



Welcome, jumper, to a world you may already be familiar with. But this is a new take on the old tale. A story of two worlds, their fates intertwined. Two princesses, two heroes, two villains. Two Triforces.

The legends of Hyrule tell of a time before the centuries of peace: the story of Ganon, an ancient evil who tried to claim the power of the Triforce for his own twisted ends. Luckily, he was defeated by a legendary hero and sealed away by the Seven Sages. The Triforce was split into three, to prevent the evil from rising once more. One part stayed with the royal family, one part returned to Ganon, and the third part took its rightful place in the heart of the hero and his descendants. Now, the kingdom maintains peace under the kind rule of Princess Zelda.

Meanwhile, in the mirror world of Lorule, the kingdom's Triforce was lost when the royal family had it destroyed to prevent its people fighting over its power. Without their Triforce, Lorule decayed and became a ruined land. Now, the Princess Hilda plans to make a dark contract to save her people, stealing the Triforce of another world as part of her twisted ambitions.

As you can see, jumper, the fate of two worlds hangs in the balance here. Whether you intend to save one, or both, or even none - it'll be dangerous to go alone. Please, take this:

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# Background

So, it is time to choose your role in this new world. Any of these can be taken as a 'Drop-In' option, where you will gain no new memories or connections upon your arrival. You may freely choose your age and gender for 100 rupees.



## Hero (Age: 12+1d6)

Just like the ancient wielder of the Triforce of Courage, you are a young and noble hero, fated to protect your land against any evils which may threaten it. Whether you are awaiting your time to shine as a villager in Hyrule or desperately fighting an unending war in Lorule, know that the gods will be on your side, jumper.

## Princess (Age: 16+2d6)

...or prince, of course. You're a member of the royal household, either biologically related or recently adopted into the family. Either way, you embody the Triforce of Wisdom, and are held in high regard by the princess of your chosen kingdom. Try not to let your people down.



## Villain (Age: ~1d8 Centuries)

Ah, the Triforce of Power. Hyrule has the great evil known as Ganon, who has been sealed away for the sake of peace, and Lorule is instead currently dealing with his counterpart, Yuga, a sly manipulator who uses magic and trickery to achieve his own ends. And now, the two realms have a third villain entering the stage. Be careful, you'll have more competition here than usual.





# Location

Now, you must choose the world that you belong to. You may start at any location appropriate to your background within your chosen world, and this selection will also affect the discounts you receive later in the jump.

## Hyrule

The Land of Hyrule is a prosperous kingdom ruled by the fair Princess Zelda, whose castle rests in the centre of this great world. Around here lies the humble Kakariko Village, Lake Hylia, the Lost Woods, Death Mountain and many more locations of interest to brave adventurers. Speaking of which, a young Blacksmith's apprentice who goes by the name of Link is about to be sent out to deliver a sword to Hyrule Castle, beginning a chain of events which will change his life and many others forever.



## Lorule

A dark mirror world to Hyrule where the Triforce was destroyed in a great war, leading to the kingdom falling to ruin. The people and places in this crumbling land are analogs of those in Hyrule, often with differing personalities and darker appearances. Princess Hilda, the unfortunate leader of this doomed world, would do anything to save her people. Maybe you'll be able to stop her making a terrible mistake...





# Race

Whilst most people in both of these worlds are Hylian, many other species exist in small numbers. If you wish to be one of these rarer races, you may pay rupees to do so here. This will become a new alt-form.

(Drop-Ins may also choose to remain a human.)

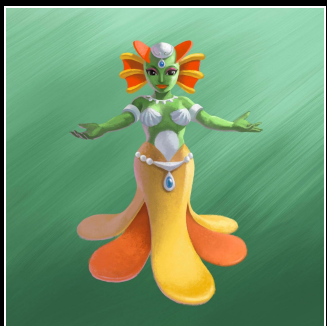
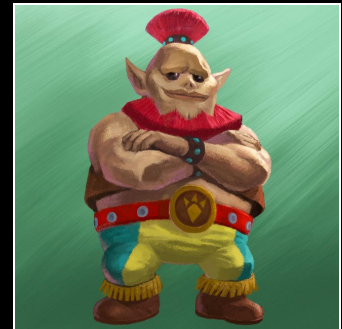


## Hylian (Free)

The default race and by far the most common in both Hyrule and Lorule, these beings are remarkably similar to humans - distinguished only by their pointed ears and greatly extended lifespan.

