



MARIO KART

DELUXE

8TM

Mario Kart 8

A Jumpchain CYOA by WoL_Anon

Ver. 4.1

MARIO KART EIGHT!!!

Welcome to the world of Mario, Jumper! It's that time again where heroes and villains decide to settle their grudges in a less than conventional manner. This time it's kart racing, with the usual Mario twists. MKTV will be covering all the action, so stay tuned. Or, perhaps you'd like to get behind the wheel yourself?

You arrive in this world a short time before the next Cup begins, giving you time to sign up to participate. You will be staying here for the next six months, when the karting craze will finally come to a halt.

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] Humanoid

Want to be an anthropomorphic animal like Isabelle? Perhaps you'd prefer for Link not to be the only Hylian around these parts?

With this option you may design for yourself a humanoid form. It can deviate from a traditional human in various minor ways, such as skin colour, ear shape, or number of fingers, but however you design it, it cannot provide additional advantages not held by a human.

[Free] Mii

Largely resembling humans, Miis have slightly larger heads and smaller bodies. Occasionally a Mii will possess a truly bizarre face.

[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/200cp] Koopa Troopa

You are a Koopa Troopa. These turtle-like humanoids 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 be a Lakitu, a variant of Koopa. Functionally, this is no different to the Koopa Troopa option, though your appearance will differ in some small ways, such as possessing a few strands of hair on your head.

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 type of dinosaur similar in appearance to Yoshis. Birdos, lack instead possessing a ribbon on their head. While pink Birdos are perhaps the most well-known, Birdos can be found in a variety of colours. You are free to choose which colour Birdo you are.

As a Birdo, you possess a funnel-shaped mouth, which you can fire eggs out of as a projectile attack.

[200cp/100cp] Kong

You are a Kong, an anthropomorphic primate. Your large body affords significant strength, useful when you are trying to bully others off the road.

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 possess a prehensile tail, 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] Wiggler

You are a Wiggler, a strange caterpillar-like creature. A white flower grows from your head. You possess eight 'legs'; the back six are outfitted with small boots, but the front two instead have white gloves, and by standing up a bit you will be able to use them properly as hands. Your large body affords significant strength, which will help when you are trying to bully others off the road.

Wigglers are usually yellow, but become red and enter a berserk state when enraged. Fortunately, you will retain a greater control over yourself than most, enabling you to quickly snap out of such a state and ensuring that you still retain your driving ability during it.

[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.

[300cp] Inkling

You are an Inkling, a strange species of humanoid cephalopod. You are a fully matured Inkling, at least 14 years old.

You have a colour, which you must choose upon purchase of this species. You may change this later if you choose, but it requires a period of concentration, and this cannot be done in combat or during races.

You have two forms, a humanoid form and a squid form. In your humanoid form, you appear mostly human, although you have pointed ears, black markings around your eyes which resemble a mask, and your 'hair' resembles your squid form's tentacles. Your squid form is somewhat cartoony and is always your colour. Whilst you are in your squid form, you may submerge yourself in ink of your colour, allowing you to both hide, and travel through it very quickly.

You are capable of reading, writing, and speaking the Inkling language, which comes across as gibberish to everyone except Inklings.

Whilst Inklings typically dissolve in water, the ones found here (including you if you purchase this species) strangely do not.

[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, and 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 'Baby Jumper' 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.

[400cp] Petey Piranha

You are a mutant strain of Piranha Plant known as 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. Your form provides you with immense strength, and you possess two leaf-like arms, which you can manipulate to a great enough degree that driving karts, bikes, and quads is entirely possible. You are even able to achieve flight for brief amounts of time by flapping these arms.

[500cp] Giant Boo

You are a spherical white ghost referred to as a Boo. Specifically, you are a notably large Boo, comparable to King Boo himself.

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 both intangible or invisible, or both, as you wish.

Whilst Boos are typically lightweight and easy to knock around, your increased size has largely mitigated this weakness.

[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.

-Species Modifier-

This is an additional modifier you can apply to your species by purchasing it. You **MUST** choose an option in the species section first.

[200cp] Metal

You are made of metal! This likely makes you noticeably heavier than you would be otherwise, and you are also somewhat sturdier than you would be otherwise.

On purchase, you may decide the colour of this metal, whether that be silver, gold, pink gold, or something entirely different. When speaking, you may apply a slight warbling filter to your voice. You may also apply this metallic look to any clothes you are currently wearing, though it will not alter their performance, and this only lasts as long as you are wearing them.

Besides this, your body acts as it would otherwise. Hair blows in the wind, your chest moves in and out as you breathe, etc.

Post jump, your base species and this modifier are considered separate alt-forms, and you may apply this modifier to any alt-form you possess.

-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] Mario Kart Stadium

This track is located inside a packed stadium, with a heavy Toad presence. A large statue of Mario in his standard kart features prominently. Sign-ups are currently being held for the next Mushroom Cup.

[2] Mario Circuit

This track has been built around Peach's castle (one of them, anyway). Some Goombas have made their way onto the track, so watch out for them. Sign-ups are currently being held for the next Flower Cup.

[3] Sunshine Airport

You might think it's crazy to modify an active airport into a kart track, but that's just what's been done here. Sign-ups are currently being held for the next Star Cup.

[4] Cloudtop Cruiser

A track situated up in the clouds. The track itself is made up of beanstalk, airships, and even solid cloud. Part of the track travels inside a thundercloud – watch out for bad weather! Sign-ups are currently being held for the next Special Cup.

[5] Moo Moo Meadows

A blast from the past, updated for the modern day. This dirt track is surrounded by barns and windmills. The track is often invaded by Monty Moles popping out of the dirt, or Moo Moos crossing the road. Sign-ups are currently being held for the next Shell Cup.

