



MARIO TENNIS Aces™

Mario Tennis Aces

A Jumpchain CYOA by WoL_Anon

Ver. 1.2

Welcome to the world of Mario, Jumper! Half the time heroes and villains clash, deciding the fate of Kingdoms, and the other half they goof off playing sports or having parties. Right now, the world is in the latter phase, tennis is all the rage and Mario and the gang have left the Mushroom Kingdom to travel to an island famous for its tennis. It's not all sunshine and roses however, as an ancient evil force known as Lucien has been unearthed by Wario and Waluigi. It will fall to Mario to stop this great evil, using his ever-improving tennis acumen.

You arrive in this world just after a corrupted Luigi leaves Marina Stadium. You will be staying here for the next six months, when this tennis craze will finally die down.

You have 1000 choice points (cp) to spend.

-Age and Gender-

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

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

-Species-

There is a good selection of species to choose from, hopefully you can find something to suit your tastes. 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 Mario or Luigi.

[Free] Shy Guy

You are a Shy Guy, a small humanoid creature. You possess a white mask, as well as a set of robes in the colour of your choice. What lies beneath the mask is unknown, with some speculating that the mask is in fact the true face of the Shy Guy.

[Free] Toad

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

[Free/100cp/200cp] Koopa Troopa

You are a Koopa Troopa. These turtle-like humanoids are commonly found in the service of Bowser, though on this island at least a couple are operating a ferrying service. Koopa Troopas possess a protective shell. Typically, this is green, but you are free to choose any colour you like for it when purchasing this species. You are capable of ducking inside your shell, and spinning rapidly in order to travel quickly.

If you wish, you may instead pay 100cp for this species. Should you do so, you are instead a variant known as a Koopa Paratroopa. Nearly identical, these variants are distinguished by a pair of wings on their shell, which enable them to fly. Usually, the shells of these guys are red, but you are free to choose any colour you like for it when purchasing this species.

Alternatively, you may instead pay 200cp for this species. Should you do so, you are instead a variant known as a Dry Bones. This means that instead of flesh, you possess a skeletal body. As an undead, you no longer need to eat, drink, or breathe, but destruction of your skull will count as death for the purposes of chain failure. You are able to control your bones individually, allowing you to pull off feats like running around with your head in your hands, or falling into a pile of bones and then reassembling, as you like. The shells of Dry Bones are almost always grey, but you are free to choose any colour you like for it when purchasing this species.

[100cp] Birdo

You are a Birdo, a dinosaur visually similar to Yoshis. Birdos lack a shell, instead possessing a ribbon on their head. You are free to choose which colour Birdo you are.

Birdos possess funnel-shaped mouths, which they can fire eggs out of as a projectile attack.

[100cp] Blooper

You are a Blooper, a white creature that resembles a squid in many respects. You are capable of surviving both on land and in water. You can fly, shoot out small amounts of ink, and generate a “wave” of water smaller than the size of your body to ride on.

Bloopers typically rely on high-pitched warbling, or their own Blooper language, in order to communicate; fortunately, you will find that you are able to convey your general emotions well enough to others in this form, even if they can’t understand these things.

[100cp] Chain Chomp

You are a Chain Chomp. With the rough appearance of a wrecking ball attached to a chain, you move by bouncing around. The “ball” portion makes up the majority of your body; it possesses a pair of

eyes as well as a set of sharp teeth. Without other appendages, it will be difficult for you to use most objects, but you have somehow developed a knack for wielding a tennis racket between your teeth.

Chain Chomps are incapable of speech, instead being limited to barks, fortunately you will find that you are able to convey your general emotions well enough to others in this form. Nonetheless, there are obvious advantages to your form. Your large body provides significant power and durability, but you can also travel very quickly given your size.

As a special consideration, those who purchase this species can be assured that they will be treated as a person, and not a wild animal to be caged up, for the duration of your stay in this world.

[100cp/400cp] Piranha Plant

There are two varieties of Piranha Plant on offer here.

The first variety, available for 100cp, is the Fire Piranha Plant. Appearing in a ceramic pot (which you may choose the colour and design of), you have a long stalk which acts similarly to a neck. At the base of the stalk are two sharp leaves, which you have sufficient control over to catch and throw a ball. Your 'head', an odd flower reminiscent of a Venus fly trap, has sharp teeth, allowing you to bite into your enemies, and for which you have somehow developed a knack for wielding a tennis racket. Your head, brown with orange spots, is a key indicator of the variety of plant you are. As a Fire Piranha Plant, you are able to 'spit out' small balls of flame as a projectile attack. Despite being rooted into a pot, you are nonetheless able to move around by hopping, taking the pot with you as you go.