## Half-Goron (200 rupees)

As a Hylian/Goron crossbreed, you have adopted useful traits from both races. Your pointed ears and intellect suggest your Hylian descent, but your strength, heat resistance, tough skin and rocky diet show that Goron blood still runs through your veins.



## Zora (200 rupees)

A race of aquatic, green-skinned humanoids, the Zora are naturally gifted swimmers capable of breathing underwater. They are often hostile to outsiders, but will seek help when necessary, such as if their queen is in trouble.



## Gerudo (100 rupees)

With flaming red hair and either a pale or tanned complexion, the Gerudo are mostly absent within Hyrule and Lorule, only present through Ganon and Yuga. To be among them means you too will have the Gerudo's natural combat prowess and striking appearance.



## Enemy (100 rupees, Villain only)

There are many monsters roaming the wilds of the two worlds, with varying levels of intelligence. For just 100CP, you may have your race be any of the standard enemies you encounter in the game, with their strengths and weaknesses intact.

## BOSS (400 rupees, Villain only)

If you're willing to pay 400CP, you may instead take on one of the following boss characters as your alt-form: Moldorm, Margomill, Gemasaur King, Arrghus, Knucklemaster, Stalblind, Zaganaga, Dharkstare, Grinexx, Ganon or a custom-designed boss with similar capabilities and weak points as the aforementioned examples.





# Perks

Due to how characters differ between worlds, the discounts you receive on perks are based on both your location and background (e.g. A **Hyrulean Hero** discount would apply only if you had the Hero background and had also chosen Hyrule as your location).

## General

### Witch's Wares (200 rupees)

*"I keep myself busy with my potions, or else I find myself fussing over my granddaughter Irene too much."*

You've picked up the ability to produce potions in a similar manner to Hyrule's resident Witch. With reasonably common ingredients like monster parts and mushrooms, you can create medicine capable of restoring health and magical energy, increasing your attack power or even granting temporary invincibility. With more exotic ingredients, you might even be able to find previously undiscovered potion effects, so get brewing!



## Hero

### Beginner's Luck (100 rupees, Free **Hyrulean Hero**)

*"What happened, buddy? My bracelet did what now? Huh. Who knew?"*

You have a great talent for making use of new weaponry and tools. With just a few swings of a sword, you'd be able to figure out how to effectively wield it even if you had no prior experience with fighting. Whilst it's a long way from mastery, this instant intuition applies even to more complex weapons like bows, magical rods and hookshots, which would typically require hours of research before you could otherwise hope to use them competently in a fight.



**Iron Will** (200 rupees, Discount **Hyrulean Hero**)

*"Run, child! Wh-why do you just stand there? RUN! Not even the captain stood a chance against him!"*

You are a true hero, and as such, are completely immune to the vice of cowardice. You'll never back down from a fight due to fear, and could take on even the most monstrous of foes without flinching or ever doubting your resolve. In addition, you give off a powerful impression that causes all who see you in action to instantly understand your heroic nature, and possibly feel inspired to do good themselves due to your bravery.

**Wall Merging** (400 rupees, Discount **Hyrulean Hero**)

*"What a sad, drab painting you make. You can rot there for all I care."*

Although not on the same level as Yuga's magical powers, you've mastered the art of expending magical energy to merge with walls and other flat surfaces into a doodle form. Whilst in walls, you can move across them with no regard for gravity and slip through tiny cracks with ease, but you'll be forcefully ejected once your magical reserves run dry, so it's best to ensure you're somewhere safe before that happens.



**Link Between Worlds** (600 rupees, Discount **Hyrulean Hero**)

*"Yuga discovered that there was a strange crack in this grim slate... Through it, we could sense that there was another world beyond ours..."*

Here and in future worlds which involve either a multiverse, alternate dimensions or alternate timelines, you'll now be able to regularly find fissures in reality, purple tears in space visible only to you and your allies. By stepping into a fissure, you will be transported to an alternate world, dimension or timeline as appropriate. You won't be able to choose where these portals take you, but their location and destination remains constant, so it should be relatively easy to map out your own routes across the multiverse with enough time and a bit of trial and error.



