



One fine day out and about minding his own business, Kirby was sucked into a mysterious vortex appearing over Planet Popstar! He finds himself amidst mysterious ruins, jungles of concrete and glass and abandoned escalators. A world that, to you, might just be strangely familiar...

And it's not just Kirby. The Waddle Dees were pulled here along for the ride! But oh no, the terrifying Beast Pack seems to be capturing them to put on hamster wheels for some nefarious purpose. Whatever could that be? Some of them have banded together in a village hoping to find King Dedede, but they're not going anywhere without a hero to save them!

It's up to Kirby to save the day! And he's not alone, because not long after arriving he's made a new friend in the mysterious Elfilin: A blue flying creature with huge ears! And of course, there's you! Unless you're a bad person who would rather side with the Beast Pack.

Take 1000 CP on your journey into this forgotten land.

...

...is it just you, or is there a bad vibe in the air?

Backgrounds

Friend of the Popstar: You're just another visitor from Planet Popstar, unwittingly sent on a faraway journey to this land unknown! I hope you're ready for adventure, because adventure is ready for you. There's not much you're familiar here with, the ruined cities of whoever used to live here are as dangerous as they are shiny even without the nasty hordes kidnapping people from your world! Maybe you should stick close to the Waddle-Dees' settlement? If anyone can figure out how to save the day, it'll likely be here where everyone's putting their round little heads together. Even if you can't fight or are too afraid to, there's bound to be something you can contribute!

You could be a Waddle-Dee, a cute animal with a squeaky voice or just about anything else that fits the run of the mill folks who call this planet home. Even a humanoid like Suzie!

Native of the Forgotten Land: You have your orders, and you're ready and raring to carry them out! Even though you'd likely rather be taking a nap somewhere or enjoying the rides you've been assigned to guard. The Beast Pack has changed quite a lot ever since it's mighty leader Leongar has grown dark. Sullen. It's almost he's a different person-but that would be crazy right? At least you haven't been told to actually kill anyone yet. That would be awful! Still, it's your job to follow the leader. Some of your other friends look like they might have come down with something too, and it's quite odd some have begun working with the stranger from another world in a mask...but when the Pack's on the hunt, there's no time to think.

You can be any of the run of the mill Beast Pack member types. The fluffy Awoofys, the gun-toting Bernards or even the reclusive Tortorners. Everywhere you go, you're bound to meet more of your friends!

Locations

You may freely start at one of the following locations:

Waddle Dee Town: Just because people are getting picked off one by one doesn't mean we can just give up! This cosy little town is run by and for the Waddle-Dees that have managed to gather after being drawn from Planet Popstar through mysterious rifts. It's a little rundown with many buildings not being finished, but the Waddle-Dees are determined to build it up into something to be proud of. Soon Kirby will come upon them and offer a hand, but they need all the help they can get!

Natural Plains: They say the grass is always greener and it sure is here, with the last vestiges of civilisation almost completely smothered with greenery! Sure, there's a surprisingly well-preserved mall and a great big tunnel, but most of the Beast Pack seem perfectly happy roaming the great outdoors. What little signs of development remain are mostly found in roadways. Fancy a little high speed driving?

Everybay Coast: With all the highways, cars and abandoned office buildings here this must have been some sort of commercial sector. Commercial? What's that? Nevermind, all you have to know is you'll be doing a bit more climbing and rummaging than before if you want to make your way through here. Further in you'll find a fast-flowing waterworks and a tropical reserve.

Wondaria Remains: It seems the people of this world really knew how to party, because what seems to have been a theme park has taken on a life of its own. From a haunted house still trying to spook anyone brave enough to come in, to an endless parade of vehicles that mindlessly crash into anything foolish enough to get in their way, Wondaria's bright lights never go out whether it's night or day! A purrfect performance awaits those brave or foolish enough to enter the big top.

Winter Horns: Brr! Hope you like ice skating, because you'll be doing a lot of it just to find your footing in this frozen set of ruins! Whether you're paddling through windy, frozen seas or crossing Blizzard Bridge, there's as many secrets as dangers hidden throughout the harsh climate of this region. Why on earth would people have wanted to build a metro here?

Originall Wastelands: It's high noon in this here desert wasteland, and don't you forget it. Some way it's where life begun on this very planet, but the sharpshooting prospectors and other hardscrabble dwellers here live for today, not yesterday. Further past the dunes you can find a mall and other signs of civilisation beneath the shifting sands, but life here has very much reverted to the days of the Wild West.