The second variety, available for 400cp, is the Petey Piranha. Significantly larger than most Piranha Plants, you are not rooted to a pot. Instead, you move around on two stubby legs that give you a vaguely humanoid appearance. You possess immense strength. Your two leaf-like arms are capable of serving as alternate tennis rackets, and in this world the use of them is considered legal in tennis matches. By flapping these arms, you can fly for brief amounts of time, and you can also whip up small tornados. Unfortunately, your "belly button" serves as a weak spot; getting a Zone Shot or Special Shot here will seriously hurt.

[200cp/100cp] Kong

You are a Kong, an anthropomorphic primate. You have a physique and level of raw power to rival that of Donkey Kong himself.

For 100 cp less (100cp total), you are kind of a runt, more in line with Diddy Kong. You are far weaker and smaller, but you are more agile and you have sufficient dexterity in your tail to juggle a tennis ball, or to wield a tennis racket, so it's not all bad.

Kong actually refers to the species, not the family, but if you chose to take a background in this world, you may choose to be a member of the Kong family if you wish.

[200cp] Luma

You are a Luma, a small, star-like creature of the colour of your choosing. You are capable of flight, generally leaving a trail of sparkles behind when you do so, though this will dissipate after a few moments. You are also capable of transforming yourself into a Launch Star, which is capable of safely launching others great distances.

You will not be able to learn to transform into any of the other shapes that Lumas are capable of until post-chain. This restriction does not affect any other transformation abilities you may possess.

[200cp] Yoshi

You are a Yoshi, an omnivorous dinosaur of the colour of your choosing. You are capable of long, floaty jumps. You can extend your tongue out a long distance very quickly, allowing you to grab enemies and pull them into your mouth. You are able to almost instantly produce hollow eggs containing something you have just swallowed, and you can swallow pretty much anything whole. You are also capable of quickly producing an egg shell around yourself, which you can use defensively, as well as roll around in.

[300cp] Boo

You are a spherical white ghost referred to as a Boo. As an undead, you no longer need to eat, drink, or breathe. King Boo himself claims that Boos 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 Boo, you can move around by flying. You can become intangible, allowing you to fly through walls or into the ground in order to pop up in another place. Small objects no greater than the size of a tennis racket that you have in your possession will share this intangibility for the duration. You have access to very short-range teleportation, no greater than a metre or so away from you; using this power will leave you disorientated for a few moments. You can also become invisible at will.

Lastly, you have a special trick known to many Boos on this island. Using it, you can take the form of a Boo mouth branded tennis ball. This form can only be used for short bursts of time, but you still have access to your other Boo powers in it.

Being a Boo isn't without any downsides; you are incredibly lightweight, making it easy for you to be knocked around or sucked into a vacuum cleaner if you aren't careful.

[400cp/300cp/500cp] Giant Koopa

You are giant Koopa, somewhere between a dragon and a giant turtle. You are comparable in size to Bowser. You have sharp claws and fangs, horns adorn your head, and you have a protective shell with spikes growing out of it. You are capable of ducking inside your shell, and spinning rapidly in order to travel quickly. You possess immense strength, which you can use to create shockwaves by jumping up into the air and slamming hard into the ground. You can also breathe fire at your foes.

If you wish, you may instead pay only 300cp for this species. Should you do so, you are but a child, approximately the same age as Bowser Jr. (you can no longer choose your age; it is chosen for you).

You have not yet learned how to breathe fire, and you are much smaller and weaker than a full-grown adult. If you choose to take this option, as well as a background in this world, you may choose to be a sibling of Bowser Jr. if you wish, making you a child of Bowser. You will not grow into an adult during this jump. Post-jump, you may fully mature. If you take the 'What's That Racket?!' drawback, then this option will instead cost the usual 400cp, as you will not experience any downside from this choice.

Alternatively, you may instead pay 500cp for this species. Should you do so, you are a 'Dry' Giant Koopa. This means that instead of flesh, you possess a skeletal body. As an undead, you no longer need to eat, drink, or breathe, but destruction of your skull will count as death for the purposes of chain failure. You are able to control your bones individually, allowing you to pull off feats like running around with your head in your hands, or falling into a pile of bones and then reassembling, as you like. Your flame breath is also a blue flame now, though there appears to be no additional power or heat as a result of this.

[Free] Import

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

-Background-

You may choose to Drop In to the setting with no memories or history in this world. Alternatively, you may design a background in this world, based on what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made.

If you took the Jumper History toggle, you may use your actions in other jumps you are applying to this one to help determine your background.

-Location-

Roll 1d8, or pay 50cp to choose.