## Flawless Disguise (100 rupees, Free [Lorulean Hero](#))

*"The name's Ravio. I'm a travelling merchant."*

For some strange reason, people find it much harder to recognise you when you put on a costume, not picking up on vocal similarities, body shape or any other detail that would otherwise make your true identity clear. As long as at least your face is mostly concealed, even your closest friends would be hard-pressed to identify you in a makeshift disguise.



## Mercantilism (200 rupees, Discount [Lorulean Hero](#))

*"How about you rent me your house... and I'll rent you lots of items?"*

You're an expert merchant, capable of enticing buyers, determining exactly what price you should sell at for the best possible profit, and easily managing and investing your income to maximise overall revenue. You would find it a breeze to run a small shop at a massive profit with this skill set, and could even build up a veritable business empire with enough time and effort invested into the project.

## Set Up Shop (400 rupees, Discount [Lorulean Hero](#))

*"To tell you the truth, I've been looking for a place to stay... So uh, this is kinda awkward... Mind if I stay here for a while?"*

From now on, anyone who isn't outright hostile to you will find themselves unable to decline your requests to stay in their home or any other habitable property they own. What's more, they won't complain even if you start a business within, laying your wares in their living room and setting up a checkout counter in the kitchen. Of course, they may still get annoyed if you start restructuring in a way which inconveniences them, so don't push your luck too far - you are just squatting, after all.



Coward's Exit (600 rupees, Discount [Lorulean Hero](#))

*"Forgive me, Your Highness. I'm a coward at heart."*

When you've made a great mistake and you're truly afraid to face up to the consequences of your actions, you can always just run away. No one will pursue you as long as you stay out of their affairs from that point onwards, and your adventures will fade into the stuff of legend whilst you can live out your days with a quiet existence free from strife. Many will undoubtedly question your disappearance, but none will feel inclined to actively try and track you down or firmly establish what happened to you.

## Princess

Divine Beauty (100 rupees, Free [Hyrulean Princess](#))

*"I wish to possess your beauty, Princess Zelda of Hyrule"*

You possess the kind of beauty and regal grace typically reserved for the princesses of the royal family of Hyrule. This manifests not only in a near-flawless appearance but also in your mannerisms, with all of your movements now possessing a natural elegance which leaves little doubt as to your noble upbringing.



Feudal Fortunes (200 rupees, Discount [Hyrulean Princess](#))

*"Oh, lovely Zelda. Can you begin to comprehend how lucky you are?"*

When ruling or commanding a territory or large group of people, you've gained a significant passive luck boost in your endeavours. Your people will feel less inclined to rebel in times of hardships, enemies will find themselves facing every possible obstacle in their attempts to invade you, and you can expect only the best quality goods to be produced by your kingdom's labourers. Of course, this luck is not powerful enough to counteract disastrous choices on your part, so it is best to remain prudent regardless.



**Loyal Subjects** (400 rupees, Discount **Hyrulean Princess**)

*"So, Link... Would you please find Sahasrahla?"*

Those who serve you or otherwise live under your leadership now feel their sense of patriotism towards your kingdom or organisation growing much faster than it otherwise would, and their sense of personal loyalty towards you also grows at this quickened rate, to the point that even the most apathetic peasants working your fields would feel willing to sacrifice their lives for you within a few months of your ascension to the throne, assuming you treat them fairly. This loyalty can be broken on an individual level by injustices against specific subjects or their loved ones, but your army as a whole will obey direct orders even involving unjustifiable atrocities, as long as they do not personally affect them.

**Hyrule's Magic** (600 rupees, Discount **Hyrulean Princess**)

*"I've seen your face in my dreams of late. For I've dreamt of a hero locked in battle with a terrible evil."*

You have acquired the same innate mystical powers as those possessed by Princess Zelda of Hyrule. This power manifests in the form of prophetic visions, granting vague glimpses of future events through dreams, a sixth sense for impending danger, and the ability to divine the fortunes of others with tarot cards or a crystal ball. With time and training, you might even be able to see more detail in these visions, and eventually learn to consciously bring them forth at will.