Redgar Forbidden Lands: The rivers of lava and industrial clangour of this region belie the might of the Beast Council nearby. Scale platforms and navigate a still-functional power station, and you'll still have to get past some of the most powerful Beast Pack members around. But even if you can get past some of the very best the Beast Pack have to offer, there's still be one final foe to battle. It's

Dedede! In a primal mask, running on all fours like a mad beast! How did he end up like this?

Lab Discoveria: The crowning glory of the ancient civilisation that once dwelled here...and a theme park in which a tortured alien invader stewes in humiliation on the brink of death. It's mind remains powerful enough to hold Leongar in thrall, and it is here that he communes with his master, relaying his will to the rest of the Beast Pack. It seems those who built these steel halls were so confident in their craftsmanship, they turned a once-feared entity into not just a source of scientific advancement but entertainment for visitors. And to their credit, they were right...but soon. A reckoning is coming, for this and many other worlds.

Perks

Perks under the appropriate background header are discounted. Discounted perks are 50% off.

Undiscounted

Star Warrior (400 CP): He's the name you should know, he's the star of the show-and now, you're a co-star! Like Kirby, you are a mysterious tiny round thing with tiny nubs for arms that somehow do everything hands can. You're extremely stretchy and light, letting you inhale air and fly around like a balloon. Your powers of suction are so great, that you can even suck up enemies around you too weak to resist and either spit them back out as blazing stars-or if they have some sort of special power, absorb it and get your own version instantly! Once you've absorbed the power, you get your own version-which is often smaller and cuter to suit you if it belonged to a being that vastly exceeds you in other areas, but not always. However you can use the new power like you've trained all your life with it, and the power is represented by a funny hat or some other costume change. Even if it's something like a dog with a gun, your power could be simply having your own gun to shoot people with. And if you get tired of it? Just spit out the power and get a new one! Finally, you have a close affinity to the power of dreams and stars. Happiness, hope and kindness are literally part of your very being, providing a terrific resilience against all manner of bad vibes. This also lets you absorb and wield powerful, volatile sources of energy as easy as a breeze. Perhaps that's why almost nothing seems to actually hurt you? Oh, you can get squashed, electrocuted, frozen or smacked into a puddle. But you just keep bouncing back. Most incidents just, at worst, make you tired enough to give up or take a nap for a while.

The mysterious vortex that sent you to this world also gave you a new power: Mouthful Mode. You can expand your mouth to cover things much larger than you like a truck, a vending machine or a building's dome. You can move and manipulate anything you can cover your mouth with as if it were part of your own body.

Nobody's quite sure *what* you are. Can you battle nightmares and cosmic beings because you're the benign incarnation of a cosmic god of destruction, or is it just your wishful, starry heart shining through? Who knows!

Also you don't have to pink. But you do have to be a cheerful, happy color.

The Strongest Swordsman (400 CP): Like Kirby, you're small and round-but nobody should think you're cute! For one thing, you're a dark blue with glowing eyes! Or at least some other fierce, menacing colour. More importantly, you're *really* good with a sword. Apart from being able to slash and stab away at some of the greatest creatures here, by rapidly swinging your sword you can rain projectile slashes on your opponent. You can even swing it fast enough to lift huge rocks with your sword's wind, and send them crashing down on your foes! Your will is as strong as your arm; while some here succumb to the noxious will controlling them, you're more than capable of shrugging it off. Last but not least, your wings let you hurtle through the air rapidly, delivering an onslaught of attacks from above. Surely with

further training, you could come up with more techniques? Doubtless a warrior of your skill only got powerful from pursuing strength above all, but with things as dire as they are now people could really use a protector like you.

Alternatively, you can master a different weapon to the same degree. But a sword is the most HONORABLE weapon you can choose here!

Starry Savior (400): Hurtling through the depths of space, without exhaustion and with celestial grace is...you! You are an azure, roughly egg-shaped creature with antlers, a star-like symbol where your face is and an instinctive rapport even with friends from distant parts of the universe. Individually, despite having the power to freely traverse the cosmos and even through time from the distant past, most your kind aren't great in a fight. What you do have is the power to turn yourself into crystal, sealing away world-destroying horrors by encasing them in a layer of gleaming iridescence! At least, that's how it's meant to be used. It would be a terrible shame if such a benign gift were to be somehow used for great evil instead...