[1] Marina Stadium

Every tennis lover dreams of winning here! A truly magnificent stadium-court experience where you can challenge yourself to an ultimate battle of skill.

[2] Bask Ruins

A scorching desert surrounding the ruins of the Kingdom of Bask. Drop Shots are key, since the ball won't bounce much here.

[3] Piranha Plant Forest

Piranha Plants will spit any balls they eat at the opponent's side of the court. Their appetite for tennis is truly unmatched!

[4] Mirage Mansion

Mysterious mirrors adorn a mysterious mansion. But...where exactly does a tennis ball go when it disappears inside one of these mirrors?

[5] Snowfall Mountain

A bustling square in front of the train station. Keep a close eye on those Shy Guys, who will hide among the commuters and hit the ball back!

[6] Savage Sea

A boat gliding upon the untamed waters of the sea. Hit the mast in the middle to welcome some of that untamed fury on board!

[7] Inferno Island

Bowser's Castle, built on a blazing island surrounded by hot lava. Those Mechakoopas are too hot to handle!

[8] Free Choice

Lucky you! You may choose to begin in any of the above seven locations for free.

-Perks-

You may choose 2 100cp perks, 2 200cp perks, 2 400cp perks, and 1 600cp perk to be discounted. Discounted 100cp perks are free, and all other discounts are 50% off. For perks you may purchase multiple times, any discount applied only counts for the first purchase.

[Free] Basic Tennis Ability

Since you are here for the tennis, it would suck if you couldn't play. This perk will give you what you need to get started. You know how to serve, perform topspin shots, slices, flat shots, lobs, and drop shots. You also have a minimum amount of physical fitness and conditioning if you lacked it prior, ensuring you can play through a full game of tennis without adverse health effects.

[100cp] Ambidextrous

You no longer have a "dominant" hand, and will be able to control any of your hands with the same degree of dexterity that was previously reserved for your dominant hand. With this, you can change up your stance to fool opponents, or simply to spice things up.

[100cp] My Autograph

You have excellent penmanship, allowing you to quickly and consistently perform a complex signature. Interestingly, when signing an autograph, you know how to time the strokes involved to make a very minor tune out of a marker's squeaks.

[100cp] Pretty As A Peach

A number of the competitors around these parts are quite the lookers, and you can definitely count yourself amongst them. Upon purchase, decide whether you receive a boost in either your natural masculine or feminine appeal.

You may purchase this perk twice in order to receive both effects. How these options interact with each other is up to you.

[100cp] Racket Crafter

Ever wanted to make your own tennis racket? Well now you have both the knowledge and skill necessary to do so. Oh, but perhaps you wanted a truly unique racket, like a racket made from a mirror, or a racket made out of ice? No problem! By using this perk, you can substitute any materials you like during the racket making process, and still come out with a perfectly functional racket. Surprisingly, when using this perk, any rackets made with unorthodox materials will always end up about as good as a standard issue racket, regardless of materials used. Fortunately, you will always find it easy to get rackets made via this perk approved for tournament play, both in this and in future worlds.

[200cp] Court Magician

You have picked up a few magical tricks, allowing you to play tennis in a similar style to Rosalina or Kamek.

To start, you have a minor telekinetic ability. This can let you move objects up to the size of a tennis ball, and has a range limit of a tennis racket away from your body. In most cases it would be better to just hit the ball with your racket, though levitating the ball in the air before a serve is a neat trick. Next, you are able to briefly transform yourself into a small orb of light, allowing you to move slightly faster than normal. This might help to return a difficult shot.

Most impressively, you have gained the ability to fly using your magical ability. Flying is just as exhausting as regular movement would be, and you can fly as fast as you can run. Feel free to hover all over the court, that kind of thing is acceptable here.

[200cp] Doubles Specialist

Whether you plan to buddy up to Bowser, or pal around with Peach, this perk is sure to be a boon to those who prefer the Doubles format.

Whenever you are teamed up with one other, against a group of two or more opponents, this perk will take effect. It grants you an innate awareness of your partner's position, as well as an intuitive sense of what their next move will be. Tripping over each other becomes a worry of the past!

[200cp] Hazard Play

While not usually used in the big events, many tennis matches held here take place on non-standard courts, typically involving some kind of court hazard. In order to combat these hazards, you have developed a heightened sense of spatial awareness, allowing you to avoid them as much as possible. Your ability to adapt on the fly has greatly improved as well, useful in those times where you simply can't help but deal with these hazards.

[200cp] Trick Shots

Why not add some style to your game? You have learned two trick shots, which allow you to move most of the way across the court either forwards/backwards, or sideways, in a quick span of time. Upon purchase of this perk, you are able to determine the nature of this burst of movement. It could be a backflip, cartwheels, or even moonwalking! Your movement ends with a normal swing at the ball, but can be just about anything you want – though this primarily a stylistic choice and offers no mechanical benefit.