[6] Dry Dry Desert

A blast from even further back in the past. An oasis has been added to this sandy track, granting you a brief respite from this uncomfortable heat. Sign-ups are currently being held for the next Banana Cup.

[7] Battle Stadium

This stadium features a statue of Mario on an ATV and Bowser on a Badwagon. It is home to various kart battle events, so stick around if you'd like to participate in some.

[8] Free Choice

Lucky you! In addition to the above seven locations, you may choose to begin at any track or battle course appearing in Mario Kart 8 or Mario Kart 8 Deluxe.

-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 Karting Ability

To make sure you aren't stuck at the starting line, you have gained the knowledge and skills necessary to drive go-karts, motorbikes, and all-terrain vehicles (ATVs).

Now get out there and race!

[100cp] Shell Slinger

An important aspect to the competitions here is that interference with other racers is not only allowed, but encouraged. In order to better utilise the items found in these events, you have been endowed with a powerful throwing arm, and an aim to match. Make every Green Shell count, Jumper!

[100cp] Staying Dry

Underwater sections are commonplace on the tracks here, with karts having been upgraded to drive in such conditions. But what about the racer?

With this ability, you'll be able to dry yourself, as well as any clothes you are wearing, on command. You cannot use this ability whilst underwater, but any other time is fair game. This ability is always safe for you to use, it will never go so far as to inflict the ill effects of dehydration on, for example.

Now you can focus on the race itself, instead of being distracted by discomfort, or worrying about catching a cold.

[100cp] Pit Babe

Wow Jumper, you're gorgeous! 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] Assist Controls

While driving can be fun, other times it can be a chore. You now have a pair of abilities to take the load off.

First, you have access to Smart Steering. Provided you know where you are headed, you can have the steering of any vehicle you are driving (and know how to drive) run on “autopilot”, without conscious consideration on your part.

Second, you have access to Auto-accelerate. When driving a vehicle that you know how to operate, you have acceleration and braking of the vehicle run on “autopilot”, either taking the vehicle up to top speed, or up to a pre-determined speed (such as a speed limit).

In combination, you will likely be able to complete a course without effort on your part. However, you aren’t likely to finish in a good position, as these “autopilot” abilities will not cause you to perform advanced techniques like drifting, and will not help you take optimal ‘lines’ on the track, just move around it.

[100cp] Music Kart

You gain a mental library of all music featured in Mario Kart 8 & Mario Kart 8 Deluxe, including DLC-related tracks. You are able to play this music at will. You can choose whether those around you hear the music, or just yourself. You can adjust the volume of this music, but cannot raise it to a level where it would harm an ordinary human.

Now you can race to some rocking tunes whenever you please!

[200cp] Rocket Start

You have discovered a special technique, which can be used with cars, karts, motorbikes, and ATVs.

This technique requires your vehicle to be standing still, and allows it to quickly accelerate from that position up to its top speed. Performing this technique takes a moment or two of focus on your part, meaning it is best employed at the start of a race – though it might still provide some lesser utility later on should you be knocked off-course.

[200cp] Mushroom Kingdom Drift

You are an expert in the technique of drifting, and can reliably perform it with cars, karts, motorbikes, and ATVs. You can quickly adjust to how individual vehicles move whilst drifting, allowing you to make the most out of your talent.

Additionally, as you maintain a drift, blue sparks will appear from the wheels of your vehicle, followed by orange, and finally purple. These sparks will not damage your vehicle; rather they are indicators of a special bonus. When you release your drift, your vehicle will gain a temporary boost of speed, with orange sparks granting a greater boost and purple sparks granting an even greater boost than that. Whilst noticing this visual cue may not always be possible, you also have an instinctual feeling for which colour spark you are up to, if any.

[200cp] Stunt Driver

You have learned how to perform a variety of tricks and stunts, with cars, karts, motorbikes, and ATVs. These tricks are performed when driving up off a ramp, and include actions such as flipping your vehicle vertically or horizontally, or popping up off the vehicle to perform an action or pose of some kind.

These tricks and stunts aren't just for show. By successfully performing one, your vehicle will experience a short boost of speed when it lands. While this may not mean much on its own, gaining many of these boosts over the course of a race will have a noticeable benefit to your overall performance.

[200cp] Driven Up The Wall

Worried about the gravity altering tracks used in competition here? Well, worry no more!

You are now immune to vertigo, and will never have to worry about blood rushing to your head when you are upside down. On top of this, you can quickly adapt to a change in perspective, ideal for when a track requires you to drive along a wall or on a ceiling.

[Free/400cp] Out of this World!

How Mario and his pals manage to compete in outer space might be a mystery to some, but not to you. You are able to survive being in outer space, or deep underwater, without the use of additional equipment (such as a spacesuit). Both in outer space, and underwater, you are also able to somehow breathe as a person could normally on land, in-atmosphere, receiving the same benefits.

This perk is Free for the duration of this jump. If you'd like to take it with you going forward, you must pay 400cp (this can be discounted).

[400cp] Gold Rush

You have acquired a strange ability, which you can activate or deactivate as you desire.

When active, you will find that while you are driving a vehicle, any physical currency held on your person or stored in the vehicle in question, will not slow down the vehicle due to its additional weight. In fact, you will find that your vehicle experiences a gradual growth in top speed the more currency is located in either position.

As a consequence of this, any time your vehicle runs into an obstacle, is hit by a projectile (such as a Red Shell), is made to spin out, or is otherwise damaged, some of the currency in these positions will automatically be ejected and scattered around your vehicle. This will occur regardless of how secured this currency is.

[400cp] Lucky Loser

You have acquired a strange sort of luck, Jumper.

