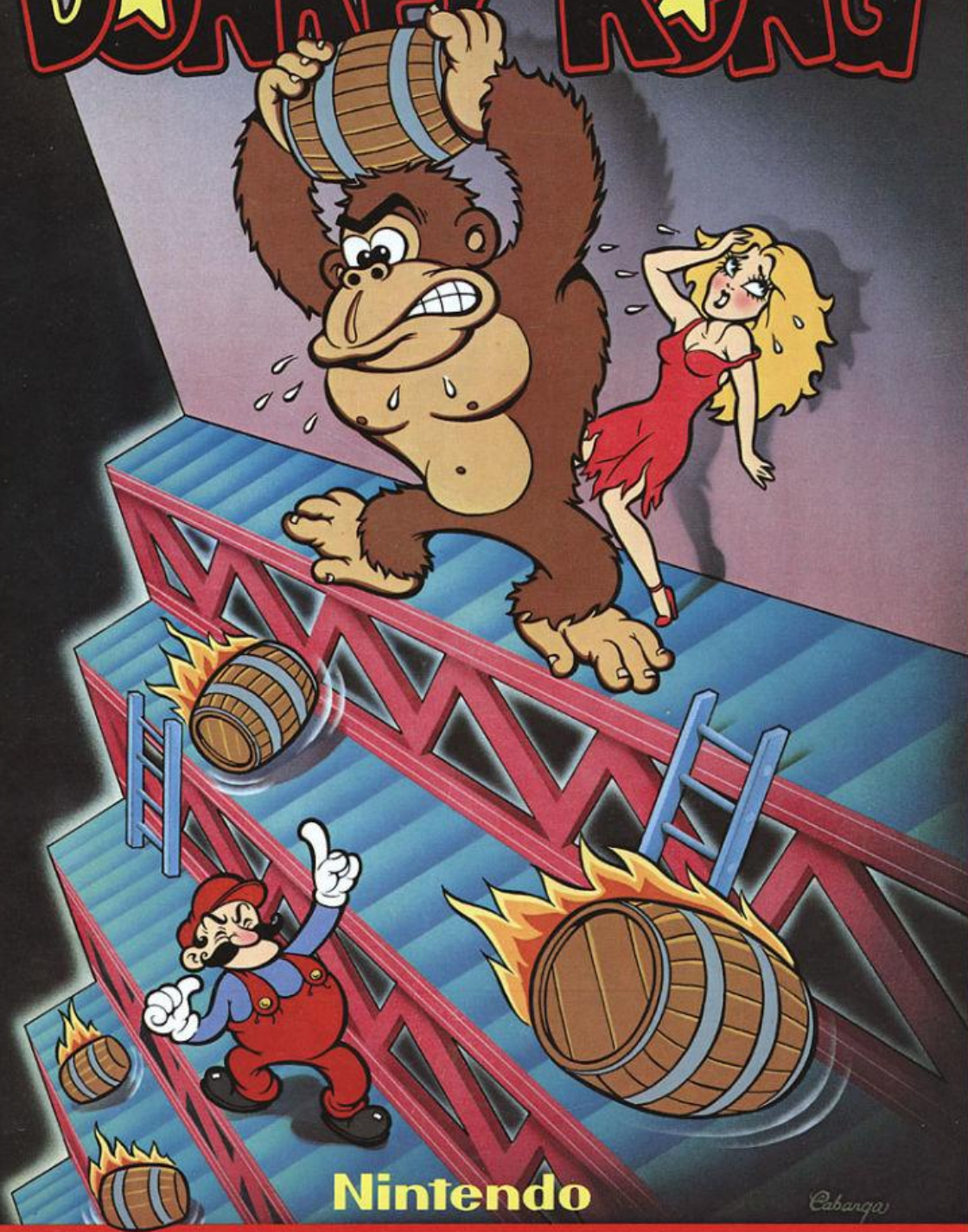


DONKEY KONG



Donkey Kong (1981) 1.0 By Burkess

Welcome to Donkey Kong. Donkey Kong (in truth, Cranky Kong) has kidnapped Pauline and a young carpenter, Mario, seeks to save her. Donkey Kong climbs up a construction site with Pauline and Mario follows.