Using these trick shots can be... well, tricky. They will require a good sense of both spacing and timing to properly pull off. There are advantages to introducing them into your game however. Firstly, these shots can help you to reach otherwise unreachable balls. Perhaps more interestingly, flawlessly pulling off one of these shots will cause your energy reserves to greatly replenish.

[400cp] BLOCK!

Your mastery of the racket has taught you the ability to BLOCK! Now, by using a tennis racket or similar object, you are able to deflect projectiles, without any damage being caused to your racket. Whilst there is no true cap on the level of projectile you can block with this, the ability requires precise timing, which only becomes more precise as the speed or the power of the projectile is increased. An ordinary human could nonetheless use this to block Zone Shots, Special Shots, and even charging Bullet Bills, but anything beyond that would prove too difficult for them.

[400cp] In The Zone

Beyond ordinary tennis ability exists three special techniques, each of which you now possess.

The first of these is the Zone Shot. This technique allows you to jump up high into the air, firing a nearby tennis ball (or object of equivalent size and weight) at high speed and with pinpoint accuracy, using your racket. The power behind this shot means that even if your opponent can get to the ball, trying to hit it back is damaging to their racket. Three such shots would guarantee that a standard racket is destroyed. Using the Zone Shot eats heavily into your stamina, so spamming it may prove unwise.

The next of these is the Special Shot, similar to the Zone Shot in many respects. The user launches themselves and the ball high into the air, and again smashes the ball with pinpoint accuracy. How this aesthetically manifests is decided by you upon purchase of this perk. Like Mario, you could “wall jump” off invisible walls, or perhaps you could summon a few Lumas to rally the ball up into the air for you? Regardless of your choice, it makes no mechanical difference to the effects of the shot. This Special Shot is even more powerful than the Zone Shot, with a single shot being enough to break an opponent’s racket. Unlike the Zone Shot, which requires that you are at least somewhat close to the ball, your Special Shot can somehow be used anywhere within the range of your half of the court. The downside to the Special Shot is simply that it consumes far more energy than the regular Zone Shot. Use it wisely.

The last of these techniques is Zone Speed. By eating into your energy reserves, you will notice the world slow around you as you move much faster than normal. This technique could be considered a “defensive” one, as it allows you to reach otherwise impossible balls. A normal person could only manage to maintain this state for a few seconds before exhaustion.

In this and future worlds, all three of these techniques are considered entirely legal in tennis matches, even ones that would otherwise be completely unacceptable, such as the aforementioned Luma summon.

[400cp] Isn't That Cheating?

It seems like everybody around these parts is quite happy to play fast and loose with the rules. By purchasing this perk, you will be able to apply a similar effect in future worlds as well.

From now on, in any sort of formalised competition, you are able to bend or even break the rules, and get away with it by activating this perk. However, should you do so, it will become fair game for all other competitors to break these same rules within the same sort of scope as you. For example,

should you decide to play a game of tennis whilst piloting a vehicle, your opponent will be allowed to pilot a similar vehicle, but not one that is drastically more powerful.

The effect of this perk generally wears off at the end of a match, though if the match is part of some kind of organised tournament, it will instead wear off at the end of said tournament. Thinking ahead as to what possible actions you may be enabling from your opponents may be wise when using this effect.

[400cp] Sports Ace

Like Mario, and many of the people around him, you have a knack for quickly picking up new sports. With a few weeks of practice at any given sport, you can go from complete amateur who barely understands the basics, to a level of skill on par with that seen from professional level human competitors. This specifically applies to physical activity-based events; e-sports or other games such as chess do not count. The training boost effect of this perk will still cap out at the 'human pro' level even when training for sports in other worlds that are largely limited to those with superhuman ability; in such cases this perk is unlikely to be of much benefit to you.

[600cp] Corrupting Influence

Like the evil racket Lucien, you have gained the power to bend the minds of others to your will.

In order to manifest this power, you must first come into physical contact with your target. For those with weak wills, or those with unchecked greed, this is enough to gain a permanent hold on their mind, even after the contact is broken. For the rest, you will need to maintain regular if not constant contact in order to keep them under your sway.

Those under your control behave just as you would like them to at all times. You are able to leave the general personality of the target intact, but loyal to you, or instead have them become as mindless dolls, whichever you prefer. This can be changed at any time.

Those under your control have some kind of obvious physical tell that they are yours. For Lucien, this took the form of silver bandages that wrapped around the victim. For you, it can be whatever you like, so long as it is just as obvious, and offers no additional mechanical advantage. This decision is made upon purchase of this perk.

