occur inside the fortress, so feel free to challenge yourself.

Loaner Poltergust 5000s will be provided to those that lack such a tool, but cannot be taken outside the building. Generally ghosts provided by this item cannot leave the either; however, if you have the *Vault* item, ghosts caught in a Poltergust can automatically be shunted into the vault. Don't worry about running out of ghosts, as more will show up. Treasure can be found within the building, and resets between visits, so the Scarescraper can be challenged for both fun and profit.

In future worlds, you may choose for it to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like.

Should the skyscraper 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.

-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 Luigi's Mansion 2/Dark Moon 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.

[50cp, First free with the Gold Bones Item] Polterpup

Your very own Polterpup, not to be confused with the one bothering Luigi. This Polterpup is intensely loyal to you, and cannot be swayed by mind-altering effects that work specifically on ghosts. You may choose whether it counts as a companion or follower (companions may purchase their own Polterpups, but they must receive them as followers).

Should anything happen to the Polterpup, it will be back tomorrow, good as new!

-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] Jumper's Mansion

Requires Human species. Cannot be taken with The Year of Luigi.

Using this toggle, you may assume Luigi's role in the story. Your starting location is overridden to Professor Gadd's bunker, where you have just been transported.

[0cp] Full Stay

Want to stay longer than a night? Taking this toggle will extend your stay in this world up to a full ten years. It will also ensure that ghost related hijinks continue in some form for the entirety of your stay.

[+100cp] Gadd Gibberish

It seems that the speech of everyone else in this setting is incomprehensible to you, coming across as random nonsense with the occasional name thrown in. You'll have to find another way to communicate with others.

[+100cp] Constant Calls

For the duration of your stay, you will be bothered by constant calls on any devices you have that are capable of receiving them. These calls never offer anything of substance; even those who are trying to help you will only end up repeating information you already know.

[+100cp] Bad Doggy!

How nice, it seems that Polterpup wants to play with you!

Unfortunately, this play takes the form of stealing and running off with important items, forcing you to track him down and retrieve the stolen property. Whilst Polterpup may be briefly be caught, he will quickly find a way to escape and it won't be long before he is bothering you again.

If you aren't completely sick of him by the end of the jump, you can elect to take Polterpup as a companion and follower. Don't worry, he will behave a lot better once this drawback has worn off.

[+200cp] Oblivious

Somehow, obvious clues tend to slip past you. This both means that you will fail to notice important clues in the first place (like a giant Boo flying around), as well as fail to take advantage of the clues you do find (such as not immediately realising that figure with an M on his cap must be Mario).

In a place like this, you might be easy prey for sneaky ghosts.

[+200cp] Stolen Parts

For one reason or another, what would otherwise be simple tasks end up ballooning out to annoying side quests or busy work. Need to get through a gate? Ghosts will steal its operating mechanism. Need to get past a plant to free a Toad? Expect to trek through several different rooms so you can find a way to remove the plant.

Any attempt at chicanery to avoid such detours will only ever set you up for MORE detours down the line.

[+200cp] Toad Travel

It seems that you just can't bring yourself to cross bodies of water, whether by wading through it, swimming, or even jumping or flying over it.

The only ways you can manage such a feat are if someone launches you over the world, or carries you across themselves. Should you end up in water somehow, you are able to travel to the nearest dry land.

[+300cp] Forced Escort

You've been saddled with a particularly cowardly Toad. You are unable to leave or enter any room unless it is alongside him. He'll become afraid at the drop of a hat, requiring you to console him. The Toad isn't without reason to be scared though, as the ghosts in these parts are naturally drawn towards him; if Toad is captured by ghosts and trapped in a painting, you will fail your chain.

[+300cp] Pacified

During your stay in this world, you will be unable to cause physical harm to others, be it directly (such as by punching them), or indirectly (such as by pushing them off a tall place, or throwing something at them). You are also unable to capture enemies, whether that be in a Poltergust, a painting, or some other trap.

[+300cp] The Year of Luigi

Cannot be taken with Jumper's Mansion.

This is Luigi's time to shine, not yours!

Unfortunately, this means that it is impossible for you to defeat King Boo or any of the possessor ghosts. Should you attempt to fight them, you will be swiftly be defeated and forced into a painting, regardless of the powers you have at your disposal. You'll also be unable to defeat Luigi, so those who are of a more villainous bent would do well to flee when he draws near.

-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:

Unfinished Business: You choose to remain in this world. Your chain ends here. You may decide whether ghost hijinks remain the focus of the setting, or whether the usual things drift back into focus. You can alternate the world between either state whenever you like.