Day of Judgement (600 CP): On the day of judgement, the fluttery fiend flies into action. In your natural form you are a tiny butterfly of paradise, but at will you can transform into a peer of the dread Morpho Knight: Yet another small round creature wearing a helmet, and with fiery red insectile wings of energy. You can absorb fallen souls (and much have shortly before now), and easily find your way into unusual realms like dream worlds. But your powers as a judge of battle are numerous: You can teleport short distances rapidly, unleash burning whirlwinds, blast your foes with unearthly energy and summon red wraiths to attack your foes. Your most unique attack is the Sukhavati Scale Wave: A psychic scream that can disorient your enemies. Only you know what other powers you have, and only a fool would challenge one who feasts on death.

Specimen ID-F86 (200/800): Long ago in the past of the Forgotten Land, a vile invader named Fecto Elfilis attempted to conquer the planet. This so-called ultimate lifeform's ambitions ended poorly, but whether you are a sibling or distant relative to it there is little remaining here with the power to oppose you.

For 200 CP, you are merely the shard of something greater. You are a cute, mouse-like creature with enormous ears that can fly about with casual ease. Though you hold great power to control space itself within you, it would be wise to conserve it for anything less than disaster. It would take all your power to save one planet from colliding into another. In fact, you're much better at *undoing* similar attempts to warp space than you are causing them.

For 800 CP however, you are intact. Whole. Your limbs are longer, your ears a majestic wingspan, your gaze bearing the unmistakable majesty of a conqueror. With your power over space fully mastered, you can fly interstellar distances and rush your opponents like a fighter jet-as well as open star-shaped portals across vast distances-say, between Planet Popstar and the Forgotten Land. Moreover, you have great psychic powers that let you create and corrupt. You can summon, launch and multiply a great weapon powerful enough to ravage the ground with shockwaves, and fire energy beams from it. These powers can also let you corrupt

others with the force of your spirit, shearing their souls into numerous pieces or absorbing their very being to repair your body if it is damaged. Combining them, you can fling meteorites at your enemies through starry portals-or even an entire planet! And should your powers truly run amok, it might be possible to create a small dimension shaped by your memories with them-complete with functional duplicates of all but the strongest of those you have encountered, now bent to your will. For the sake of everyone here, let's hope that you've come in peace. As formidable and versatile as your powers are, your ability to absorb energy makes one wonder how much greater you could become if you obtained another powerful source of energy...

Alternatively, you may choose to have evolved along the style of Genwel Meteoronelfilis, the older brother of Fecto Elfilis. While seemingly lacking (or at least, not prioritising) as much in the way of psychic domination and corruption, your control over your own biology is far more refined. You are more gifted at absorbing the life force of other entities such as the cosmic Starries, your spherical core able to easily capture and snare them before siphoning their powers to enhance your own-creating waves of crystal to enhance your strikes for example, or infusing them into your flesh to make yourself tougher. So too are your adaptive and regenerative abilities more advanced, with even powerful barriers like the Starries' seals only posing a temporary means of containing you without any form of external help-even being useable as a means to further augment yourself over time. You could reshape your form to stand taller than buildings, and smash them into your enemies as objects. While you are still capable of creating star-shaped portals, energy blades, entering a healing trance and phantasmal duplicates of yourself able to smite your enemies it appears your style of invasion requires only an army of one rather than a horde of thralls.

Friend of the Popstar

Sweet Dreams of Home (100 CP): There's no place to lay your head like home, and even if home is far away and there's no sure way of getting back that doesn't mean you can't find a home here. Rest in a safe place you feel at home in is very restorative to you, mending both emotional worries and physical wounds rapidly. You'll wake up every day feeling refreshed and energised, ready to give your 100%!

Get Me Outta Here! (100 CP): If the folks of Planet Popstar have learned anything from this whole ordeal, it's how to get someone out of a sticky situation! Cages, pitfalls, traps-you're no escape artist, but you know how to get someone prone or imprisoned out of a simple cage and have a fine sense of direction for carrying them safely out of harm's way. You're also really good at looking for things, even those scattered across incredibly far distances.

Waddle-Chef (200 CP): Catering to hungry Waddle-Dees is no simple task! Serve too quickly and you risk giving them the wrong dish, serve too slowly and they'll all storm off in a huff. You've got all the skills of a good chef, able to create all kinds of delicious meals from Kirby-shaped cakes to preparing Kirby's favourite dish: The Maxim tomato. And you prepare and serve food fast enough to keep a long line of Waddle-Dees coming throughout their lunch break.