There is a way for your victims to be freed from your control. If they are defeated, either physically, or in a match of tennis, they will break free from your control over them. Whilst it may be possible for you to regain control over the same targets again, it is impossible to do so for at least the next day.

[600cp] Indomitable Mind of a Tennis Star

The evil racket Lucien once brought a kingdom to ruin by enslaving others to do its bidding. It now intends to do so once more. Fortunately, it won't be doing so through you.

With this perk, you have been made immune to any form of attack upon your mind, be it mind control, brainwashing, or unwanted intrusion into your thoughts or memories. You are also immune

to the effects of corruptive energies, and powers which aim to control you by forcibly shifting your sense of morals similarly fail to work on you as well.

-Items-

You may choose 1 50cp or 100cp item, 1 200cp item, 1 400cp item, and 1 600cp item to be discounted. Discounted 50cp or 100cp items are free, and all other discounts are 50% off. You may purchase items multiple times, but any discount only applies to the first purchase. Free items are the exception to this; you may only get 1 of each. Discounts do not stack.

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.

[Free] Tennis Outfit

A set of tennis appropriate sporting wear, just for you. If you have some kind of “signature attire”, this outfit will take inspiration from it in terms of colour and design. Your tennis outfit is self-cleaning and self-repairing, ensuring you will always have it available when you want to get in a match of tennis. You could even wear it your entire stay in this world, if that appealed to you.

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

[Free] Your Rackets

These are two standard issue tennis rackets, in a colour of your choice. Should one be destroyed whilst playing tennis, you will receive a replacement at the end of the match.

Should a racket be lost, or destroyed outside of tennis, a replacement will appear in your Warehouse after 24 hours.

[50cp] Mario Tennis Aces Game Bundle

Why play tennis when you can... play tennis? This bundle contains:

- A 2018-era television.
- A Nintendo Switch, with Joy Cons, dock, and all needed cables.
- A Nintendo Switch Pro Controller.
- An additional three controllers, in any combination of paired Joy Cons or Nintendo Switch Pro Controller.
- Either a physical or digital copy of Mario Tennis Aces.
- Access to all Mario Tennis Aces bonus content, including limited time alternate costumes.
- A lifetime membership to Nintendo Switch Online.

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

[50cp] Replica Lucien

This gaudy looking tennis racket is a replica of the evil Lucien. Being a replica, it lacks any intelligence and cannot grant any supernatural power. It even makes for a poor tennis racket. Nonetheless, it might make a good souvenir or conversation piece.

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

[50cp] Royal Crown

A small crown, befitting royalty. It has the unusual property of remaining fixed to the wearer's head unless the wearer intends to take it off. It is also lightweight, allowing the wearer to move freely without being weighed down or unbalanced by the crown. In combination, these qualities allow it to be worn whilst you play sports, without having to pay it any mind.

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

[50cp] Tournament Cup Trophy

One of three grandiose, Mario-inspired trophies. Your choices are a Mushroom trophy, a Fire Flower trophy, or a Star trophy. If this option is purchased multiple times, you are free to choose whether you receive different types of trophies, or multiples of the same type.

Should your trophy be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. Additionally, if you give away your trophy, or offer it as a prize for some kind of competition, a replacement will appear in your Warehouse after a year.

[100cp] Advanced Racket

Not satisfied with the free rackets provided? Well, here is something special.

This racket is inexplicably able to deliver shots twice as powerful as a standard racket. It's also about half again as durable as a standard racket. You are free to determine its appearance, whether that be a koopa shell on a stick, a "flaming" racket that does not actually set anything on fire, or just an ordinary looking racket if you prefer something simple. This choice is purely aesthetic, and provides no additional advantages not mentioned here.

Should your racket be destroyed whilst playing tennis, you will receive a replacement at the end of the match. Should your racket be lost, or destroyed outside of tennis, a replacement will appear in your Warehouse after 24 hours.

[100cp] Tennis Ball Supply

You have an infinite supply of Mario Tennis Aces branded tennis balls, which you will always be able to produce, no matter how improbable that might be. Now you can get in some tennis practice whenever you like, although I suppose you could just throw them at people if you prefer.

[200cp] Clown Car (Aces Model)

An odd aerial vehicle. It has a propeller on the base, making it function similarly to a helicopter. It has a clown face on the front of it, which is capable of changing its expression to mimic various moods.

On either side of the vehicle are robotic arms equipped with boxing gloves. Though you may use them to punch things, these arms are in fact designed to play tennis, and are programmed with sufficient dexterity to pull off any kind of shot a human could.