Whenever you are engaged in some sort of organised competition, such as a sport, and are not currently 'winning' or 'in the lead', you will become luckier. The further behind you are, the greater the effect.

This boost of luck may manifest in all sorts of ways, be it getting your hands on a valuable item, or a changing track adjusting at just the right moment for you. However, it will only manifest in ways directly related to the competition in question; you won't be finding a winning lottery ticket for being in last place in a karting competition. The boost in luck will never be enough to take you all the way to first place on its own, proper capitalization of the opportunities provided, and some skill on your part will still be needed to seal the deal. Maintaining a lead will also be up to your own efforts.

[400cp] Race Ghost

Often, improvement requires proper competition. Now, you can create that competition on your own.

After completing a race, you gain the ability to create a "ghost" of your performance. This ghost looks and acts as you did through the race, though is semi-transparent and cannot be interacted with. If the ghost was created from a vehicle-based race, then the vehicle you drove is included. If you fully observe another driver complete a race, then you may create a ghost based on their performance as well.

Typically, you must return to the place of the race to summon the desired ghost, however if you can locate an alternate course that is functionally identical, a ghost can be summoned there as well.

With this skill, you could improve your skills bit by bit as you challenge yourself. Or, perhaps you could use it to train another, using the recorded performances of yourself or other racers as benchmarks for them to surpass?

[Free/600cp] Mario Kart Crazyiness

This is just a race, right? Aren't all these explosions unnecessary? Fortunately, the competitors here, yourself included, are able to take them in stride.

Thanks to this perk, you can never be seriously harmed or injured when engaged in conduct that is 'friendly' or is otherwise not designed to seriously harm. You can still be knocked over, stunned, or otherwise be temporarily taken out; this perk does not make you truly invincible.

This effect applies to most sports as well, excluding those that specifically require you to injure or kill other players to succeed. You can also apply this effect to others who are currently engaged in the same activity as you, such as participating in the same race.

The effect of this perk will also extend to any vehicles you (or those you are also protecting with this perk) are driving, ensuring you can actually finish the race after being hit by a Bob-omb.

This perk is Free for the duration of this jump. If you'd like to take it with you going forward, you must pay 600cp (this can be discounted).

[600cp] Kart Science

A lot more knowledge goes into these karting competitions than might initially appear. You now have access to this knowledge.

To start with, you understand the technology and underlying principles that go allow go-karts, motorbikes, and ATVs to function as they do.

Of course, you also understand the upgrades these vehicles have gone through in this world versus their mundane counterparts. This includes the water-proofing and deployable propellers, the deployable and reusable gliders, and the kart portion of the anti-gravity technology used here.

Further, you understand some of the technology used on the tracks themselves. This includes the track portion of the same anti-gravity technology, allowing it to be employed in its entirety. It also includes the special Rings and Dash Panels, which cause a vehicle to gain a brief surge in speed when passing over or through them.

With sufficient time and resources, making your own kart competitions of comparable scale is certainly in the cards. You may even discover new ways to employ these kinds of technology.

-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] Racing Suit

While a princess might get away with wearing her fancy dress while riding a kart, if you are wanting to use a motorbike or ATV, you'll be needing something more appropriate.

This racing suit, with optional helmet, fits you perfectly. They are self-cleaning and self-repairing, ensuring you will always have them available when you want to get in a race or two. You could even wear them your entire stay in this world, if that appealed to you.

On purchase, you may decide the design of the suit (and helmet if you chose to receive it). This might be something simple, like an ordinary suit in a colour of your choice, or something more complicated, such as a suit and helmet that resemble Metroid's Varia Suit. Regardless of the appearance chosen, the functionality is the same.

Should the suit (or helmet if you chose to receive it) be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[Free/200cp] Your Vehicle

The first purchase of this item is free. Additional purchases are 200cp each, and cannot be discounted.

This vehicle is intended for use in the kart racing competitions held around this world. It need not be a kart; motorbikes and ATVs are also considered acceptable in these competitions. It never seems to run out of fuel, and general upkeep is not necessary, allowing you to drive it around just about anywhere.

Your vehicle can be any combination of chassis and wheel types that are found in Mario Kart 8 Deluxe. You may choose for it to come with colourations, patterns, and logos of your preference. It is sized appropriately for your body.

Your vehicle is fairly modular, allowing easy swap in and out of parts. It comes with four different engines, of varying classes (50cc, 100cc, 150cc, and 200cc), which you can quickly switch in order to qualify for different competitions. It has a built-in glider, which assists in covering large jumps, and can retract after landing to allow repeated use. Your glider can be in any style present in Mario Kart 8 Deluxe, and may come with colourations, patterns, and logos of your preference.

In addition, your vehicle has been tricked out, allowing it to traverse the over-the-top tracks regularly utilised in competition. It has been designed for safe, reliable use when underwater, and can even deploy a propeller to assist in this venture. It also features special anti-gravity technology. When approaching marked areas using this technology, the wheels will turn horizontal, and the vehicle will “hover” on that surface – this has no effect on its ability to move. Right now, this technology is locked to these areas; it would require some knowledge and alteration on your part to access this function generally.

If you choose to import an existing vehicle into this option, it will gain a new kart, motorbike, or ATV form, which you can switch it in and out of as you desire. While the vehicle proper will gain any advantages this option provides, this second form is limited to the capabilities this item has on its own, ensuring that the vehicle remains competition legal. Post-jump, it gains a third form beyond this, which is visually identical but possesses the advantages of the imported vehicle – allowing you to choose between competition level or full potential as your needs demand.

Should the vehicle be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[50cp] Mario Kart 8 Game Bundle

Want to have some Mario Kart fun with your friends? This bundle contains:

- A 2014-era television.
- A Nintendo Wii U, with Wii U GamePad and all needed cables.
- Four Wii U Pro Controllers.
- Either a physical or digital copy of Mario Kart 8.
- Access to all downloadable content for Mario Kart 8.