Item-Dee (200 CP): A pinch of this, a droplet of that-and voila, you've somehow created a potion that doubles health! You've delved into the lore of creating power-up consumables, nowhere near as filling and tasty as food but able to deliver powerful buffs to hardy warriors like increasing their damage or granting them temporary defence bonuses. With a little experimentation and the right ingredients, you should be able to create new ones too!

Team Work Makes The Dream Work (400 CP): One little Waddle-Dee can't save the world, but what about a dozen? A hundred? Not only are you an exceptional team player, anticipating and responding to your fellows' needs before they're articulated them when you're part of a massive effort, but things just seem to get done quicker when you're part of it. Buildings can be refurbished at shocking speeds. If you can't provide a valiant hero with what he needs for his mission, you can at least put him in touch with someone who can. Everything just *works better* as long as you and everyone you're working with has the same goal, even if all your skills are completely different.

Weapons-Shop Waddle Dee (400 CP): How does the process of forging powers into objects that Kirby can inhale and wield himself work, you ask? Well...you'll have to answer that question yourself because now YOU'RE one of the blacksmith Waddle-Dees capable of using blueprints to create hat-like artifacts that can grant the powers produced by Kirby. As long as you know roughly how one works, with the right resources (such as the shining rare stones of this land) you can hammer out a stylised hat-like object that holds the power. Or upgrade them into rarefied forms. This would be a great help for Kirby! In future worlds you'll be able to study and reverse engineer powers of all kinds in a similar way too, turning them into copy-ability-like hats that with some tweaking anyone can use. How does this even work? It's SCIENCE! Waddle-Dee science!

Dedede (600 CP): The biggest, the toughest, the meanest king on Planet Popstar! Now has a rival in you. You may resemble a penguin several times as big as the average Waddle-Dee, but your strength is out of this world! You can grab stone pillars many times larger than you are, and slam them into an arena hard enough to make them erupt into shockwaves. Massive hammers twirl and spin in your hands, smashing any foes foolish enough to stand between you-and your food! When it comes to raw muscular might, you have few equals in this world. Whatever your other failings as a king, you are a one-penguin army.

Shaped Like A Friend (600 CP): When you're up against enemies so powerful and malicious that their soul leaving their body isn't always the end of the fight, sometimes force of arms alone can't end a conflict. Sometimes what can is...friendship. You're a shining star in a vast and hostile universe, a beacon of good will and kindness that can bring out the best in everyone you face-be it on the battlefield or merely on another planet. Those with good intentions instinctively sense you're reliable, and when you fight alongside them their chances of suffering terrible things drastically goes down. Those you've fought in the past will gladly bury the hatchet when you do them a good turn. And even if utterly remorseless, unfathomable inhuman evil keeps resurrecting itself to tear apart everything and everyone you hold dear...if you strike it down enough times there is a chance, however slim, that it will capitulate and in some sense become your friend.

Native of the Forgotten Land

Pack Attack! (100 CP): One, two-three furry critters running you down! That's how the Beast Pack rolls. You may not all be predators, but you've an instinctive grasp of pack hunting tactics and can cooperate with fellow hunters to corner more civilised prey easily. You're also good at tracking things over long distances and surviving in the wilderness in general. Got to be sharp to survive without the benefits of civilisation.

Caged, Not Killed (100 CP): Not everything out here is prey. You've learned how to restrain and capture, to wrestle things into cages and keep them locked up. To sheathe your claws and stifle your fangs, but bare them just enough to cow targets into surrendering without a fight if possible. A training past down to you by Leongar himself, or at least the force that has him in its thrall.

Weapon Maestro (200 CP): Choose a weapon no more complex than a gun and no simpler than a hammer. You're now a dervish at it, expertly firing off shots or swinging it with skill and power not necessarily reflected by your frame. As a seasoned warrior, you can either pick off foes at a distance or clash weapons with aplomb. Just stay away from any pink things threatening to inhale you.

A-claw-batic (200 CP): The thrill of the circus! The glamour of the lights! You've become quite the acrobat, able to leap vast distances and gracefully tumble from on high without missing a step. Even in the heat of battle, your skills let you dance rings around your opponents and fight with grace not often seen in a mere beast. You're also quite skilled with throwing weapons, and your swiftness lets you strike others from range with a slash carried through the air.

