



Psycho Waluigi Jumpchain - By Bigmun

Welcome to Unconcia

Oh, be not afraid of the disembodied voice in your head! Even if I do know all your darkest secrets and deepest desires and all that fun stuff, but... moving on!

They call me Psycho Iris, and I'm speaking directly into your mind through the woonderful magic of psycho-kinesis. Yes, Jumper, you are indeed a psychic! Oh, but allow me to explain some things, first.

This world is called Unconcia. Many people from other worlds, much like yourself, tend to find themselves here after... say, bumping their heads particularly hard n' such.

Once here in Unconcia the unconscious mind is awakened, free to roam... previously unthought-of bits of knowledge and abilities come to light. You know, like them there psychic powers of yours? You can thank me for them, by the way. After all I am a being of ultimate power beyond mortal comprehension blah blah blah...

...blah blah yadda yadda etceteras. So, what I am getting at... how would you like to use these psychic powers to... oh, I don't know... TAKE OVER THE WORLD OF UNCONCIA?!

I knew that would win you over, heh heh. After all, I do know everything about you and your fiendish ways, you twisted soul, yadda yadda and so on.

We'll have one month to take over Unconcia, which might sound daunting considering it's a whole world with 6 continents and 40 kingdoms, but you can get around real quick, and taking over any given kingdom takes about.. 15, 20 minutes? Somewhere around that ballpark. Even though I've already given you so much already, I'm feeling generous today so here. Take these

+1000 Concia Points (CP)

Age/Gender

Your age is 2D8+20, and your gender is the same as the previous jump, both can be chosen for 50 CP

Location

Roll a D8 to determine your location, or pay 50 CP to choose freely

1. Crash Course Kingdom

A very simple and poorly defended kingdom, the perfect testing grounds for your newfound psychic powers if you ask me.

2. Home Hardware Kingdom

Um... that's just a hardware store with "Kingdom" in its name. But if you really want to conquer it, by all means!

3. Coral Forest Kingdom

Looks like some kinda alien planet or something. Standard Unconcia fare and what have you not. Yawn.

4. Falling Sky Kingdom

A kingdom locked in a perpetual state of freefall... be sure to bring your sick bags for this one, kiddies!

5. Terror Toy Kingdom

Well, well, would you look at that. It's the place that childrens' nightmares are made of and such. Fun!

6. Blind Eye Kingdom

Of all places for you to start out in, it had to be this accursed place. I REALLY hate this place so I'm not going in, you'll have to do without my powers for this one. BYE!

7. Bottom of The Ocean

This is where eye live. Heheh, eye, get it? Oh well, whatever, look you really shouldn't be down here yet. Don't worry, you won't drown. Psychics can breathe underwater after all. Just swim out of here and get to conquering! Those of the Psycho Jumper origin must start here no matter what.

8. Free pick

You lucky duckling, you get to go wherever you like. You can even go to an Unconcian kingdom that's not on the list. Freedom of movement must be nice, I wouldn't know on account of me being sealed at the bottom of the ocean and all, yadda yadda, NEXT SECTION!



Origin

You can choose an origin here. Perks and items for the matching origin are 50% off, and 100CP perks and items are free for the matching origin.

Wahp-in

I don't know exactly how you got here, but I'm not complaining. After all, it's refreshing to meet someone who's just as eyelash curlingly evil as myself! Heck, you might be even worse! Anyway, since we're so alike I've decided to lend you my psychic powers, no need to thank me, we're partners now. These include lifting things with your mind, mind control, being able to breathe underwater, and the ability to fly and shoot lasers... with your mind. You get those last two when you finally set me free from my underwater prison and eat the eggplant I was sealed into. That's a ways off, though, so for now think of it as something to look forward to.

Psycho Jumper

Great news, you get to be me! Unfathomable psychic power is yours! Your objective as my replacement is ever so slightly different. Instead of conquering Unconcia you'll be destroying it instead, MWAHAHAHAHAHA! There's one teensy little problem, however. You're an eggplant. More specifically, an eggplant sealed in a weird lollipop thing at the bottom of the ocean. The only way to get out is to find a partner who will conquer all the kingdoms, as the thrones are what's holding the seal on you. Once free, you can either have them eat you and fuse with them, or just wait for a few days to reassume your true form. Since you've taken my place I guess I'll just go on vacation, maybe destroy Isle Delfino or something. You'll need a good partner, athletic, dashing, evil. Someone like say... Waluigi?