## Desperate Measures (100 rupees, Free [Lorulean Princess](#))

*"So it was you who had me imprisoned in that painting, Princess Hilda?"*

Desperate times call for desperate measures, and that is precisely your forte. When it comes to making dangerous deals and planning desperately underhanded schemes to better your situation, you are unmatched in your talents. You'll easily be able to manipulate hero and villain alike to fulfill your ends whilst making shady pacts to leave you victorious in the end, as long as you keep an inquisitive eye towards those who claim to serve you, as such an approach does not inspire great loyalty in your subjects.

## Cry for Help (200 rupees, Discount [Lorulean Princess](#))

*"We have need of a hero—and your Link is superb."*

When the chips are down and you and your people are in dire need of assistance, you'll find that far more people are willing to help you. Heroes will come from far and wide to assist your kingdom despite having no personal investment in doing so, and will happily obey your orders as if you were their own sovereign. Whether these heroes are given the mighty quests they seek or used as expendable cannon fodder is down to you, of course, but the latter may lead your kingdom to hold a bad reputation.



## Sole Protector (400 rupees, Discount [Lorulean Princess](#))

*"We had legends. We had heroes. Lorule had hope. But all that is gone. Lorule has only me now."*

When you are the sole defense of something, be it a person, organisation or object, to the point that your loss would result in the destruction or death of that which you are protecting, you'll find yourself in a much better position to defend it. Your intellect, reflexes, strength and magical power all receive a significant boost for the duration of the 'battle' (which can instead refer to non-combat such as a court case) until you have triumphed against your enemies or lost all that you have been fighting for.



## Lorule's Magic (600 rupees, Discount [Lorulean Princess](#))

*"Though Yuga is slipping his bonds, I will try to keep you safe from him as long as I can."*

You have mastered the dark magic practised by Lorule's Princess Hilda, which focuses on barriers and restriction. You may form magical walls to block entranceways from all but the most powerful wizards, and can fully trap individuals with magical bonds that even the most powerful heroes and villains would find a challenge to break free from. With time and training, you may come to find new aspects and uses of this form of magic.



# Villain

## Legend of Jumper (100 rupees, Free Hyrulean Villain)

*"Ganon: The source of darkness, awaiting his return to power..."*

You have become a recurring figure in folklore, here and in future worlds. The tale might be similar to Ganon's in that you were once sealed away for your immense power, or it can take the form of a similarly haunting story of your choice which is still regularly told around campfires. Few will truly believe these stories to be real, but many will have heard them, and your name may still bring a shudder to those of a superstitious nature.

## Monstrous Presence (200 rupees, Discount Hyrulean Villain)

*"I shall soon take my rightful place among the gods!"*

The sight of you now causes a primal reaction of fear in those who see you. Even the slightest hint of a threat from you will cause those of weaker character to run for their lives, and if you have the force to back up your appearance, you'll find all but the strongest heroes unable to stand up to you without losing the will to fight, knowing deep down the futility of their actions. This effect can be toggled off at will in case you get tired of those around you shaking with fear whenever you try and hold a casual conversation.

## Dead Man's Volley (400 rupees, Discount Hyrulean Villain)

*"We shall be TRULY superior!"*

Just like Ganon, you have been granted the power to fire magic from your body in the form of purple energy balls. The damage which these orbs cause is proportional to your own magical power, scaling with no upper limit. When the orb is hit with a perfect counterattack, it will be deflected back at the one who fired it. If you hit it back yourself, it will be reflected once more, growing in speed and power with each hit until a botched shot causes it to finally makes contact with you or your target.



## Jumper-Ganon (600 rupees, Discount [Hyrulean Villain](#))

*"Behold! The Triforce of Power! Join with me!"*

In his final attempt to defeat Link, Yuga merged with Ganon to form a single being with their strengths and weaknesses combined. Now, you may use this power on foes which you have personally brought close to death to merge with them and thus provide yourself with a temporary new transformation which grants you with their strengths at the cost of their weaknesses also passing over to you in that form. This merged form heavily resembles the original enemy, but can retain key elements of your appearance such as eye colour or notable scars. Such transformations use up a great deal of energy, and thus should be used sparingly, although they can draw upon almost any source of power you possess to do so.