Wild Fellow (400 CP): Oh, aren't you familiar. Towering and bulking over most of the inhabitants of Planet Popstar, your might is exceeded by some sort of powerful elemental series of attacks you possess. You might be able to create ice, or dance so quickly you whip up localised whirlwinds, or raise spikes from the earth by hammering it. Whatever the case may be, you may not even be from Planet Popstar at all-but one of Kirby's old sometime-enemies from Planet Popstar like Mr. Frosty the Walrus. Somehow swept up in the excitement of the Beast Pack and recruited to their side.

Beast's Hide (400 CP): A rare few beasts have hides so tough that even Kirby's special powers have trouble piercing through them. Like the Gnawcodiles, you too have dense fur, hardened scales, a protective shell or something else that keeps most of your body safe from all manner of conventional harm. Mind you, this is sheer toughness not invulnerability. Overwhelming force like a building-demolishing strike could still hurt you, as could exposing some sort of "weak point" like your mouth at the wrong moment.

Beast Councillor (600 CP): A towering titan amidst mere cubs. You're no ordinary pack member now-you have the brute strength and ferocity needed to be an authoritative figure among the biggest and brawniest beasts of them all! A giant gorilla bigger than some buildings. A ferocious lion capable of sending gigantic

slicing attacks hurtling through the air. Even if you're not part of the Beast Council, you could still be something like a massive living tree. Either way, you have some sort of trump card capable of affecting the whole environment near you-whether by somehow unleashing a sandstorm that blinds your foes, erecting nets around yourself to keep you safe or simply waving your arms enough to lift your foes into the air with a small tornado. Also, do remember you're big enough to pick up and throw most of the characters here like softballs if you can catch them? Just a thought.

A Striving Soul (600 CP): You may not resemble the being known as Fecto Elfilis in any other regard, but you have one thing in common: Your soul is unusually tenacious. Even if your body is melting down, even if you're crippled or sickly or utterly exhausted, you can fight with all your terrible skill and focus until you're physically unable to keep yourself falling apart. And once you do, you don't immediately die. Your soul tries to keep your body alive at all costs, even if it means weakening it. Failing that, it remains as a mote of light. In this state you can do little more than perceive and float around looking for a new living vessel to inhabit, so long as you can win the ensuing clash of wills at least. Terrible forces can shred you apart further or even destroy you. But as long as you don't give up, there's always a hope that you can keep clinging to life.

Items

Items under their respective background header are discounted for that background by 50%. Discounted 100 CP items become free.

Undiscounted

Gotcha Machines (50 CP): You've got a couple toy-dispensing machines that accept a little of any form of currency you can provide, in exchange for giving you a toy based on important people and things from the world you're in. While they're quite charming in their own right, they also come with a little information-handy if you want to learn about where you are! There's a finite amount of toys, but also far, far more than you'd think looking in from the outside.

Fishing Pond (50 CP): A small fishing pond, a perfect respite from your adventures here. The fish in it are perhaps the only beasts that are totally harmless, but that doesn't make them any less valuable! In this and future worlds the catches you land here will be surprisingly valuable, fetching decent amounts of currency anywhere fish are bought and sold.

Jumper's House (50 CP): A spot of real estate with clean rooms, an airy room with a window-and best of all, a comfy bed. This bed is so relaxing to sleep on, you can feel your worries slipping away and your bruises healing quicker than usual-and you'll never have trouble falling asleep here. It's nice to have a home away from home, but the important thing is you'll be energised for the day, every day!

Tilt and Roll Kirby (50 CP): This *intensely aggravating* game of the Japanese style consists of a maze-like board and a little ball painted to look like Kirby. By tilting the board you can guide the Kirb-ball towards its final destination. It is VERY easy for the ball to go careening off into the darkness of the board's inner workings, before coming out of a slot at the bottom. Prepare for frustration. Prepare for violence.

Waddle Live! Corner Stage (100 CP): Here and in future worlds, it seems a band of Waddle-Dees has set up instruments to play throughout the day somewhere near wherever you rest your head. They take requests, and can somehow recreate the soundtrack of this game for you. Their music can somehow follow you around throughout the day, and they can even come up with new songs fitting the worlds you visit and your experiences there in the (generally) cheery Nintendo style (songs about fighting eldritch horrors from the void beyond tend to be significantly more dramatic).