Hazelnaut

Really? I give you psychic powers, companionship, and abstract points and this is how you repay me? You're a member of the Hazelnauts, a military force assembled by general Hazel for the sole purpose of preventing me from destroying the world. Your objective here is to stop Waluigi and yours truly from destroying the world by defeating Waluigi once in every kingdom, but after a betrayal like this I'd settle for destroying YOU! That isn't really possible, since nobody actually dies in Unconcia... but whatever!



Perks

Wahp-in

100CP - Jumper

Well, that title of yours takes on a bit of a different context here. Running and jumping all around comes as naturally to you as breathing, and you're able to give even the jumpman himself a run for his money when it comes to your vertical leap. You also take no damage from falling.

100CP - Pillager

What's a good conquest without the spoils of war? You have a sixth sense for hidden treasures, being able to practically sniff them out like a bloodhound, and you can always tell when there's something particularly valuable nearby. Golden diamonds bigger than your body, a stash of giant floating golden coins, etceteras. But it could also apply to things you yourself are hunting for, or anything that you in particular would consider valuable. One man's trash is another man's treasure, beauty is in the eye of the beholder, yadda yadda.

200CP - Strategic Wahstermind

As I stated before, this world tends to unlock special abilities for people, and knowing how to use other's abilities to your advantage gives you quite the leg up. You can do just this, as you can immediately figure out upon seeing someone's ability how it could be used against them or for your benefit. Use the bob-omb to clear a path, rip the laser cannon off the robot and point it at itself instead, etceteras. This may prove quite useful for you, as one of my many psycho-kinetic powers is the ability to forcibly activate someone's powers if I'm holding them. Oddly specific, I know.

200CP - Number Wahn

Let's be honest here, I may be the one providing all the cool powers, but without you I'm just a villainous eggplant stuck at the bottom of the ocean. You're the one who has all the cards in this partnership, and that fact now extends to any other partnerships you're a part of. Those who would otherwise be counted as your equals defer to you and act as though you're in charge, and even those above you will see you as more of an equal or even superior to them if you've contributed enough to this group you're in. This manifests in people following your orders, taking advice from you very seriously, and being much more hesitant to reprimand you for disobedience or doing your own thing.

400CP - A Great Partner

I knew from the moment I laid my mind's eye on you that you were something special, and I finally understand why I felt that way. You're the perfect vessel not just for my powers, but for any powers granted to you by others. You not only have complete mastery over them the moment you receive them, but they are even stronger when channeled through you than they otherwise would be. Any powers granted to you that would normally take a lengthy period of time and or rigorous training to reach their full potential will instead take you at most a few minutes. Remember, though, with great power comes great responsibility. Just kidding! Go out there and ravage to your heart's content, you nefarious ne'er-do-well!

400CP - Greed is Good

They say money is the root of all evil, and I sure love evil so my feelings on money should be pretty obvious. I can tell from that look in your eyes you feel the same way I do, so I'll reward that hunger of yours. You'll now find absurd amounts of money everywhere. Golden coins just floating in the sky, wads of cash dropping from defeated foes, massive diamonds hidden in a broom closet, just everywhere! Nobody else notices the money and valuables, at least not until you already own them, and they can be found even in the strangest of places. You'd become fabulously wealthy just by walking around town for an afternoon, and the money and valuables you find are relevant to whatever world you're in, so in a world where, say, a gallon of water was as valuable as a giant diamond is in this world you might find that instead. You'll probably need all that cash to pay for the gold statues of yourself you're such a big fan of.

600CP - Contemptible Conqueror

As I mentioned before, conquering Unconcia isn't as daunting a task as it may at first seem. All you have to do is walk up to the king, throw him off of his throne, and assume his place, and immediately all the peasants will bow down. It's now this simple for you with all kingdoms or organizations, simply approach their leader, defeat them, declare yourself as the new leader, and watch them grovel before you. You don't actually have to kill the leader, just beat them in a fight. This doesn't mean everyone in the group will like you, there may be revolts dependent upon just how cruel you are to them, but they will submit and will obey you as they would any other tyrant, and in time will grow used to your rule. I'll even throw in an ornate golden crown you'll receive upon every successful conquest. HAPPY CONQUERING!