## Ignoble Cause (100 rupees, Free [Lorulean Villain](#))

*"Let us destroy all ugliness in this world or any other."*

When you have a goal in mind, no matter how arbitrary or ultimately meaningless it may be, your willpower is strong enough to ensure you can always carry it through to the end, never doubting yourself or your mission. If you wish, this can even lead to you becoming immune to the persuasion of others, causing you to be completely unable to have your mind changed once you're set on a cause regardless of the arguments put forth by others.



## Superiority Complex (200 rupees, Discount [Lorulean Villain](#))

*"I can barely bring myself to look upon such an inferior creature."*

You have come to exude a strong aura of superiority that is felt by all who gaze upon you. Whether rational or irrational in their situation, people who spend time in your presence begin to feel themselves to be inferior to you, often leading them to surrender to you without a fight or even to offer to join your cause in the hopes of serving their betters. This effect can be toggled off or made to work selectively on only certain people if you would prefer.

## Inevitable Betrayal (400 rupees, Discount [Lorulean Villain](#))

*"My dear, sweet, deluded Hilda...! What care have I to save your crumbling kingdom?"*

People have a strange tendency to trust you, even if they know of your true villainous nature. With a few sweet words and empty promises, you'll find it much easier to convince others of your loyalty, leading them to overlook your string of previous betrayals and put you in the perfect position for a timely double-cross further down the line. This power is not unlimited, however, and someone who has been betrayed by you before will likely not fall for your charms a second time.

## Paintbrush Magic (600 rupees, Discount [Lorulean Villain](#))

*"Ah! As I suspected, you're even lovelier as a painting."*

You've picked up the same skill at art-based magic as Yuga. Now, with a swish of the wrist and a release of magical energy you may transform yourself, allies and weakened enemies into two-dimensional paintings, capable of travelling through fissures between Hyrule and Lorule as well as walking along walls and other flat surfaces. If you turn someone 2D against a painting, they will become trapped within in a form of stasis, where they are conscious but unable to move or interact with the outside world. Perhaps these powers could even be expanded to other uses with enough time and research..?



# Items

Before your quest begins, you should equip yourself well. You may choose from the items below.

## General

### Irene's Broomstick (200 rupees)

*"All right, Irene's Taxi here. That'll be 9,999 Rupees. Nah, just messing with your head. I couldn't take money from you. So buckle up."*

This mundane-looking broomstick has been enchanted to make it rideable through the skies. Just by sitting atop it and pointing it in the way you wish to go, the broomstick will begin to fly in that direction. Although riding it will pose a challenge at first, you will undoubtedly learn how to control the broomstick's speed and movements more precisely with practice, perhaps helped by a certain witch?



## Hero

### Hint Glasses (100 rupees, Free [Hyrulean Hero](#))

*"You may just catch a glimpse of a Hint Ghost. Such ghosts give you tips and tricks from the great beyond."*

Originally owned by Hyrule's Fortune Teller, wearing these glasses grants you the ability to see entities known as Hint Ghosts. These ghosts are always present near the sites of puzzles and riddles, and will provide hints to solve these when offered with compensation, typically in an antiquated currency of the current setting.





Mama Turtle (200 rupees, Discount [Hyrulean Hero](#))

*"If you need a ride somewhere, you can go ahead and hop on"*

Your acts of heroics have come to the attention of a giant turtle, who is happy to offer her services as a boat to you. Whenever you approach a large body of water and will her to appear, Mama Turtle will arise from the depths to give you a lift across the water's surface. If she is attacked beyond repair, she will disappear into the water, and cannot be resummoned until she has had time to heal.



Master Sword (400 rupees, Discount [Hyrulean Hero](#))

*"You got the Master Sword - a blade for a true hero!"*

This legendary blade from Hyrule's history has long been sealed in the Lost Woods, and is far more powerful than any mundane sword. It is capable of banishing evil and dispelling dark magic, and can also be upgraded with Master Ore to further increase its formidable power. If you would prefer, you may import an existing melee weapon to adopt the properties of the Master Sword.