Copy Ability (50/100/150/200 CP): You've got a long journey ahead of you. Here's a little something to make sure you're ready for it. This hat-like apparel consists of a copy ability of the sort Kirby can gain from absorbing enemies. Due to your investment here, even if you're not like Kirby you can use it too by putting it on. For 50 CP you can obtain a basic ability like generating cones of ice or shooting someone with a revolver. For 100 CP you can obtain an advanced ability like rolling about in a spikey barrier or shooting someone with an automatic gun. For 150 CP you can obtain a third-tier ability like generating storm tornados or shooting someone with a laser beam that can be charged into a devastating globe of plasma.

There are a few unique abilities in this world that can only be granted by a powerful being, such as Meta Knight or King Dedede, or taken from one after defeating them in battle. For 200 CP you can have one of these incredibly powerful copy abilities.

Colosseum (200 CP): The grand colosseum is the crowning glory of the Waddle-Dee village, where champions of all kinds gather to test their might. You're now the owner, and obtain a cut of the fee from all entrants, and in future worlds the fame and glory of this arena will surely attract warriors from across the land! This arena also has another function. If you defeat beings of great power in your journeys here and in other worlds, once every jump there is a chance that some of the matches in this arena will send you to strange otherworlds where you'll battle significantly stronger versions of your old foes in successive order of strength. Defeating the last and greatest of them will provide a positive outcome to your stay here. Something like ensuring a foe who can constantly resurrect stays dead, or gifting you with a rare and unique ability. Perhaps you can use this to face warriors so powerful, they only exist in dreams...

Warp Star (200 CP): A shining yellow star, just for you! This friendly celestial vehicle is always ready to fly to your side. Like Kirby, it lets you hurtle vast distances across sky and even space, getting to wherever you need to be much faster than Kirby's little feet can take him! It's not nearly as good in a fight though, but it's always ready to take you home whenever you need it to.

Friend of the Popstar

Waddle Dee Cinema (100 CP): This fancy cinema has lovely red velvet curtains, comfy seating and the best (and only) popcorn in the Waddle-Dee village. The Waddle-Dees manning it see you as their boss, and somehow get their...hand-things...on newly released movies they're happy to let you watch for free in a reserved theatre. Interestingly, they have a unique set of reels that let you view important events and memories from your life in a given world. A fancy way to look back on the good times and the bad, or to share them with a friend.

Waddle Dee Items Shop (200 CP): You've got to stay determined, and there's no better way than a helpful potion or two. The Waddle-Dees running this shop are happy to give you free samples as their boss (and always seem to have enough ingredients to reliably supply a whole village), and the potions are effective enough to do everything from increase your damage, provide ablative shields or double your vitality. With some blueprints, they could come up with different ones too.

Waddle Dee Café (400 CP): There's nothing better than a delicious meal after a hard day's work. And while this restaurant might be the biggest out there, it's got a home-cooked flavour you just can't beat! With supplies of Maxim Tomatoes and a team of inventive chefs that can whip up tasty, cute meals faster than you can say "rush hour" the whole thing seems to practically run itself thanks to the Waddle-Dee chef and his crack team of chef-Dees. Best of all, the meals taste so good they can actually heal your wounds and restore your stamina!

Waddle Dee Weapons Shop (600 CP): The industrial hammering and clanking of mysterious engineering equipment echoes from this well-lit, well-furnished emporium. The chief engineer here answers to you, and is proud to present a full stock of all basic abilities from this world in the form of hats mounted on round Kirby-like mannikins. With some effort and resources they'll be able to upgrade them into their advanced forms too-while retaining the basic versions if you want to take them for a spin.

Native of the Forgotten Land

Waddle-Traps (100 CP): You've got an endless supply of cages! Each big enough to fit a Waddle-Dee inside. This also comes up with a bewildering array of hamster wheels, each hooked up to electrical generators to power the ominous devices of your choice. Sure, there might be more efficient ways to generate electricity, but look how cute those little guys are when they run for their literal lives!

Rare Stone Collection (200 CP): Across this world are scattered starlike rainbow stones with great power. Power enough to unlock the full potential of copy abilities, among other potential uses. You now have access to a mine full of the things, that can connect through a tunnel shaft placed in your Warehouse if you like. Sure, you'll still have to dig them up, but it's far easier than doing the complex obstacle courses scattered across the Forgotten Land.

If you like, you can also get a series of those challenge rooms with this-which can also be connected to your Warehouse. Completing them involves getting past numerous obstacles ranging from lunging enemies to portals to climbing crumbling towers to feats of sharpshooting on a timer, and there'll be a handy copy ability that can be only used in the obstacle course to help you. Succeeding will grant you access to the star coins and sometimes rare stones of this world.