600CP - Psycho Jumper...igi

Eat the eggplant! Receive ultimate power! By consuming my true form you'll gain the abilities to fly and shoot lasers with your mind, as previously mentioned, but that's not really what this perk is about. What this perk does is grant you the ability to turn a willing participant into an eggplant and consume them, causing both of you to fuse together! You will become one being, a more powerful entity with all the abilities and knowledge of both parts, and your abilities will be significantly stronger fused than they were when you were apart. You'll also look really cool. The participant must be willing to fuse with you for them to turn into an eggplant, and due to their willingness this counts as them voluntarily granting you their powers for the purposes of the 'A Great Partner' perk, meaning their abilities will be even further enhanced when you fuse. They will actually maintain a separate consciousness within your head, and although you are still completely in control of your body and mind, they may be able to use the powers that were originally theirs unless you manually stop them with your will. Just let me have a little fun once in a while, ok? Pretty please?



Psycho Jumper

100CP - Mind Travel

You certainly wouldn't get very far without this, this ability allows you to see and sense things all over the world as if you were right there, and communicate with others telepathically. You'll need this if you're gonna find a partner to work with, so, uh, good luck with that.

100CP - An Eye For Quality

You don't want just any old Joe having this kind of power, y'know? You want someone who's just like you: nefarious, cunning, dashing, and so on. You can tell just by looking at someone how well you'll be able to work together and whether they'll make a good teammate for you, and can find people who would be a good fit for such a role very easily. You'd be bound to find someone who fits the bill if you searched around for even one day.

200CP - Minion Management

Admit it, you always wanted to be a cute lil' ninja girl. Don't deny it... I can read your mind! You can now possess and remotely control the bodies of any servants or minions you have, piloting it for whatever means you see fit. Keep in mind a partner isn't a minion, so you'll still have to rely on them.

200CP - Completely Trustworthy

I mean, you're totally not gonna betray your partner, right? You're just so honest, and fair, and attractive that the mere thought is ridiculous! Well everyone else seems to agree, as now nobody would ever possibly suspect you of betraying them, no matter how many obvious red flags you seem to put up! After all, it's not like there's anything suspicious about an evil floating aura with psychic powers who's true form is sitting at the bottom of the ocean.

400CP - Psycho Aura

You see that handsome aura there? That's you, or rather a visual manifestation of your mind. This is the form you generally travel around in when doing mind travel, but you can also use it as a conduit to remotely use your powers, allowing you to use them from the aura as if you were right there. At the moment this will only apply to your psycho-kinetic abilities and I can assure you they will not be strong enough to allow you to conquer Unconcia by yourself. But after you bust out of that weird lollipop thing you can channel any type of non-physical power through this bad boy, and they'll be at their full strength. The aura is only vulnerable to psychic attacks, and it can travel around instantly to any location within mind travel range, which is about the size of a planet.

400CP - Busting Out

You don't have time to be stuck at the bottom of the ocean for decades on end, you have important things to do, like blowing up the world, and adding to your ever expanding waifu collection...hey, I'm not judging. You're now much harder to be sealed away, banished, or otherwise sat down in the proverbial time out corner, and if you do get locked up or sent away all you need to do to get out is get someone on the outside to set you free. There'll always be some sort of mechanism to set you free that they can reach, be it magic thrones that need to be conquered, a puzzle that needs to be solved, yadda yadda. It won't usually be super hard to get you out, but there will be a challenge to it. Just get someone right for the job and they'll have you out in no time!

600CP - Psycho-Kinesis

The aforementioned incredible psychic power! It's the whole package, telekinesis, telepathy, mind reading, mind control, forced power activation, breathing underwater, flying, and of course MIND LASERS! This perk not only grants these powers to you, but vastly enhances them as well as any other psychic powers you may possess. Keep in mind the mind lasers run on energy, but it recharges back to full after a few seconds.

600CP - Power Broker

Who's going to agree to be your partner if you don't have something to offer? After all yadda, yadda, eggplant, ocean, etceteras, look what I'm getting at here is that you'll need to sweeten the pot, and I have just the thing. You have the ability to grant others your powers, which they can use freely. Not just your psychic abilities, but any powers or abilities you have, super strength, spell casting, luck, anything. Your powers are actually more powerful when channeled through them than when you use them yourself, and they learn how to use your abilities extremely quickly. Letting someone eat you as an eggplant and fusing with them counts as voluntarily granting them your power for the purposes of this perk. Only one person may have your power at a time, so go ahead and make someone a happy despot!