Bunny Hood (100 rupees, Free [Lorulean Hero](#))

*"The hood of a traveling merchant who had a bracelet that could turn the wearer into a painting."*

This oversized rabbit costume has the remarkable property of never getting in your way when trying to see through its enormous headpiece or avoiding slipping on its flowing robes. If you'd like, you may import one of your own costumes to give it this feature of never being hindered by practicality in its absurd designs.



## Rental Equipment (200 rupees, Discount [Lorulean Hero](#))

*"I wish I could give it to you as a gift, but truth be told, it's not mine."*

You have a selection of mundane equipment to offer to would-be heroes and travellers. Perfect for filling out a store, you have the following: a bow, a tornado rod, a hammer, a hookshot, a boomerang, fire, ice and sand rods, along with a selection of bombs.

## Vacant House (400 rupees, Discount [Lorulean Hero](#))

*"I want to help her. But leaving is my only option."*

You've come into ownership of a moderate-sized home, complete with desks and tables ideal for displaying items for sale. This building has the supernatural property of always attracting customers, no matter how far you place it from civilization. After this jump, it can follow you to future jumps, or become a warehouse attachment, stopping this influx of customers.



## Golden Tiara (100 rupees, Free [Hyrulean Princess](#))

*"Princess Zelda is ready to see you now."*

This sparkling tiara (or crown, if you would prefer) gives off an aura of regality which is instantly recognisable to those around you. The vast majority of those who see you wearing it assume you to be some kind of royalty or high nobility, even if you have no credentials to back this up in your current world. More worldly or suspicious witnesses might not be so quick to make such assumptions, but their gut feeling will always point to your noble heritage.



**Bow of Light** (200 rupees, Discount **Hyrulean Princess**)

*"I bestow upon you, my hero, one more gift."*

Imbued with the light of the Triforce, arrows fired from this bow are especially effective against evil beings such as Ganon. It also has the additional bonus of being usable even in painting form, unlike traditional weapons which become unusable without the third dimension. If you'd prefer, you may import a pre-existing bow to gain these qualities.



**Royal Palace** (400 rupees, Discount **Hyrulean Princess**)

*"I bid you fondest welcome to Hyrule Castle, stranger."*

This grandiose palace contains countless finely furnished rooms and boasts a full retinue of loyal guards and staff to serve you. It is easily defensible in an emergency too, with high walls and a well-stocked armory. After this jump, you may have this palace appear in future worlds or become an attachment to your warehouse.



**Broken Crown** (100 rupees, Free **Lorulean Princess**)

*"Where you stand now was once a holy place. Now it could not be further away from such a thing."*

This shattered crown is still wearable, and when done so, creates an aura of pity which follows you. Those who gaze upon your melancholy expression feel certain that you must have had a tragic past, and cannot help themselves from pitying your plight. This sympathy will undoubtedly be felt by all but the most emotionless psychopaths, even more so if you actually have a tragic backstory to describe when prompted.



### Magical Staff (200 rupees, Discount [Lorulean Princess](#))

*"I cannot hold him back much longer. So...I must see you to safety."*

This golden staff with a carving of an inverted Triforce is filled with magical energy which gradually replenishes, ideal for supplementing your own power when you're running low. In addition, it can be used as a focus to enhance your own spellcasting, and is exceptionally effective in doing so. If you would prefer, you may instead import a staff or wand to receive these characteristics.

### Fallen Palace (400 rupees, Discount [Lorulean Princess](#))

*"You are nearing the Dark Palace. It is home to the followers of a great and terrible beast."*

Once similar to the Royal Palace offered to the Hyrulean Princess, this palace has been corrupted by the forces of darkness. Each time you enter, the building's layout will have changed and been filled with new evil monsters (and some treasure among the ruins). With this in mind, this corrupted palace is ideal for training sessions, and the enemies within will even scale based on your power, to ensure you are always facing a challenge. After this jump, it can show up in an isolated place in each new world or become a warehouse attachment.