Should any of these be lost or destroyed, a replacement will appear in your Warehouse 24 hours later. Any saves made on the Nintendo Wii U 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] Mario Kart 8 Deluxe Game Bundle

Updated for the next-gen! This bundle contains:

- A 2017-era television.
- A Nintendo Switch, with Joy Cons, dock, and all needed cables.
- An additional four controllers, in any combination of paired Joy Cons, or Nintendo Switch Pro Controller.
- Either a physical or digital copy of Mario Kart 8 Deluxe.
- Access to all downloadable content for Mario Kart 8 Deluxe.
- A lifetime membership to Nintendo Switch Online + Expansion Pack.

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] Cup Trophies

Whether you are looking for a souvenir of your time here, or are intending to host a competition of your own, this copy of one set of trophies (gold, silver, and bronze) found in Mario Kart 8 or Mario Kart 8 Deluxe may be just what you are after.

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

[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 race, even when upside down, without having to pay it any mind.

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

[100cp] Animal Suit

You'd think wearing one of these out to race would be strange, but you wouldn't be the first.

This furred suit resembles an animal, and comes in a colour of your choice. While worn, this suit allows the wearer to perform some kind of minor acrobatic or athletic feat, such as maintain a hover

off of the ground by spinning the suit's tail around, or more easily climbing walls using the suit's gloves. This feat is chosen on purchase of this item.

The suit is self-cleaning and self-repairing, ensuring you can always wear it when racing if you desire.

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

[100cp] Feather

An ordinary looking white and orange feather, which offers an unusual ability.

When used, the Feather disappears, and you perform a notably high jump. Should you be driving a vehicle up to the size of a car, the vehicle itself will jump up into the air, performing a complete spin. By jumping your vehicle in this way, you are able to dodge certain obstacles and items, reach shortcuts, and steal competitors' balloons in certain battle events. You have a single Feather, which you can retrieve from seemingly nowhere.

In this and future worlds, the use of this item is considered entirely legal in any vehicle-based racing competitions you participate in.

If used, you will receive a new Feather at the start of the next race or kart battle event you participate in. Post-jump, you instead will receive a replacement 24 hours after a Feather is used.

[100cp/200cp] Banana

A discount used on this item only applies to the first level of this item.

An oversized banana peel, about the size of a person, adorned with a pair of black eyes.

Once deployed, anyone who comes into contact with the peel will immediately slip over. Similarly, a vehicle up to the size of a car that runs into the peel will immediately spin out for a few moments. The peel then disappears. Otherwise, the peel will disappear after about a minute or so. You have a single peel, which you can retrieve from seemingly nowhere.

In this and future worlds, the use of this item is considered entirely legal in any vehicle-based racing competitions you participate in.

For an additional 100cp (undiscounted), you instead have three peels. In this case, the three peels will orbit around you (or your vehicle if you are driving one) on first retrieval. Orbiting peels can then be properly deployed as usual, but can be activated early if they come into contact with a suitable target. Likewise, they can be destroyed while orbiting you to prevent proper use.

If used, your peel or peels are restocked at the start of the next race or kart battle event you participate in. Post-jump, you instead will receive a replacement 24 hours after a peel is used.

[100cp/200cp] Green Shell

A discount used on this item only applies to the first level of this item.

A green koopa shell, which appears to be empty.

Once thrown, it will travel in a straight line at a high speed, bouncing off walls and knocking over people hit by it. Similarly, a vehicle up to the size of a car that runs into the shell will immediately spin out for a few moments. The shell then disappears. Otherwise, the shell will disappear after about ten seconds. You have a single green shell, which you can retrieve from seemingly nowhere.

In this and future worlds, the use of this item is considered entirely legal in any vehicle-based racing competitions you participate in.

For an additional 100cp (undiscounted), you instead have three shells. In this case, the three shells will orbit around you (or your vehicle if you are driving one) on retrieval. Orbiting shells can then be properly activated as if you threw one. However, these orbiting shells can be destroyed before activation, and if a suitable target runs into one, it will activate early and then disappear.

If used, your shell or shells are restocked at the start of the next race or kart battle event you participate in. Post-jump, you instead will receive a replacement 24 hours after a shell is used.

[100cp/200cp] Mushroom

A discount used on this item only applies to the first level of this item.

A staple of the Mario universe, though it may not work as you expect it to.

When consumed, you will experience a momentary surge in speed. Should you be driving a vehicle during consumption, you may instead elect for the vehicle to experience that brief speed boost in your stead. You have a single mushroom, which you can retrieve from seemingly nowhere.

In this and future worlds, the use of this item is considered entirely legal in any vehicle-based racing competitions you participate in.

For an additional 100cp (undiscounted), you instead have three mushrooms. In this case, the three mushrooms will orbit around you (or your vehicle if you are driving one) on retrieval. Each orbiting mushroom can then be properly activated as if you consumed it, causing it to disappear. However, these orbiting mushrooms can be destroyed before activation, and if a suitable target runs into one, the mushroom will vanish and the target will immediately receive the brief speed boost.

If used, your mushroom or mushrooms are restocked at the start of the next race or kart battle event you participate in. Post-jump, you instead will receive a replacement 24 hours after a mushroom is used.

[200cp, Free with three purchases of Your Vehicle] Garage

This garage acts as an attachment to your Warehouse, but may alternatively be placed on any property you own. It expands internally as needed, allowing it to store as many vehicles as you require. As the garage is primarily designed for karts, moving vehicles of significantly larger size in and out may present a challenge.