Hazelnaut

100CP - Military Training

Seriously, you're sure you don't want cool psychic powers? Alright. What Waluigi is to pure run and jump type athleticism you are to soldiering. You can instantly identify, and utilize effectively, any sort of military equipment, be it a sword, a gun, a tank, a plane, and so on. You aren't the best in the world, but you could take any piece of military equipment and use it so well you'd think you'd done it thousands of times. You're also quite fit and athletic, but don't expect to leap over a house any time soon.

100CP - Big Tent

Due to the scope of the danger my inevitable conquest presents, the Hazelnauts have been universally accepted and have managed to enlist all sorts of strange folks and creatures, despite their many differences. You've gained General Hazel's apparent peacemaking skills, and are now able to very easily get different conflicting people or groups to work together in the name of a common goal, especially if they directly serve under you. The more important this goal actually is, the easier it is to convince them.

200CP - Commander

Believe it or not, Hazel used to just be a peasant girl. Y'know, before I burned down her village and destroyed everything she ever loved... so anyway, she took a bunch of untrained villagers and turned them into an army capable of spanning the whole world. You've now got a similar leadership ability, capable of both training otherwise flabby, useless peasants into a bonafide military force, and convincing tons of people to join said military force. This skillset is broadly applicable, you'd be just as capable at training someone with two left feet to tapdance as you would training a farmer to be a soldier.

200CP - What Borders?

As previously mentioned, Hazel's army is both worldwide and universally accepted. I guess they don't care about a foreign military power occupying their country when it's led by a cute girl and not an evil floating eyeball!

...Sorry about that, back to business. Essentially, nations will let you and organizations or groups you lead get away with a lot if they believe you've got their best interests at heart. Not only will they let your army just March right into their kingdom unannounced, take over the castle, and use it as a military base, but they'll willfully ignore crimes or any other misdeeds you commit short of murder, and will do everything in their power to cover up such incidents, such as firebombing random fields just to try to nail Waluigi.

400CP - MFGG Technology

General Hazel and her army must have enlisted some smart cookies, because they've got quite an arsenal. You're now an extremely skilled engineer and scientist, and are fully capable of building all the technology the Hazelnauts have access to. This includes, but is not limited to, tanks that can jump, planes, giant airships, blooper submarines that can shoot lasers, a humanoid combat robot that's capable of space flight, and an eggplant capable of replicating my psychic powers.

400CP - Eggplant Wizard

There are some enemies you just can't put down, and you know what they say, If you can't beat 'em, turn 'em into an eggplant! You now possess the ability to turn your enemies into eggplants, making them entirely helpless. This'll work on just about anyone, but depending on how strong they are they'll be more and more likely to break out. That problem can be somewhat mitigated by another ability you can pick up, but more on that later. Keep in mind, if they have telepathy or other similar communication abilities they will still be able to use them while in eggplant form, but all they can do with them is communicate. Eating these eggplants will probably just kill them, so be careful about that.

600CP - I'll Get You Next Time

The Hazelnauts have been my main enemies since I first set my sight on Unconcia, and it's all due to Hazel herself. It's not like I can't beat her, it's just that every time I do she inevitably escapes and comes back more prepared to beat me. It seems you've taken after her, as now, whenever you would be defeated in a permanent fashion in a fight (Dead, Sealed away forever, transformed into mind slave, etceteras) you'll instead escape from your enemies and be given a sort of grace period of a couple days where they both will not want to and will be completely unable to harm you in any way, and this goes both ways unless you decide to attack them, at which point the grace period ends. Against any particular opponent this is guaranteed to work only once, and the odds incrementally decrease each time you escape. Each time you lose a fight, you'll also get better at fighting that particular enemy, not only gaining a better understanding of how to beat them, but actually becoming resistant to their abilities while they become weaker to yours.

600CP - Blind Eye

I wasn't always the eggplant you know and love. There was a time when I was a free eye, destroying as I saw fit, but that all changed when I entered the Blind Eye Kingdom. It was a trap, designed specifically to negate my powers and seal me away, and it worked perfectly. You've also learned this trick, and can now create a ward around an area that can negate any and all types of powers for anyone within the area, including yourself. The ward must be specifically targeted at either types of abilities (e.g. Psychic, magical, biological), specific abilities (e.g. mind control, super strength, luck), or a specific target (e.g. Psycho Iris, Waluigi, General Hazel), and the ward will entirely negate those abilities. In the case of specifically targeted ones the target will be made helpless when in the area, and if sealed with 'Eggplant Wizard' within the area, they will be forever stuck as an eggplant. This ward doesn't instantly negate the powers, but rather they are slowly weakened more and more until they completely disappear after about 10 minutes. The Ward's size can expand up to the size of a kingdom.