You'll need these.

1000 Jump Points.

Locations:

1. 25 M. The Construction site where this is taking place.
 2. Anywhere else in the universe.
-

Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Jump Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be **purchased multiple times**. Doing so provides an additive bonus.

Be A Kong: You're a Kong! A member of a powerful species of apes. You'll grow to exceed the feats performed by DK and Cranky Kong.

Jumpman's Legacy: Grants you Mario's raw potential and capabilities. With this, you'll be able to perform the same acrobatic stunts Mario himself does, and take a beating just like he can. You become his equal in every area, and even surpass him, especially in rescuing people.

Beauty Worth Fighting For: Upon entering a setting, you can choose to cause any features you have to accentuate themselves and be altered to fit an ideal of beauty. This total transformation will let you alter your form to encapsulate any aesthetic. It could be what other people find attractive, or an idea you have in mind. This also gives you an amazing singing voice.

Infinite Barrels: Whenever you reach for a barrel, one will appear in your hands. You can alter the weight of the barrels you summon, increasing them equal to 150% the maximum weight you're capable of carrying. Training will let you increase the weight even further.

Back To Your Cage: Examining someone will give you ideas on how best to imprison them. You'll learn of ways you can neutralize their strengths and keep them contained. With this, even a being as powerful as Donkey Kong could be locked in a cage. Assuming you can put him in there in the first place.

Hazard Senses: Grants you an extra sense that covers an intuitive understanding of timing, as well as a warning for hazards. If you're unlikely to be able to make a jump, you'll get the sense that you should wait. If a bouncing enemy or obstacle is coming near you and not going now would put you in a perilous position, you'll be warned to move.

2D World: You're able to perceive the world in 2D. This massively increases your field of view and enables you to see much more than you could normally, viewing everything around you.

Barrel Sniper: Grants you pinpoint accuracy when lining up shots, and you're able to keep thrown objects on target and gauge exactly where they'll land.

Barrel Lifter: If you're capable of lifting something, even if it makes you strain to do so, you'll be able to throw it as if it was a baseball. As long as you're able to get something up and into your hands, you'll feel much less of the weight and throwing it will be a breeze.

Control Your Strength: Enables you to have precise control of the amount of force you use, so you never hurt anything by accident. At all moments, you're completely aware of what your body is doing and in total control of how much effort you exert. This extends to any attacks or techniques you use, as long as it's something you can remain in control of.

Fireball Summoner: Gives you an affinity for fireballs. These are sentient flame beings who will do your bidding. They appear from fires you create or from existing sources of flame. Occasionally, you'll summon advanced versions of them which are much stronger and tougher, called Fires.

Call Of The Hero: You'll be in the right place at the right time to be a hero. If you could be someone's personal hero, then fate will guide you there to help them. This works in big ways, such as someone getting abducted by a giant ape, and small ways, like you being there to lend them some extra money at the grocery store when they were slightly short.

With this, you'll never run out of opportunities to perform acts of kindness that impact the lives of others positively.

Happy Endings For Hostages: When you're involved in a kidnapping or abduction situation, the hostages will not be harmed in any way until you get a chance to face the kidnapper and rescue them. Coincidences will keep them from getting hurt by accident, inconveniences will stack up that delay them and enable you to catch up. Events will line up for you to have the best possible chance at saving them, assuming you win the confrontation.

If Not Me, Then Who?: You have a deep inner well of courage to face your fears and do what is right. To remember what you're fighting for. It enables you to always act according to your higher values and stand for your ideals regardless of the circumstances.

Happily Ever After: Smooths over issues and helps solve problems if you win a conflict or solve an issue that lead to happy endings. If the maiden you rescued is the type of person who would fall in love with you forever, then you'll have an easy time with that if it's what you want. If there was a lot of property damage, and you want that fixed, you'll find a way to make sure it happens.

The universe will give you a degree of leeway in tying up loose ends and assisting you in wrapping things up satisfyingly for people after the battle's won or the issue's been resolved.

Who To Snatch?: Grants a keen eye for targets when performing abductions and kidnappings, letting you find the best targets. And you're able to dial up your intimidation to terrify them into not trying to escape. You know exactly what actions and behaviors will provide the best deterrent to your captives to keep them in line.