The garage comes with two Toad followers, who will not only assist you in moving the vehicles in and out your garage, but also have the necessary knowledge and skills to repair and maintain the kinds of vehicles used in kart racing here (karts, motorbikes, ATVs, etc.). They cannot leave the garage, and in future worlds, their odd appearance will go unnoticed by others unless you specifically bring it to their attention.

In future worlds, you may choose for the garage to be attached to your Warehouse, or to be placed on a property you own.

[200cp] Blooper

Bloopers are strange, squid-like creatures. While typically living creatures, any Blooper provided by this is not truly sentient.

When used, your Blooper will disappear. Then, it will simultaneously spray any nearby opponents in the face with ink, before vanishing for good. If you are currently competing in an organised race, it will instead target any competitor that is ahead of you, regardless of distance (if no targets are available in this case, the Blooper does nothing). You have a single Blooper, which you can retrieve from seemingly nowhere.

The ink used by the Blooper will obscure the majority of a person's vision, but it does not cause perfect blindness. The ink will vanish after a few seconds, and can be removed prematurely with water. The ink does not cause any permanent or long-term effects.

In this and future worlds, the use of this item is considered entirely legal in any vehicle-based racing competitions you participate in.

If used, you receive a new Blooper at the start of the next race or kart battle event you participate in. Post-jump, you instead will receive a replacement 24 hours after the use of the previous one.

[200cp] Bob-omb

A Bob-omb, ready for your use. Bob-ombs are living bombs, though any and all Bob-ombs provided by this item are not truly sentient.

When thrown or dropped, the Bob-omb will begin to detonate over a few seconds, before exploding. While perhaps not as powerful as one might initially suspect, the explosion has a fairly large area of effect, easily enough to collect multiple karts if they were close together. You have a single Bob-omb, which you can retrieve from seemingly nowhere.

In this and future worlds, the use of this item is considered entirely legal in any vehicle-based racing competitions you participate in.

If used, you receive a new Bob-omb at the start of the next race or kart battle event you participate in. Post-jump, you instead will receive a replacement 24 hours after the use of the previous one.

[200cp] Boomerang Flower

A strange looking flower, that resembles a white boomerang with a blue stripe.

Once plucked from the stem, the boomerang can be thrown three times. The first two times, it will return to the thrower's hand after it has travelled the maximum range or has hit something. The final time it will disappear instead. A vehicle up to the size of a car that is hit by the boomerang will immediately spin out for a few moments. You have a single Boomerang Flower, which you can retrieve from seemingly nowhere.

In this and future worlds, the use of this item is considered entirely legal in any vehicle-based racing competitions you participate in.

If used, you receive a new Boomerang Flower at the start of the next race or kart battle event you participate in. Post-jump, you instead will receive a replacement 24 hours after the use of the previous one.

[200cp] Fire Flower

A white, red, and yellow coloured flower, adorned with small black eyes.

When used, it will disappear, and you will gain the ability to shoot out fireballs from your hands as many times as you like, within a five second period. While the actual harm these fireballs can do is relatively minor, they are nonetheless able to cause a vehicle up to the size of a car to spin out for a few moments. You have a single Fire Flower, which you can retrieve from seemingly nowhere.

In this and future worlds, the use of this item is considered entirely legal in any vehicle-based racing competitions you participate in.

If used, your Fire Flower is restocked at the start of the next race or kart battle event you participate in. Post-jump, you instead will receive a replacement 24 hours after it is used.

[200cp] Golden Mushroom

A special, golden, Mushroom wearing a crown.

When consumed, and it can be safely consumed, you will gain the ability to utilise the brief speed of the standard Mushroom as many times as you like within a five second period. Should you be driving a vehicle during consumption, you may instead elect to gain the ability to cause the vehicle to experience that brief speed boost in your stead, as many times as you like within that same five second period. You have a single Golden Mushroom, which you can retrieve from seemingly nowhere.

In this and future worlds, the use of this item is considered entirely legal in any vehicle-based racing competitions you participate in.

If used, your mushroom is restocked at the start of the next race or kart battle event you participate in. Post-jump, you instead will receive a replacement 24 hours after it is used.

[200cp] Piranha Plant

A portable, potted Piranha Plant. It's not truly sentient, so feel free to use it as you like.

You have a single plant, which you can retrieve from seemingly nowhere. Once retrieved, it will lunge forward, whilst remaining in the pot, once a second for a period of ten seconds, after which it will vanish. You may jostle it to get it to lunge early, but this will not increase the number of lunges it makes. If an opponent or obstacle is nearby when it lunges, it will attempt to bite it or them. A bite from the Piranha Plant will cause a vehicle up to the size of a car to spin out for a few moments.

In this and future worlds, the use of this item is considered entirely legal in any vehicle-based racing competitions you participate in.

If used, your Piranha Plant is restocked at the start of the next race or kart battle event you participate in. Post-jump, you instead will receive a replacement 24 hours after it is used.

[200cp] Super Crown

A special magic crown, which bestows a special transformation on the wearer.

The wearer of this crown will be physically transformed to greatly resemble Princess Peach. Optionally, the wearer can choose for their attire to transform as well, or for a new outfit to appear on their person – appropriate for a princess in either case. Transformed attire will still be generally useable for its intended purpose, though is typically frillier or more dress-like.

Removing the crown will undo these effects. Fortunately, it has the unusual property of remaining fixed to the wearer's head unless the wearer intends to take it off, preventing accidents. It is also lightweight, allowing the wearer to move freely without being weighed down or unbalanced by the crown and making it suitable to be worn even when racing.

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

[200cp] Super Horn

A large horn in the shape of a red box.