The car can produce a set of wheels to turn itself into a kart, rocket thrusters that can be used for brief bursts of speed, and an additional larger robotic arm. Strangely, use of this vehicle will be considered entirely legal in tennis matches, both in this and future worlds.

It comes with an instruction manual, and should either the car or the manual be lost or destroyed, a new one will appear in the Warehouse 24 hours later.

[200cp] Fan Club

Your very own fan club! Made up of the local species, primarily 'mooks' such as Koopa Troopas, Toads, and Goombas, in enough numbers to fill half a stadium. These die-hards will do everything in their power to attend sporting events in which you are participating, barring violence or other criminal acts. When possible, they will purchase and wear your merchandise. Should you not have any, or if it is too rare or expensive to be reasonably obtained by ordinary citizens, then they will even make their own, for their own personal use.

In future worlds, similar groups made from local population will form, though you will always have the options when you first arrive to decide that they do not. There will never be anyone 'important' amongst them, whether that be a 'named character', or someone in a position of influence.

[400cp] Power Stone

This glowing purple orb resembles one of the power stones that were used to seal portions of Lucien's power away, but it is in fact unrelated. It does however share a function with them: the ability to create 'boss' monsters.

The orb can be used on an inanimate object, granting it life and minor supernatural powers, which vary based on the type of object used. A giant statue of Bowser would gain the ability to breathe fire, whereas a large mirror might gain some telekinetic ability and ability to use a couple of smaller mirrors as portals. Any monster created in this way will display one, if not more, obvious "weak points". Three Zone Shots, or hits with similar force on these points will cause the monster to be automatically destroyed.

The orb can only power a single monster at a time, and the orb must remain in close proximity to the monster in order to maintain it. Should the orb switch target, move too far away, or be destroyed itself, then the monster that was linked to it will automatically be destroyed. The orb cannot be used on objects that already possess a will of their own. You are free to bring the object turned monster across jumps if you have some means of doing so; this does not make it a companion, and as a mere object it cannot be imported as a companion in future jumps.

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

[400cp] The Court-Ship

Bodies of water separate areas of this island, making the acquisition of a ferrying service necessary for most who intend to explore its entirety. Not for you however, as you now possess your own ride.

This large wooden boat is outfitted with cannons, in the event of pirate attack or some kind of sea monster. It is crewed by a squad of Koopa Troopas, who can take care of every aspect of maintaining and captaining it. These crewmates are followers, but will never choose to leave the ship. In future worlds, their odd appearance will go unnoticed by others unless you specifically bring it to their attention.

On the deck, a makeshift tennis court has been assembled, in the event you ever felt like playing a game of tennis on a boat. A mast with a lookout sits in the middle of the court, adding some spice to such an activity. Should it become more annoying than fun however, this mast is not strictly necessary to the boat's performance, and it can be disassembled or reassembled by the crew within a few minutes, and at a moment's notice.

Below deck, there are sufficient quarters for the entire crew, as well as personal quarters for you to get some peace and quiet.

Should the boat be lost or destroyed, a replacement will appear in an appropriate location controlled by you after 24 hours. Any crew that has been lost will be replaced at the start of each new jump. Post-jump, this will occur every ten years.

[600cp] Jumper Stadium

Congratulations, you are now the owner of your very own tennis stadium! This stadium boasts a large capacity, giant television screen, and a small army of Mario world natives (primarily Toads and a few Lakitus), which take on every role from ground maintenance, to umpire, to concession stand worker. These helpers are followers, but will not be able to leave the stadium. In future worlds, their odd appearance will go unnoticed by others unless you specifically bring it to their attention.

Of course, let's not forget the court itself, which can easily be transitioned between four different types. In addition to the standard hard, clay, and grass courts, there is also a special "digital" court which can make night-time games a truly wonderful experience. Transitioning between courts only takes a few minutes of prep work, and can be done as often as you like without risk of damage to the grounds.

In future worlds, you may choose for it to be attached to your Warehouse via a special gateway, 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 stadium be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse via a special gateway.

[600cp] Legendary Racket

This golden racket bears a striking resemblance to Lucien. Fortunately, this one is merely a tool, lacking any will of its own.

Those who wield this racket will find their tennis playing ability raised dramatically for the duration. The durability of this racket is also off the scale; while not unbreakable, one would have to go to serious efforts to do so. Within standard tennis matches in this world, such a feat is all but impossible.