Items

Wahp-in

100CP - Hot Air Balloon

Who needs some fancy top hat spaceship when you've got this baby? It's basically a normal hot air balloon, but for some reason it's incredibly fast, allowing you to transport between kingdoms within a few minutes and between continents just as fast. How does it do this? The power of your imagination!...I'm just kidding, I've got no clue.

200CP - Golden eggplant

This Golden eggplant will attract a golden eyefly, the superior brother to the purple and blue eyeflies. A golden eyefly is a cute lil' floating eyeball with wings that grants you both the ability to double jump and to very very slowly drift down instead of dropping like a ton of bricks. It also increases your mobility underwater. Normally eyeflies will skedaddle whenever you get hurt, but this loyal minion will stick with you through thick and thin!

400CP - Dreadmill

I've managed to steal one of those tanks from the Hazelnauts just for you! This is no ordinary tank, as it can jump about as high as Waluigi can, and like him, does not take fall damage, it has built-in jet propulsion that lets it fly, it can easily crush most of the residents of Unconcia that step in your path, and those it can't, you can just shoot or crush by dropping it on their heads! Watch out for the bomber planes, though, they're quite nasty.

600CP - Unconcia

Since you worked so hard to take it over, why not bring it with you? Unconcia comes in two forms that aren't really related to each other. There's the normal version, which is the one you are currently in, and the one inside your mind. This version is a world inside your head which you have complete control over, where anything you think will become reality. Nothing you do in here actually has any bearing on the outside world, with one exception. If you fight a separate consciousness that's inside your head, you can actually harm and even destroy them in here. This place is basically just a blank canvas at first so feel free to get creative with it!



Psycho Jumper

100CP - Vitality Charm

A heart shaped crystal that will restore you to half health the next time your lifeforce is depleted. This would be more useful, but ya just kinda pass out and then wake up somewhere else when your lifeforce is depleted here. Outside of Unconcia, this will heal you and restore your lifeforce if you're knocked out. The charm is charged with energy and after it's activated it needs to recharge for an hour before it'll work again.

200CP - Bonus Stopwatch

This is a magical stopwatch that stops time! Just kidding, how cliché would that be? No, instead this trinket will both extend the time you have left on any time limits or deadlines by 100%, and will also increase any rewards you receive on a timed challenge by up to double, depending on how much time you had left when you finished. This can also turn any sort of challenge or competition into a timed one.

400CP - Monkey Whistle

A mystical whistle that will take you directly to Monkeybags' shop. Monkeybags is the resident illegal goods merchant. He can get you anything you need that would be difficult to acquire via legal purchase, albeit at a ridiculously high price. His wares change depending on the setting, but if it's illegal where you are you can be near guaranteed he'll have it. He may also have rare and expensive wares that ARE legal, occasionally.

600CP - Psycho Charm

I'm sure you've seen one of these in Monkeybags' shop, but this one's special. This nifty charm will double the power of all psychic abilities and reduce energy costs for ones that have them, such as the mind lasers, by half.

Hazelnaut

100CP - Jetpack

It's a jetpack. What do you want me to say? Ok, so it's not quite a normal jetpack. It doesn't actually run off of fuel or anything, instead it can only boost you for a couple of seconds, and then has to recharge for a couple of seconds in turn. It's great for getting around, just be careful not to bump your head on the ceiling.

200CP - Battle Robot

A manually piloted, flying battle robot that looks like... something. Yeah, I've got no idea, but anyways, this thing can fly, go into space, and shoot lasers, energy balls, and bob-bats. It's really small as far as flying battle robots go, only slightly bigger than Hazel is, but it gets the job done.

400CP - Full Arsenal

All the other robots and stuff General Hazel owns. There's a hot air balloon that shoots out boomer bills, a clown car looking thing encased in rocks and glass, a robot blooper that shoots lasers, a giant airship, a fire breathing lava submarine, and an enormous tank. Lots of fun toys here.