### Ganon's Trident (100 rupees, Free [Hyrulean Villain](#))

*"But at last you know your true destiny - to give me what's MINE!"*

This enormous golden trident has several important properties. It can be wielded by its owner without trouble despite its immense size and weight, and it can be thrust forward at superhuman speeds regardless of the dexterity of its wielder, an attack that is near-impossible to dodge for a normal human. If you'd prefer, these properties can instead be imbued to another imported melee weapon.



**Ancient Seals** (200 rupees, Discount **Hyrulean Villain**)

*"Together they defeated the Demon King Ganon - and sealed him away in darkness."*

A series of enchanted relics along with instructions on their use. When a ritual is performed with these relics on a defeated enemy, that enemy can be sealed away using their power, preventing them from awakening indefinitely. There is no way for them to escape this imprisonment on their own, and only someone with powerful magic and knowledge of their whereabouts can release them.

**Hyrulean Dungeon** (400 rupees, Discount **Hyrulean Villain**)

*"The Demon King Ganon was once just a normal man - until he broke into the sacred realm."*

You've gained a dark army of monstrous followers, along with a residence for them to stay. This dungeon is located in Hyrule, and its appearance, layout, and the enemies which reside within are up to you to decide - puzzles and traps are certainly recommended. After this jump, this dungeon can follow you into future worlds in appropriate locations, or become a warehouse attachment.

**Paint Supplies** (100 rupees, Free **Lorulean Villain**)

*"I have come here seeking nothing less than... perfection."*

Your warehouse is now fully stocked with an infinitely replenishing supply of paint, paintbrushes, canvases, and picture frames. This paint can be spontaneously mixed to any colour you desire with just a moment's thought, ideal for the aspiring artist.



Magic Paintbrush (200 rupees, Discount [Lorulean Villain](#))

*"You think you can challenge ME? Why, I am the portrait of perfection!"*

Not only does this enormous paintbrush greatly enhance your artistic talents when used, it also serves as a magical focus, improving your mystical power when used as a wand. If you would prefer, you can import your own art supply to become a magical tool instead for this option, such as a pencil, sketchpad or paint palette.

Lorulean Dungeon (400 rupees, Discount [Lorulean Villain](#))

*"Then, when the castle was in the grip of evil, the hero of that day found the Master Sword."*

Just like the dungeon mentioned above, this sprawling residence is also filled with enemies under your control. However, these monsters are deeply corrupted, and although more powerful, are unable to follow complex instructions. Regardless, you may still decide the appearance, layout, and the enemies whose corrupted forms reside within this place, which will then appear within Lorule. After this jump, this dungeon can follow you into future worlds in appropriate locations, or become a warehouse attachment.





# Companions

It's no fun saving the world alone, jumper. Perhaps you want to take some friends along for the ride?

## Canon Companion (100 rupees each)

*"Farewell, Hero of Hyrule... We shall meet again..."*

For each purchase of this option, you may choose a single character from Hyrule or Lorule. You will be guaranteed several favorable meetings with this character throughout the jump, and if they then choose to do so, they may join you as a companion afterwards.

## Imports (100 rupees each, 200 rupees for 8)

*"The secret to Yuga's defeat lies in uniting your friends!"*

Each time you purchase this option, you may import a single companion into this jump, giving them their own origin and 600CP to spend on perks and items, with all appropriate discounts. Alternatively, you may use this option to create a new OC companion with a pre-existing backstory in this world, who will quickly find their way to you after the jump has begun.

## Shadow Companion (100 rupees each)

*"What was it? Gulley? Whoever heard of such a name?"*

For each purchase of this option, you may select a single existing companion you've imported into this world. During your time in this world, you'll be guaranteed to encounter a Lorulean/Hyrulean counterpart of them, with similar powers but many contrasting personality traits to the original. If you can befriend this new version of an old friend, they will join you as a companion in future jumps, alongside your original companion.



# Scenarios

You may now pick up additional quests or conditions which will apply to your decade in this world. Failing to accomplish all chosen scenarios will result in your chain ending, but each provides a reward upon completion.