Animal Arena (400 CP): There's nothing more dangerous than a beast in its lair, and you've taken care to set one up for a terrifying showdown. A platform located near a sea of lava, tilting and toppling like a wobbly table. A mining shaft that can collapse into a desert arena, where fierce sandy wins obscure you from your foes. Or even a spectacular big top where the floodlights dramatically display your dynamic entry-and keep you concealed when you summersault into the darkness. Whatever this place is, it's suited to assist and enable how you fight based on other powers from this world.

Forgo Nightmare (600 CP): Well, that's strange. What's this otherworldly tear in the fabric of reality you can summon doing here? Entering it you'll find a dream-like recreation of one of the major locations in the Forgotten Land, drifting in an eerie void. Everything is...off, though. The colours are rather strange. More importantly, everything and everyone here has been subsumed by your will through a corruption similar to the one that Fecto Forgo used to subjugate the natives of the Forgotten Land. But other than being bound to your will and empowered by the cosmic energies crackling through this strange realm, any entities and objects in this location will be warped by your strongest emotions. Hatred! Grief! Perhaps everything is a stylish theatrical performance suiting your flair for the dramatic, or

hope and joy if you're a nicer sort. And while it *is* just one little island, you'll also find that it's supremely attuned to you on a spiritual level-practically an extension of your very soul created to heal and empower you. This is a good place to restore yourself, to confront any lingering emotional trauma you have-or to accomplish any plans to surpass your final form.

Companions

A New Companion (50 CP apiece): What's this? Another friend for your journey? For 50 CP you may create or import someone. They gain 600 CP to spend on whatever they want, except other companions.

Between Dream and Memory (Free): Even if times seem tough now, there's always time to reach out to those around you. So if you make a good enough friend here to convince them to leave this world with you at the end of the jump, feel free to take them as a companion!

Starry Allies (300 CP): It seems you're not quite ready to say goodbye! A whole host of Starries has taken a liking to you, forming a group of followers that have decided to trail your adventures into new worlds. Benign and caring for all life in the universe by default, they'll be quick to hurl themselves in harm's way if they sense another threat to the cosmos! Perhaps in time, other uses could be found for their amazing powers...but until then, your new friends will definitely want to show you all the wonders of the cosmos!

Drawbacks

Sleepyhead (100 CP): You're very easily tired out, by the standards of whatever you are. You can still be fighting fit and in shape, but if you start suffering damage even if you can't really be hurt your stamina will quickly take a tumble and you'll find yourself yearning for a nap. It's possible to fight through this but imagine how tough fighting on low sleep is! The good news is, even a quick nap will swiftly rejuvenate you.

Stuck in a Cage (100 CP): You've somehow been stuck in a metal cage built just for you, somewhere in an obscure part of the island! And you can't get out, no matter what. Whether you're a god of war or a bumbling Waddle-Dee, you just can't! The good news is that Kirby and the Waddle-Dees are frantically freeing everyone they can find on this island. And that from the OUTSIDE at least, this is just an ordinary cage even a Waddle-Dee can open. If you've got good lungs, maybe you should try hollering for help?

Shy Guy (100 CP): This drawback comes with a complimentary menacing metal mask that makes you look much fiercer and less cute that you can keep after the jump. That is because DURING the jump, you're intensely embarrassed if anyone sees your face. You can let the mask down to eat and leave it off when nobody's looking, but anyone seeing you without it will make you run for the hills as soon as possible, until you've put it back on!

Sillydilly (200 CP): Like a certain armadillo, there's something...not quite right with your head! You're obsessed with hoarding junk from far and wide for some reason. Also you have trouble remembering important things! You can still get the general idea, but the specifics are...hard to keep track of. Why do that when you can start SPINNING!? You love spinning! You'd spin around and around over and over even in the heat of battle! Wee! It's not that you can't do things, but you've let the intrusive thoughts won and you're constantly compelled to do them in the silliest way possible!

A Challenger Appears! (200 CP): As Meta Knight is to Kirby, so is this stoic stranger to you. A match for the pink puffball's self-declared rival, he will show up out of nowhere to challenge you to honourable battle. Your foe is skilled, deadly and ruthless in warfare-but not without a sense of fair play. For one thing, he'll always offer you a weapon that grants powers similar to his beforehand. For another, he will only make trouble for you outside of ongoing important events in your life. Mind you, he does have a GREAT sense of figuring out where to stand to be somewhere inconvenient in times of peace, and chance seems to favour him getting away safely unless defeated with truly overwhelming force.