600CP - Experimental Eggplant

An eggplant created by Hazelnaut scientists to be mass produced and give other people psychic powers just like mine. RUDE! You don't see me building giant robots or wearing sunglasses! Anyways, it isn't able to recreate my full power or some of my stronger psychic abilities, but with some more R&D I'm sure they'll get there. It also comes with all the research notes and whatnot behind the thing, which would allow the more lab coat oriented to apply the principles behind the thing to any other psychic powers you've encountered, allowing you to make eggplants that can grant those as well. In case you're wondering how you make more, well, you just plant its seed and it grows into an eggplant bush. Duh.

Companions

Free/50/300CP - Companion Import

Before we get into the usual song and dance, I've got a special offer for you if you chose the 'Psycho Jumper' origin. If entrusting your fate to Waluigi doesn't sound like an enticing proposition for you, you can import a companion for free and have them be your partner instead. They are automatically of the 'Wahp-In' origin and gain 600CP to spend, and unlike other imported companions can take the 'Psycho Waluigi' drawback to gain more. With that out of the way, you can import your companions for 50CP each or alternatively bring 8 for 300CP. They get an origin, and 600CP to spend.

Free/100CP - Canon Companion

Pick me! Sorry, I'm getting ahead of myself. For 100CP you can take anybody you'd like from Unconcia with you on your future adventures, buuuut, you can also take your partner as a companion for free, seeing as how you're so close and such. Just so you goodie two-shoes don't feel left out, if you're a Hazelnaut you can take general Hazel with you for free.



Drawbacks

+100CP - Loose Change

You really need to get some deeper pockets, because it seems every time you get hit a bunch of your money goes flying everywhere! The money disappears very shortly after you're hit, and if you get knocked out you'll lose all of it!

+100CP - Loathsome Fiend

You really are a vile wretch! You're quite fond of harassing random people and animals. While I'm personally glad to see this, those you bother most certainly won't be, and will definitely attack you. Eh, you probably weren't gonna be making too many friends here anyway.

+100CP - Monkey Debt

You owe Monkeybags 250,000 coins in debt and you're going to have to pay it off before you can move on with the whole "rule/destroy/save the world" thing. You get about 15-20K a kingdom if you're diligent so I'd suggest you search thoroughly.

+100CP - Greedy

I see you've developed a nasty habit. You simply can't leave any money you see behind, despite whatever danger it would put you in to go after it, and let me tell ya there's a lot of money in precarious places around here, seeing as how it literally floats in the air and whatnot.

+200CP - Timer

Conquering a kingdom is now a timed event, and if the timer runs out you'll be knocked out and have to restart conquering it all over again! If you are of the 'Hazelnaut' origin, you'll have to stop Waluigi from conquering a kingdom within a time limit, and if the timer runs out he conquers it automatically.

+200CP - Crystal Heart

I get more of a "tough" vibe from looking at you, but it turns out you're quite fragile. Your lifeforce is now measured by a meter with six gems, and each time you get hit one of them shatters, and when they're all gone your lifeforce runs out, which in Unconcia just means you get knocked out and wake up somewhere else. The gems can be replenished by hearts that you'll often find in treasure chests and also just floating around, but they aren't super common so try not to set off too many bob-ombs in your own face.

+200CP - True Tyrant

You don't want to be just any old merciless ruler, you want to be remembered as a brilliant conqueror, and that's why you're going to have to get all the gold crowns in Unconcia. To elaborate, every time you conquer a kingdom I'll give you a different crown based on the amount of money you've pillaged as well as several other factors. Gold, of course, being the best crown. Should you fail to get a gold crown, which is quite likely the first time around, you'll have to retake the kingdom over and over again until you finally get the gold, and to get all of them you'll have to get a gold in every kingdom. If you're of the 'Hazelnaut' origin, you'll be ranked on your performance against Waluigi in combat instead.

+200CP - Overwhelming Odds

The Hazelnauts have really stepped up their game since my last attempt at world conquest, they've doubled their number of troops and turned the kingdoms into proper fortresses filled with all sorts of nasty traps. If you're a Hazelnaut, it turns out Waluigi didn't come alone. He's brought along his brother... friend...sports partner? He's brought along Wario, ok? I've granted him my powers as well, and they'll both be conquering the kingdoms as a team, meaning your threat has essentially doubled. I hope they don't fight over who gets to eat me.

+300CP - Mr. Lonely

Bad news, it turns out my psychic powers have gotten really weak over the countless ages I've spent sealed away, so weak in fact that I'm gonna have to leave this whole world conquering thing to you, without my help. Don't worry, you'll still get ultimate power when you eat me. If you took the 'Psycho Jumper' origin, you'll instead have to conquer in the form of my aura with some significantly weaker powers than when Waluigi uses them. They can still get the job done but it'll be a lot harder. If you're a Hazelnaut, it seems general Hazel has finally gotten some sense and realized she can't win, and as such has entirely disbanded the Hazelnauts and retired. Good riddance, I say.