This amazing racket also affords the wielder a few supernatural powers, though without a will to direct the wielder, it may take a bit of time and experimentation to perform these tricks reliably. For starters, the racket can generate a barrier around the wielder. Unfortunately, around the outside of this barrier are obvious “weak spots” that when damaged will reduce the integrity of the barrier, eventually destroying it when enough spots are attacked. With effort, these spots can be shifted around the outside of the barrier. They can also shoot out small fireballs at attackers, though this runs the risk of having them deflected right back at the weak spots. The racket can also allow the wielder to teleport. Such teleportation requires a small amount of concentration, as well as knowledge of the destination, with an island level range. It also cannot be used again for a short period after the teleportation is successful.

Should your racket be destroyed whilst playing tennis, you will receive a replacement at the end of the match. Should your racket be lost, or destroyed outside of tennis, a replacement will appear in your Warehouse after 24 hours.

-Companions-

[50cp per.] Import

You may pay 50cp to import a companion you already have. They get 600cp each, to spend on a species, perks, and items, and are entitled to the same freebies and discounts as you. They may not purchase companions. Like you, they may Drop In, or have a background which matches their purchases.

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive 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 Mario Tennis Aces 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. In order to be recruited, that individual must survive to the end of the jump. You may only recruit Aster via this option if you are somehow able to grant him some kind of physical form.

[Free] Toad Commentators

A pair of suited Toads, one red and one blue, who wish to follow you around and provide commentary to any sports or competitions you involve yourself in. They are very enthusiastic, able to provide energy to completely one-sided affairs. They do not take up an active companion slot, unless they are imported as a companion in a future jump. Additionally, should you decide to import them as a companion in a future jump, you may import them into the same companion slot, dividing the power of any perks they purchase between them, lowering the potency of the perks somewhat.

-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] It's-a Me, Jumper!

With this toggle, you may take Mario's role in the story. You are free to decide whether this is a full replacement of Mario, or whether this is just his position as the one tasked with battling Lucien. In the latter case, Mario will show up some time after Lucien is defeated, and will participate in tennis tournaments just like everybody else. Regardless of which option you choose, taking this toggle fixes your starting location to Marina Stadium.

[0cp] Full Stay

Six months not enough tennis for you? Taking this toggle will extend your stay in this world up to a full ten years. It will also ensure that tennis does not go out of fashion amongst the native, with Mario and the gang remaining on this tennis obsessed island for the duration of your stay.

[+100cp] The Resemblance Is Striking

“Didn’t we meet before?” Expect to hear that a lot Jumper, as you now look just like everybody else. It will be hard to tell you apart from other members of your species. This also reduces you to an average appearance, and nullifies any appearance enhancing effects.

[+100cp] Weak Rackets

One of the key rule differences between the tennis you know, and tennis here, is that of limited rackets. Here, if all of your rackets are destroyed, you are ‘KO’d’ and automatically lose the match.

This rule is now something of a serious concern for you. When a racket is held by you, its natural durability is severely diminished. A single Zone Shot is enough to destroy it, and sufficiently powerful regular shots can be enough to damage it. Whilst the BLOCK! perk can still protect your racket, the timing needed for it is about twice as precise as it would usually be.

[+100cp] Yuppee!

Huh? It seems that the speech of this world’s natives has become mostly incomprehensible to you. It comes across as grunts, odd noises, exclamations, and occasionally a proper name or two. I hope you weren’t planning on having any meaningful conversations with anyone.

[+200cp] One-Sided Simple Style

You are reduced to your Body Mod, and whatever perks and items you have purchased for yourself in this jump. Your Warehouse is barred to you. Any items you have purchased that belong in the Warehouse instead appear nearby your arrival point, and are moved back into the Warehouse at the end of the jump. You retain access to your companions and followers, however.

Additionally, you are banned from using Zone Shot, Special Shot, and Zone Speed in tennis matches; using any of these even once will cause you to be disqualified from the current match. This ban solely applies to you, and not your opponents.

[+200cp] Unmitigated Greed

Maybe they should call you Wajumper? Whether it be wealth or power, you simply can’t get enough. Your mind is often clouded by thought of how to get more, and it will take great self-control to not act on them. Even when a scheme has blown up in your face, it will be difficult for you to not try it all over again.

[+300cp] What’s That Racket?!

Oh dear. It appears that you are stuck as a tennis racket for the duration of the jump. The species option you chose here will still become an alt-form at the end of the jump, but will be unusable here. You will not be able to change form either, whether that be via alt-form switching or some kind of

shapeshifting power. While this drawback does not remove your powers from you entirely, any that require a specific body part in order to use will not be available.

Whilst in this racket form, you will be able to telepathically communicate with those in physical contact with you; as you lack a mouth to talk this may be the only way to talk to others. This telepathy is limited solely to this form. You are free to determine the aesthetic design of your racket form as long as it does not provide a mechanical benefit to you. If you also took the 'The Resemblance Is Striking' drawback, then you do not get to make this decision and you are forced to look like a completely ordinary, standard-issue racket.