Puzzles Galore (200 CP): Remember those damnably difficult puzzles used to protect rare stones and star coins? It seems that anywhere you go to do something important enough to be considered a quest, those meddling ancients built one that happens to be where the only entrance is. I hope you can dodge rolling stones and navigate dimensionally dislocated platforms in record time, because failing to complete them with at least within the minimum time limit will make the whole dungeon reset. And just in case you're thinking of sneaking past them with something like teleportation or getting fed up enough to blast your way through, there will ALWAYS be something important enough within the maze to make you at

least reconsider participating in it. Whether incredibly rare resources, or random caged Waddle-Dees looking confused about what they're even doing there.

The Stars Fall (300 CP): It seems the dimension-warping powers of Fecto Forgo are a little more unstable than usual. Every now and then star-shaped portals will open in the sky, sending blazing meteors raining down upon the Forgotten Land. They don't seem to be targeting you (unless you take Forgo Jumper and fight back, whereupon the alien WILL use you as target practice) and none of them are large enough to cause a mass extinction event, but there's at least a dozen every day-sometimes far more-and this land just got a whole lot more dangerous. The poor Waddle-Dee village is definitely in trouble unless someone deals with the alien for good. Oh, and if you should somehow return to Planet Popstar or enter another dimension those rips in the fabric of reality will STILL show up, somehow.

Forgo Jumper (300 CP): You've been subjugated by the will of Fecto Forgo, a corruptive taint that shapes your behaviour and motivations to align with its own. Much of your personality is retained, but all of it is warped to suit the hateful alien's goals. You can try to fight it off, but it's attention on you is particularly strict. The surest way to cure you of it is to be bested in a fight, preferably by a shining star of hope like Kirby.

Irksome Pink Contaminant (300 CP): NOW you've done it. You've truly and utterly convinced the pink puffball himself that you deserve a good wallop, and he's coming for you! Despite his diminutive size and friendly demeanour Kirby has fought gods, living nightmares and reality-warping machines. They're not here anymore. He still is. He will sail night and day, over land and sea, seeking to bring your end. It would take a miracle to make him relent-that or somehow managing to die and return enough times for his rage to cool.

If you're truly pure of heart and kind enough that Kirby's ire makes no sense, you instead attract the attention of the horrific entity known as Zero. He is as cruel as Kirby is kind, as unrelenting as he is determined and as alien as Kirby is understanding. A pale white spherical mass with a single, blood-red eye, the progenitor of darkness has powers over space of his own, powerful energy attacks resembling his body cracking and bleeding, and the ability to create the dreaded Dark Matter species: Evil spirits that can possess others, and engulf entire planets in darkness. This singular point of hatred of malice is sometimes speculated to be who-or rather, *what*-Kirby would be if all his goodwill was replaced by malice and loneliness. Regardless, this entity is one of the pink puffball's most dire foes-and bears an unsettling likeness to many others of them. In its current state at least, the threat in Lab Discoveria far pales in comparison to its entropic might.

AND HERE WE ARE! (600 CP): Captured, used as an exhibit and possibly infused with life-extending techniques by the ancients, whatever personality you once had has been overshadowed by all-

consuming spite and hatred. You are a shadow of your former self, weakened and only kept alive by a tube located in some forgotten research facility (not necessarily Lab Discoveria). And while you could easily escape, somehow a portion of your soul has been cut out and set free. Significantly weaker than you though it has a measure of all your powers, it is good where you are evil or chaotic where you are orderly-and for its own reasons, absolutely dedicated to ensuring your own downfall. Unless you have your own ways of restoring your mind, body and soul, you will quickly die outside this tube unless you seize this defiant upstart and forcefully bind it to you anew. The odds are stacked against you. Maybe...maybe it would be easier to give up, even if it would mean the end of your life.

Notes

What happens if you take multiple undiscounted perks is largely up to you. In at least one case, Chaos Elfilis was the result of Fecto Elfilis hijacking Morpho Knight's

essence into himself. For others, you could be a pink puffball that is also VERY good with a sword.

Dedede is essentially the Godfrey of Planet Popstar.

Yes, you can get whatever copy abilities you want. Keep in mind the bosses' versions are generally far stronger.