Pass On: You choose to continue your chain. Proceed to the next jump.

Your Old Haunt: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

So, what exactly happens here, anyway?

In Evershade Valley, the Dark Moon – a strange purple crystal – floats in the sky and pacifies nearby ghosts. Professor Gadd has come here to research. As he does, King Boo destroys the Dark Moon with a laser blast from his crown, which turns the local ghosts hostile and forces Professor Gadd to retreat to his bunker.

Luigi is sitting at home when Professor Gadd contacts him through his television, and uses his Pixelator invention to bring Luigi through the television to his bunker. Professor Gadd summarises the situation to Luigi (minus the King Boo part since he is not aware of it). An eerie fog has swept over the valley, making most of it impossible to explore. Professor Gadd reveals that he has already managed to find a fragment of the Dark Moon, which has been corrupted by some kind of energy that suppresses its pacifying effect. Gadd uses a machine to restore it, which removes the fog surrounding the nearby Gloomy Manor. Gadd calls on Luigi's expertise as a ghost wrangler to help him collect the rest of the Dark Moon, so that the valley can be saved, and so hostile ghosts do not leave to cause problems for others. Gadd provides Luigi with a Dual Scream, a customised DS that can take calls and which contains a map of the valley and its locations.

Luigi is sent to the Gloomy Manor via Pixelator. At the end of each "mission", he is recalled to the bunker via the same technology. First, Luigi must reclaim the Poltergust 5000, which Gadd had left behind in the manor. Luigi retrieves it, and then proceeds to find a missing Strobulb attachment that had been removed by some ghosts, allowing him to stun ghosts with a flash of light and activate some of Gadd's panels. In the second mission, Luigi is sent to activate a mechanism to get further into the manor, but ghosts steal gears from the mechanism, forcing Luigi to track to down and catch them. The gears are brought back to Professor Gadd, who refashions them into a crank. In the third mission, Luigi heads further into the manor, and catches a Poltergeist in the library. Back in the bunker, Professor Gadd shows Luigi a Spirit Ball, and explains that someone is using them to create illusions. In order to reveal these illusions, Luigi collects the Dark-Light device from the lab in the manor, and attaches it to the Poltergust 5000. In the dining room, Luigi finds that a Boo has been the cause of the Spirit Balls, and catches it (from here, Luigi can catch a Boo in every mission by using the Dark-Light). In the fifth mission, Luigi removes spiderwebs across the manor, as they have suddenly appeared all over it. Finally, Professor Gadd detects a powerful paranormal signal coming from the cellar, so Luigi investigates. He find a spider that has been possessed by a ghost and become large and monstrous, which is responsible for the manor's spider infestation. Luigi is able to defeat the spider and capture the ghost, which reveals that it had been holding onto a Dark Moon fragment. Gadd purifies the fragment, which removes the fog around the Haunted Towers.

Luigi is sent to the Haunted Towers. Here, a water system powers all of the machinery. Unfortunately, this system is broken, and Luigi's first mission is to check the hydro generator. He finds that there is an issue with the water supply on the roof, and resolves it, restoring power. Gadd informs Luigi that his Parascope indicates that a Dark Moon piece is located inside the giant tree, but when Luigi attempts to get to it, ghosts steal pieces of a pinwheel gate barring the way, and Luigi has to track the pieces down and catch the ghosts responsible. In the third mission, Luigi uses these pieces to repair and open the gate, entering the hollow tree beyond it. He encounters a door with a strange lock, and Gadd suggests he searches the crypts below for the special key that opens it. There, he finds a Toad

trapped in a painting, and frees him with the Dark-Light. After defeating and catching the Three Sisters ghosts, Luigi gets the Toad back to Professor Gadd. The Toad provides a tridimensional camera photo which suggests the special key is being kept in the pool room. The snapshot also shows Boos carrying another painting, though it is not clear who is trapped within at this time. In the fourth mission, Luigi heads to the pool and catches the ghosts there, but before Luigi can claim the key, it is stolen by a ghost dog – Polterpup. In the fifth mission, Luigi tracks Polterpup across the towers, eventually catching him and recovering the key. However, Polterpup manages to escape before he is placed in the bunker's ghost vault. In the final mission, Luigi opens the strange door and travels up a large stairway. He encounters another possessor ghost, who possesses some stairs. Luigi defeats and catches the ghost, gaining another Dark Moon piece. When Gadd purifies the piece, the way to the Old Clockworks is cleared.