When used, the horn generates a loud noise, which is enough to create a large shockwave, before disappearing. This shockwave will never harm nor the user, or any vehicle the user is driving. It is able to cause nearby vehicles up to the size of a car to flip out for a few moments. Importantly, it can destroy various items, allowing it to be used defensively. Even the dreaded Spiny Shell can be dealt with before it has a chance to harm you. You have a single Super Horn, which you can retrieve from seemingly nowhere.

In this and future worlds, the use of this item is considered entirely legal in any vehicle-based racing competitions you participate in.

If used, your Super Horn is restocked at the start of the next race or kart battle event you participate in. Post-jump, you instead will receive a replacement 24 hours after it is used.

[200cp/400cp] Red Shell

A discount used on this item only applies to the first level of this item.

A red koopa shell, which appears to be empty.

Once thrown, it will travel at high speed, homing towards the nearest opponent of the user. In a racing setting, it will instead prefer to home in on the individual in the position ahead of you, should one exist. If neither of these options are viable, it will simply travel in a straight line as if it were a green shell. It will knock over those hit by it. Similarly, a vehicle up to the size of a car that runs into the shell will immediately spin out for a few moments. The shell then disappears. Otherwise, the shell will disappear after about ten seconds, regardless of how it moved. You have a single red shell, which you can retrieve from seemingly nowhere.

In this and future worlds, the use of this item is considered entirely legal in any vehicle-based racing competitions you participate in.

For an additional 200cp (undiscounted), you instead have three shells. In this case, the three shells will orbit around you (or your vehicle if you are driving one) on retrieval. Orbiting shells can then be properly activated as if you threw one. However, these orbiting shells can be destroyed before activation, and if a suitable target runs into one, it will activate early and then disappear.

If used, your shell or shells are restocked at the start of the next race or kart battle event you participate in. Post-jump, you instead will receive a replacement 24 hours after a shell is used.

[400cp] Bullet Bill

Generally considered to be the most powerful item found during competition, is this small statue of a Bullet Bill, which you can retrieve from seemingly nowhere.

When used, you will transform into a Bullet Bill proper, becoming a giant bullet with eyes and attached gloves. Should you be driving a vehicle during consumption, you may allow your vehicle to be wrapped in the transformation, preventing it from being left behind or unduly damaged. For the next ten seconds, you will move forward in a straight line at extreme speed. If you are moving around a track/race course, you will instead move around that track. You may slightly steer to the left or right as you move, but you have no control over your movement besides this. After the ten seconds, the transformation ends, and the item will be gone.

In terms of speed, this item moves you faster than a Star would, for example. While this transformation does not confer the outright immunity to harm that a Star would, within the context of karting competition this is functionally irrelevant; in this state you will easily barrel past other karts, and items such as shells will generally bounce harmlessly off of you.

In this and future worlds, the use of this item is considered entirely legal in any vehicle-based racing competitions you participate in.

If used, you will receive a new Bullet Bill at the start of the next race or kart battle event you participate in. Post-jump, you instead will receive a replacement 24 hours after a shell is used.

[400cp] Lakitu Rescue

You can now summon a Lakitu to rescue you from dangerous falls, and move your vehicle back onto the road. While Lakitus normally charge for such things, the purchase of this item will cover its fee in perpetuity.

From now on, should you fall from a dangerous height, or would fall into a hazardous material, a Lakitu riding a cloud will automatically appear nearby, and use their special fishing pole to hook you and pull you back to safety. Being hooked in this way is completely harmless for you.

While the Lakitu can always pull you regardless of size and weight, they will also be able to hook and pull any vehicle up to the size of an ordinary car. Should you take your fall whilst driving a vehicle the Lakitu can carry, it will helpfully hook it instead of you, saving it as well as you. As with you, a vehicle will not suffer any lasting damage as a result of being hooked.

The Lakitu will not automatically appear if you would not want it to, such as if you mean to take a specific fall.

You may also manually summon the Lakitu to your location, in which case it will attempt to drag your vehicle back onto a nearby road or pathway. If there is no appropriate vehicle or road nearby, it will not appear. The Lakitu cannot be manually summoned for any purpose beyond this.

[400cp] Lightning

A lightning bolt-shaped item, with a powerful effect.

When used, the Lightning will disappear. Then, any nearby opponents will be electrocuted. This is non-lethal, but will briefly knock them off their feet. If they are driving a vehicle no larger than a car, then the vehicle will immediately spin out for a few moments. This attack can be blocked, or dodged, though doing so is usually far beyond what an average kart racer could pull off on their own. Should they be successfully hit, then a secondary effect will occur. This causes a target to shrink down in size greatly for a short period of time. Should a target be driving a vehicle when this occurs, their vehicle will also temporarily shrink, allowing them to keep driving (though it will obviously cover less ground during this time). Items held by the target (but not worn on the person) will typically not shrink, generally causing the target to drop them.

If you are currently competing in an organised race, your Lightning will instead target any competitor that is ahead of you, regardless of distance (if no targets are available in this case, the Lightning does nothing). If used in this way, the time spent shrunk will adjust somewhat based on the target's position in the race, with racers that are doing better being shrunk for a longer time. You have a single Lightning, which you can retrieve from seemingly nowhere.

In this and future worlds, the use of this item is considered entirely legal in any vehicle-based racing competitions you participate in.

If used, you receive a new Lightning at the start of the next race or kart battle event you participate in. Post-jump, you instead will receive a replacement 24 hours after the use of the previous one.

[400cp] Spiny Shell

A spiky blue koopa shell, which appears to be empty.

Once thrown, it will zoom through the air, homing in on its intended target, before divebombing them. Usually, it will home in on the nearest opponent of the user. However, during any kind of organised competition, it will home in on the person in the lead (or in second place if the thrower is in the lead already). If neither of these options are viable, it will simply travel in a straight line through the air for a short time before divebombing. The shell will explode when it lands, after which it disappears. Should a minute pass without it landing after being thrown, it will also disappear. You have a single spiny shell, which you can retrieve from seemingly nowhere.