+300CP - Psychonauts

The worst case scenario has come to pass, as the Hazelnauts have finally perfected that experimental eggplant, and now general Hazel and more and more grunts in the Hazelnauts are getting psychic powers. They aren't quite as strong as mine, and they don't seem particularly used to using them, but with enough time both those problems will be fixed. Even as it is now, the Hazelnauts are far more formidable opponents than they were before. If you're a Hazelnaut, Waluigi has already broken me free from my prison and consumed me, meaning you'll have to contend with the titular Psycho Waluigi! We can fly, shoot lasers with our mind, and have far greater psychic power than before! Be prepared for the fight of your life!

+300CP - My Turn

Don't you be givin' me that sour look, boy! I let you play around with my powers, so why not let me play around with yours for a while? IT'S ONLY FAIR! I've taken over your body, and you are now stuck in your own head. Hey, being in here isn't so bad. After all, this is your mind, anything you think up will become reality. That is, anything except for, say... exorcising me, waking up and getting your body back. It's just the way things work, sorry. If you really want your body back, you'll have to fight me for it here in your mind, and I can assure you I won't go down easy.

+300CP - Time Constraints

You know how I said we've got a month? Well, bad news, we've actually got a week. Don't panic, assuming you never messed up a conquest you'd still be done conquering with 6 days to spare, but otherwise you'll probably be cutting it really close, and if you haven't conquered/destroyed /saved Unconcia by that point you can kiss your chain goodbye.

+400CP - Psycho Waluigi

Congrats, you've achieved the pinnacle of beauty, grace, and athletic prowess and have become Waluigi! If you're a 'Psycho Jumper', it's more like you've taken direct control of Waluigi and are channeling my psychic powers through him. If you're a Hazelnaut, that's fine, they'll essentially take all the help they can get. You have all his skills, all his strengths and weaknesses, and can't really communicate except through exclamations such as "Wah!" or "WAH HAH HA WAAAAHHHGH!" Indeed, you have everything he does, and nothing he doesn't, with the exception of the psychic powers I'm lending him If you're a Wahp-in or a Psycho Jumper. Waluigi can't blow up planets with his mind, he doesn't carry around magic wands or giant laser cannons, and he isn't friends with almost anyone, but he sure can play a mean game of pinball! You maintain your own mind and personality, but a more Waluigi-like way of thinking has become common to you. You may keep this as an alt form post jump. Aww, c'mon it's not so bad. After all, I'll be with you every step of the way, partner.



Conquest Complete!

You did it! I knew you had it in you! All drawbacks are removed, and you'll now decide where you're headed.

Waking Up - Oh good, you're finally awake. You made it back home.

King Waluigi - Surely you didn't bother taking over this whole world just to leave it? Why don't ya stick around, whaddya say?

Further Conquests - I get it now, I was selfish. A truly vile fiend such as yourself would never be satisfied with just one conquest! If that's the case, then go forth, and conquer as much as you like! Happy Conquering, partner!



Notes

- **Just in case it wasn't clear, not accomplishing your origin goal, i.e save/destroy/take over the world, is a failure condition**
- **The Psycho-Kinesis perk acts as a passive boost to all psychic abilities you possess**
- **You may take away the powers you grant to someone at any time, unless they ate you as an eggplant**
- **The Bonus Stopwatch item rewards you with bonus rewards dependent on what percentage of the original time you were allowed remains, so if they gave you 100 seconds, which was then doubled by the watch to 200 seconds, and you used up 100 seconds doing the challenge, you would still have 100 seconds left, so you'd get 100% more of the reward. If you make a challenge a timed one and the time runs out, you fail it**
- **The way the Hazelnaut origin wins is by going to every kingdom, where you'll somehow always encounter Waluigi mid-conquest. You must then K.O him, and repeat for every kingdom**
- **You don't leave the jump when your mission is accomplished, you actually live out the remainder of your 10 years**
- **Your partner is Psycho Iris if you're a Wahp-in, or Waluigi if you're a Psycho Jumper, unless you import one of your companions in place of Waluigi**
- **Nobody can die in Unconcia**
- **Thank you so much for to playing my jump!**