Luigi is sent to the Old Clockworks. Gadd detects that a piece of the Dark Moon is at the top of the tower. Unfortunately, a clock gate stands in the way and a ghost has stolen the clock hands. Gadd detects that the thieves have gone underground, and asks Gadd to collect a special compass from a nearby drafting office to help him get done there, which Luigi is able to do. In the second mission, Luigi uses the compass to get underground. He finds that an Ancient Poltergeist has one of the clock hands, but it escapes. In the third mission, Luigi catches this Poltergeist and claims the clock hand. In the fourth mission, Luigi finds that Polterpup has stolen the clock hand from other ghosts. Luigi is able to track and catch Polterpup, reclaiming the hand. Once again, Polterpup manages to escape before ending up in the vault. In the fifth mission, Luigi searches for the rotor. He rescues another Toad from being trapped in a painting, and with the Toad's help acquires the rotor. The Toad is returned to Gadd. Again, the Toad has taken a tridimensional camera shot. This shot shows that another possessor ghost has the piece, but it taking orders from an unseen force. The painting is once again present – this time a cap with a 'M' is visible. In the final mission, Luigi finally fixes the clock gate and heads up the tower. He battles against the possessor, who has taken over a large clock, as well as many other ghosts, catching them and acquiring the next Dark Moon piece. When Gadd purifies this piece, the way to Secret Mine is cleared.

Luigi is sent to the Secret Mine. First, Professor Gadd asks him to find a Toad assistant nearby. Luigi finds the Toad and frees him from a painting, but the pair fall through ice, and have to make their way through the mines below to get back to Gadd. Once again the Toad took a photo with a tridimensional camera; this time it shows that Boos are trapping ghosts in the mine's crystals for some reason. The painting is once again present. The Toad also remembers hearing strange laughter coming from the bottom of the mine. In the second mission, Luigi investigates the Crystal Quarry, and learns that the ghosts who are put into the crystals are able to become stronger and tougher. For the third mission, Gadd tells Luigi that he has located the Dark Moon piece in the workshop. Luigi is delayed by a trio of strong ghosts barring the way, but eventually makes it to a nearby maintenance room and restores the power. In the final mission, Luigi enters the workshop. The possessor ghost possess an ice pool, which Luigi combats with a bomb firing sled. The possessor is caught, and Luigi recovers the Dark Moon piece. When Gadd purifies this piece, the way to the Treacherous Mansion is cleared.

Professor Gadd provides a key to the entrance of the Treacherous Mansion. However, before Luigi can use it on the front door, Polterpup arrives and snatches it. Luigi tracks Polterpup, and catches him, recovering the key. This time Polterpup is trapped in the vault, due to some tweaks to the system from Gadd. In the second mission, Professor Gadd asks Luigi to find his Toad assistant. As Luigi travels through the mansion, he learns that there are actually two Toad assistants, and he rescues both of them. With the picture taken by one of the Toads, Luigi and Professor Gadd learn

that the painting is in fact a trapped Mario, and that King Boo is behind everything. Gadd picks up a huge signal in the train exhibit. Gadd improvises a rotor to help Luigi get further into the mansion, and Luigi makes his way to the exhibit. There, he finds that the Mario painting has been shrunk down to fit in the display. Gadd recalls Luigi, and uses the Pixelator to send him through the camera within the display at a small size. When he arrives, Mario is nowhere to be found. Luigi is ambushed by many Boos, who merge to become a Big Boo, but he manages to defeat them. In the fifth mission, Gadd informs Luigi that a strong paranormal signal is coming from the terrace. Luigi heads there to find King Boo opening up a portal with his crown. King Boo heads inside, but many ghosts pour out. Luigi is forced to quickly round them up as Gadd warns that their dimension could collapse in on itself if nothing is done. After they are taken care of, Luigi heads into the portal. He finds a possessor ghost with the last Dark Moon piece. It splits into multiple bodies to control various suits of armour. Luigi defeats the ghost and collects the piece, but when Gadd attempts to recall him, only the piece returns. Luigi, meanwhile, is pulled into King Boo's illusion. King Boo wants revenge for being trapped in a painting, and Luigi is forced to battle him. Ultimately, Luigi is able to catch King Boo. Luigi saves Mario.

With the last piece collected, the Dark Moon is restored. Professor Gadd releases the non-Boo ghosts, who are once again friendly. Polterpup seems apologetic for causing Luigi problems, and Luigi chooses to keep him as a pet.

-Changelog-

0.1
Created the jump.

1.0
(i) Minor formatting fixes.