The speed at which the Spiny Shell moves through the air is extreme, at a faster rate than even a Bullet Bill. The explosion is a distinct blue colour, and comparable to a Bob-omb in scope.

In this and future worlds, the use of this item is considered entirely legal in any vehicle-based racing competitions you participate in.

If used, your shell is restocked at the start of the next race or kart battle event you participate in. Post-jump, you instead will receive a replacement 24 hours after it is used.

[400cp] Star

A star-shaped object with a pair of small black eyes.

When used, you will glow for about ten seconds. During this time, you will move faster than usual and cannot be harmed. While this effect is active, a distinct musical chime will play. Should be driving a vehicle during consumption, you may instead elect for your vehicle to experience this in your stead. You have a single Star, good for a single use, which you can retrieve from seemingly nowhere.

In this and future worlds, the use of this item is considered entirely legal in any vehicle-based racing competitions you participate in.

If used, you will receive a new Star at the start of the next race or kart battle event you participate in. Post-jump, you instead will receive a replacement 24 hours after a shell is used.

[600cp] Jumper Race Course

Whether you intend to use it for practice, or to host your own events, you now possess your very own race course!

You are free to design the specifics of your course, as long as it is in line with the tracks featured in Mario Kart 8 or Mario Kart 8 Deluxe, however whilst you may choose urban environments or include features such as nearby castles, these can only serve as props for the course and are not truly functional beyond this. You can even include various hazards in your course if you like. These hazards will never be lethal, causing minor injuries at most. As long as you remain within the scope of the tracks shown in Mario Kart 8 or Mario Kart 8 Deluxe, you are free to determine the specifics of this. Should you employ living hazards, such as Goombas, note that they will be unable to leave the confines of the course. In future worlds, the odd appearance of your hazards will go unnoticed by

others unless you specifically bring it to their attention, and their inclusion will not impact any tournament legality your course may possess.

You can choose for respawning item boxes to appear around the course, and can even decide to prevent certain items appearing out of the boxes. You can change these decisions between races. Any items gained from these boxes cannot be taken out of the course, and will vanish after the race in which they are gained. As with the hazards, the inclusion of the items will not impact any tournament legality your course may possess.

Your race course is maintained by a small army of Mario world natives (primarily Toads and Lakitus), which will also act as officials during races if you would like. These helpers are followers, but will not be able to leave the area. In future worlds, their odd appearance will go unnoticed by others unless you specifically bring it to their attention.

In future worlds, you may choose for your race course 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 course 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] Jumper Battle Course

If you are after something more combative, this might just be what you are looking for.

This battle course is designed for vehicle-based confrontations, and you are free to design its specifics, as long as it is in line with the battle courses featured in Mario Kart 8 Deluxe. Whilst you may choose urban environments or include features such as nearby castles, these can only serve as props for the course and are not truly functional beyond this.

You can also choose for respawning item boxes to appear around the course, and can change this decision between races. You can change the possible items found in these boxes in between races, in the event you wanted to try a specific type of battle (such as Bob-omb Blast), however, you cannot add items to these boxes that are not found in either Mario Kart 8 or Mario Kart 8 Deluxe. Any items gained from these boxes cannot be taken out of the course, and will vanish after the race in which they are gained.

Your battle course is maintained by a small army of Mario world natives (primarily Toads and Lakitus), which will also act as official during races if you would like. These helpers are followers, but will not be able to leave the area. In future worlds, their odd appearance will go unnoticed by others unless you specifically bring it to their attention.

In future worlds, you may choose for your battle course 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 you choose to place it out in a world where vehicle-based racing is an established sport, and you allow others to come and compete here, these battle events will quickly become accepted and popular variations of the sport.

Should the course 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] JKTV

Congratulations, you are now the owner of your own broadcasting service.

This service is run on your behalf by a small army of Toads, who possess the necessary equipment to do so. It has gained broadcasting rights to all karting events in this world, though it shares these rights with MKTV.

This service is self-sustaining, even without any product. Should you monetise the service in some manner, and have a good product to sell, it may even make you some money – though it will be difficult in this world due to MKTV. You will always have final say over what is broadcast. You may even change the focus of the service; however, the Toads won't necessarily have the required expertise, and you will have to acquire any prerequisite rights out of pocket.

In future worlds, this service will automatically gain broadcast rights to any kind of vehicle-based racing events – though this may not always be exclusive. Depending on the world, JKTV may take the form of a television channel, streaming service, or something else appropriate to that world. The odd appearance of your Toads will go unnoticed by others unless you specifically bring it to their attention.

-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 Kart 8 or Mario Kart 8 Deluxe along on your journey as a companion. In order to successfully recruit them, they must agree to this.

If for some reason you are turned down, worry not! Each purchase of this represents a 'slot', so you can ask around and find another character to journey with if you would like.

-Drawbacks-

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

[0cp] Jumper History

Using this toggle, you can import the events of any previous Mario, Splatoon, Legend of Zelda, and Animal Crossing jumps you would like to, smoothing out any inconsistencies between them in a manner of your preference. Attempts to use this toggle to interact with prior versions of either yourself or companions will fail however.

[0cp] Full Stay

Want to complete a few more laps? Taking this toggle will extend your stay in this world up to a full ten years. It will also ensure that kart racing does not go out of fashion amongst the natives as well.

[+100cp] False Start

At the start of each race, you'll always manage to mess up your initial acceleration, causing your vehicle to stall briefly. Whilst this is not insurmountable by any means, it does mean that you will begin each race at a disadvantage.