Post-jump, you will receive this racket form as an additional alt-form, which you can switch to and from at will. Perhaps it grew on you during your stay?

[+300cp] Jumpcien

Looks like Lucien has already gotten a hold of you, or perhaps it was the other way around? In any event, your mind has been completely dominated by Lucien and bent to its dark desires. Hope you can live with what you end up doing here.

As with Wario and Waluigi, this effect is strong enough that you do not have to retain possession of Lucien in order to remain controlled. Fortunately, being defeated – either physically or in a game of tennis – will knock you out of this state. Unfortunately, the corrupted you is also aware of this, and may take action to prevent it from happening.

-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:

One More Match: You choose to remain in this world. Your chain ends here. You may decide whether the tennis frenzy remains in effect indefinitely, or whether this world reverts to its usual cycles. You can alternate the world between either state whenever you like.

Continue the Rally: You choose to continue your chain. Proceed to the next jump.

Game, Set & Match: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

On differences between standard tennis and the tennis here:

There are a few differences between the tennis you might be used to, and the tennis here.

The first is that matches tend to be much shorter, with fewer games per set, and often fewer sets per match. Feel free to fanwank that tennis matches in this jump take the normal number of games and sets, if you prefer.

The second is that in addition to traditional courts, matches here occasionally take place on non-standard courts. These non-standard courts often have hazards that interfere with the usual tennis play, such as a mast in the middle of the court, or Piranha Plants that swallow passing balls and spit them out in a different direction. Generally, these non-standard courts are not used for major tournament matches.

The third is that there is an alternate win condition. If you can destroy all of your opponent's rackets, they are 'KO'd' and lose the match. Sometimes tournaments regulate how many rackets a player can use throughout the tournament, and other times you are free to bring in as many as you want.

Finally, enforcement of the usual rules can be lax in places, allowing players to employ items, powers, or assistance where they would obviously be illegal. The major example of this is Bowser Jr.'s clown car, though many players' Special Shots would also be examples. Assume that this falls back to the rule of 'fun'. If the item or power makes the game unfun for spectators, prevents the match from operating with the traditional back and forth of tennis, or outright wins you the match on its own, it is probably against the rules.

So, what exactly happens here, anyway?

Within the Bask Ruins, Wario and Waluigi unearth Lucien, believing it to be a legendary racket that they can use to dominate the tennis scene. Instead, Lucien corrupts the two and bends them to its will.

At Marina Stadium, Mario and Peach defeat Bowser and Bowser Jr. in a doubles match, winning the finals of a tournament. Wario and Waluigi appear with Lucien in hand. They offer the racket to Mario as a reward, intending for Mario to be corrupted like them. Instead, Luigi takes the offered racket, both to the horror of Wario and Waluigi, as well as Mario and company. Luigi is corrupted, and then teleports away with Wario and Waluigi.

Mario and Toad go to the Bask Ruins, in order to get some answers. After a test, a spirit known as Aster explains that long ago Lucien brought the Kingdom of Bask to ruin, and in a last-ditch effort was sealed away, with some of its power split into five different power stones and spread across the island.

Mario and Toad seek out the stone, hoping to collect them to prevent Lucien obtaining them. Though they manage to get three, the corrupted group beat them to the other two. A challenge is laid down: play tennis for the ownership of all the stones. The first match is a doubles match, Peach and Daisy against the corrupted Wario and Waluigi. Aster lends some of its power to Peach and

Daisy (how this works and how much they improve is not made clear). Peach and Daisy win, freeing Wario and Waluigi from Lucien's control. In the next match, Mario takes on his brother Luigi. Mario also wins, freeing Luigi from Lucien's control, and collecting all the stones together.

Just when everything appears to be settled, Bowser comes out of nowhere, stealing Lucien for himself. Mario challenges Bowser, now Bowcien, at the Bask Ruins. He is able to defeat him, and Lucien is destroyed for good. Everyone celebrates, though Wario and Waluigi express disappointment that Mario had to destroy Lucien, not having learned their lesson at all.

Once this is wrapped up, Mario and company return to playing tennis as usual. Some time later, Mario completes an additional series of tennis-based trials, and is called a king of tennis by Aster.

-Changelog-

0.1

Created the jump.

1.0

(i) Clarified that the restriction on **Luma** transformations does not affect any other transformation abilities.

1.1

(i) A television and three additional controllers of your choice have been added to the **Mario Tennis Aces Game Bundle**.

1.2

(i) Adjusted **Toad** species to be more lore accurate.