Tireless: Your body has a healing factor that recovers any strain from overexertion as it happens, enabling you to run, jump, and fight indefinitely. Sleep also becomes optional. You're also able to hold your breath for a very long time.

Three Chances: In the event of your death, you'll instantly be sent back in time to the event or conflict that caused it, at the exact moment you could avert it. With your memories of precisely what went wrong, you can change the future. You're given three of these extra lives to start off with and can spend charges from other 1-ups you possess to use this perk.

Carpenter And Plumber: You gain the experience and memories of being a carpenter and plumber as if you'd done both jobs every day for 41 years. Each.

Items:

Hammer: A special sledgehammer. It's unique in that it can harm usually intangible beings, such as creatures made out of fire, and it can't be broken. Optionally, you can have a theme song can play when you wield it.

Oil Drum: An endless supply of oil. It refills itself as it's emptied. If you light it on fire, it spews Fireballs into existence. They'll go about their lives and do their own thing, but can be enticed to work for you.

Barrels: A large pile of barrels. Removing one adds another barrel to the pile. These barrels can hold much more on the inside than they should be able to fit, and they work well as weapons in a pinch.

Cement Tubs: A respawning supply of cement, in tubs. This cement is special in that you can will it to change between a liquid and a solid, altering its state in seconds, even after it's already been laid.

Lost And Found: If someone you know has lost items, fate will conspire to have you run across them and get the chance to retrieve them. You'll also often come across things that people you haven't met yet have lost, and will have the chance to introduce yourself when returning their belongings.

If you know of something specific that someone has lost, you can use this item to get clues as to where it is and track it down.

Conveyor Belt: A special conveyor belt. Placing one down will create a long belt that stretches across an area of your choosing. You can then move the original belt and create more conveyors. Said conveyors will continue to run without any sort of power supply as long as you need them to.

Jacks: This is an endless supply of bouncy spring weapons. They're large enough to crush a person and can be set to bounce and fling themselves at targets you program into them.

Construction Site: A replica of 25 M. Gazing upon it will improve your skills at parkour and free running. Looking upon it again and wishing it so will cause Kongs to become native to the setting you're in, and for people to develop talents similar to those of Mario. It will also become common for many people to be beautiful.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Jump tokens, same as you got.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free! You can leave when Pauline has been rescued or Mario has been defeated. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Continuity Toggle: Free! You can decide which Nintendo properties are canon to this universe on a case by case basis.

Longer Stay: You'll spend 10 more years here.

Blistering Pacing: Any major plot events will rapidly accelerate themselves so that they'll all happen within a year at most. If the plot took less time than that, time will bend so that it finishes within months or potentially weeks.

Warehouse Lockout: You can't use or access your warehouse.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Power Lockout 2: You don't get access to any purchases here until after the jump ends.

Companion Lockout: Your companions have all been kidnapped by Donkey Kong, and you must rescue them. If you don't have any companions, a group of palette swapped Pauline copies will be provided for you to save.

Rhymes, Puns, And Dad Jokes: You now can only speak and communicate exclusively in rhymes. The one exception is when an opportunity to tell a dad joke or a pun comes up. You can speak normally to do that.

Dossiers: If someone becomes your enemy, they'll soon after receive a detailed dossier on you with information about your general tactics, personality, and capabilities.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many Jump points as you spent. They don't like you and want to defeat you.

Dangerous Falls: Falls will now inflict damage upon you and ignore your durability. You'll want to be careful going to high up places.

You Are Mario: You are Mario. Your job is to defeat Donkey Kong and save Pauline.

You Are Pauline: You are Pauline. You begin the jump having been kidnapped by Donkey Kong. You cannot leave this jump until you've escaped from Donkey Kong.

You Are Donkey Kong: You become Donkey Kong. Your goal is to defeat Mario. Once he's given up on rescuing Pauline or is rendered unable to do so, you'll have won.

Alternate Enemy Jumper: Mandatory if you take more than one of the **You Are** drawbacks. An alternate version of you, a copy of you in every way, will take the role of your opposition. If you were both Mario and Donkey Kong, that would be true. But you'd inhabit only one of their bodies and face a foe who seeks their own victory at the cost of your own.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?