[+100cp] Blinded By Bloopers

At least once during each race or karting battle event you participate in, you will be affected by the Blooper item. Ink will appear in your face for a few moments, before vanishing. Whilst this blinding is imperfect, it will always manage to at least decently impact you, no matter how great your vision usually is.

[+100cp] Online Play

During races and battle events, your vehicle may become unresponsive for a few moments. How often this occurs varies. Sometimes it may happen once or twice. Other times it won't happen at all. Rarely, it will persistently happen every ten seconds or so until the end of the race or event.

[+200cp] Baby Jumper

You have been reduced to the body of an infant, and attempts to reverse this will fail until the end of the jump. In order to allow you to compete, any vehicles you have purchased here will be shrunk down so you can still use them. As a consequence, they are lighter and easier to bully off the road. Post-jump, vehicles affected by this drawback will revert to an appropriate size.

Naturally, having a baby form will likely impact you even more off the track.

[+200cp] Bad Luck Boxes

Across the tracks and battle courses in this world are special glowing boxes, known as Item Boxes. These boxes can provide a variety of useful items, designed to protect yourself or to hinder those you are competing against.

Unfortunately for you, you will never retrieve anything more useful than a single Green Shell or Banana from these boxes. You will just have to learn to use these effectively if you wish to succeed here.

[+200cp] Wrath of the Spiny Shell

Many a racer has had victory snatched away from them by the dreaded Spiny Shell, which homes in on and explodes the driver in first place.

You now have an even greater reason to fear the Spiny Shell. During any race you are a part of, any Spiny Shells used will home in on you, even when you aren't in first place, and even if you were the one to throw the Spiny Shell.

You can't even rest easy when you aren't racing, as Spiny Shells will also decide to seek you out if you are attending a race where one is used.

[+300cp] Balloon Bother

At the start of each race and battle event (with the exception those involving balloons), three balloons will be attached to your vehicle. At any time during these events, if your vehicle is hit by an enemies' item, runs into a harmful obstacle, or has to be rescued by a Lakitu, one of these balloons will pop. If at any point during the event your vehicle runs out of these balloons, you will automatically be disqualified and place last.

In battle events involving balloons, you will instead lose two balloons anytime you would normally lose one.

[+300cp] Hard CPU

Taking this drawback will ensure that everyone you either race or take part in battle events with or against are extremely talented at karting. They know how to drift, will make use of drafting, and intelligently use items. Occasionally, they even come to possess items you can't account for.

In races, these opponents will experience a one-sided form of 'rubber banding'. Should you get too far ahead of one, their vehicle will temporarily experience a noticeable improvement in performance, until they either catch up to you or the race ends (whichever comes first).

Any companions or followers you may have, imported or otherwise, will not benefit from this drawback.

[+300cp] Jumpchain Cup

Is friendly competition a bit dull for your tastes? Taking this drawback will definitely raise the stakes.

A special Grand Prix will be held over the course of your stay. Normally, this is four separate races, but if you've also taken Full Stay many more races will be added to it to maintain the rate of one approximately every month and a half. The tracks used in this Grand Prix are randomly determined, as are your competition.

You must win the Grand Prix overall, or else you will fail your chain – with the winner receiving a chain of their own. As this Grand Prix is decided on a points system, you need not win every race, nor even participate – though obviously missing a race is likely to be very harmful to your overall standings.

-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:

Keep Driving: You choose to remain in this world. Your chain ends here. You may decide whether the karting craze remains in effect indefinitely, or whether this world reverts to its usual cycles. You can alternate the world between either state whenever you like.

Shift Gears: You choose to continue your chain. Proceed to the next jump.

Pump the Brakes: 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 ordinary karting and the karting here:

Unlike ordinary karting, there is a much larger variety of legal vehicles, including vehicle types such as motorbikes and ATVs.

The tracks themselves are typically far more complicated, and often include elements such as large jumps, underwater sections, and anti-gravity sections. The vehicles used in competition have been upgraded in various ways to be used in these sections. Other hazards are employed as well.

Item boxes can be found across the track; these contain items that are legal to use during the race. Interference with other racers is acceptable, and these items are often designed to do just that.

In addition to these races, Mario and his friends also take part in various kinds of 'battle events' using their vehicles. These events take place in arena style courses, and have alternate objectives.

What kind of battle events are there?

In Balloon Battle, the goal is to use items to pop as many balloons as possible that are tied to the participants' vehicles, whilst avoiding having yours popped. In the original Mario Kart 8, this event occurs on regular race tracks, and the rules differ slightly.

In Renegade Roundup, participants are separated into two teams. One team uses special Piranha Plants to capture the other team, whilst the other team tries to avoid capture and break out their allies.

Bob-Omb Blast is similar to Balloon Battle, however all items are Bob-Ombs.

In Coin Runners, the goal is to collect the most coins within the time limit. Items can be used to steal or knock coins away from other participants.

In Shine Thief, participants try to maintain possession of a Shine, which can be stolen or forced away from them. The first to possess the Shine for a combined time of twenty seconds wins.

So, what exactly happens here, anyway?

Mario and his friends participate in a lot of karting. There is no 'story', or underlying narrative to these events.

-Changelog-

0.1

Created the jump.

1.0

(i) Corrected **Red Shell** pricing. (ii) Minor typo fixes.

2.0 – Wave 4 Edition

(i) Added a new species: **Birdo**. (ii) Rewrote **Out of this World!** slightly for clarity.

3.0 – Wave 5 Edition

(i) Added two new species: **Wiggler & Petey Piranha**. (ii) For **Jumper Race Course**, you can now choose to prevent certain items appearing from item boxes.

4.0 – Wave 6 Edition

(i) Added a Diddy Kong tier to the **Kong species option**. (ii) Added a new perk: **Music Kart**. (iii) Added a new item: **Super Crown**.

4.1

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