## Mother MaiaMai's Mission

*"We thank you for the help, my tykes and !!"*

Having accepted a request from the eccentric octoped Mother MaiaMai, you must now locate and retrieve all of her lost children during your 10 year stay. Lest you think this is an easy task, there are 100 of them total - 50 in each world. If you manage to bring them all back home, Mother MaiaMai will move out of her cave, and she and her children will take up residence in your warehouse instead. Upon being provided with any mundane item, Mother MaiaMai will be able and willing to transform it into a 'Nice' version of itself, vastly improving its effectiveness. A 'Nice' bow could fire three arrows at once, a 'Nice' bomb would have its blast radius doubled, a 'Nice' phone might never run out of battery, and so on.



## Retro Reawakening

*"It's dangerous to go alone!"*

Everything suddenly seems a lot more... old-school. The world's appearance has now reverted to graphics reminiscent of the NES era for your time in this world. Although this is only a cosmetic change to how you perceive the world rather than actually impacting what is contained therein, it may be more difficult to identify what you're looking at or measure precisely when you can only see things in terms of pixels. Thus, you will be rewarded for spending a decade like this by being granted the ability to toggle this filter on and off at will in future worlds, so you can re-evolve that nostalgic 16-bit charm whenever you like.





## Shadow Jumper

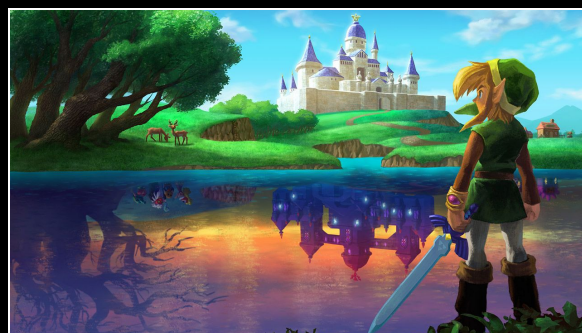
*"This Shadow Link has come via StreetPass and awaits battle!"*

Usually, you would be an anomaly, a unique individual with no counterpart in the other world. With this scenario, however, there will be a second version of yourself starting in whichever world you did not choose. This 'shadow jumper' will have all your powers, and will be diametrically opposed to you in many of your personality traits and goals. In case you plan on hiding, you'll be guaranteed to encounter them many times during the jump. If you slay your counterpart, you'll obtain an arena attachment to your warehouse which lets you simulate battles against non-sapient shadows of yourself. Alternatively, if you convert them into an ally by the end of your time here, you may take them with you as a companion. If they remain an enemy, you may instead choose to have them appear in future worlds as a recurring threat which will continue to be drawn to you.

## Hero of Hyrule (Requires Hyrulean Hero)

*"Can you hear me, Hero of Hyrule?"*

Wake up, Link. You'll be taking the place of the young blacksmith's apprentice and will be required to fulfill his role as the hero destined to save this world. That means you'll have to save both Hyrule and Lorule, given that the Hero of Lorule seems to be shirking his duties. If you can stop Yuga and save both worlds in the process, you'll be rewarded with the Triforce of Courage, causing your status of 'Chosen One' to carry over to future worlds - so you'll always be found worthy and people will feel more willing to pool their faith towards the hope you represent for saving them from whatever calamity is threatening them.





## Supporting Role (Requires Lorulean Hero)

*"I may never see her again, but I vow to save her from all of this."*

Taking the place of Ravio, the cowardly Hero of Lorule, you'll be tasked with supporting Link in his quest to save the world. Taking this scenario bars you from directly intervening to help the Hero of Hyrule, so you will have to provide indirect help through selling weaponry and providing advice. With less personal danger to yourself, the successful defeat of Yuga will instead grant you just a shard of Lorule's long-lost Triforce of Courage, just enough to help you overcome cowardice and learn to become brave when such personal strength is most needed.

## A New Kingdom (Requires Princess)

*"As the Princess of Lorule, it is my duty to save my kingdom."*

A third kingdom has been discovered. Not fully at peace like Hyrule, but also not trapped in a constant war like Lorule, the land of Midrule is yours to control. It has no Triforce, but will definitely become entwined with both Link and Yuga as they fight to save or conquer the world respectively. If you can keep your kingdom standing and at least somewhat prosperous by the end of the decade, you'll be rewarded with the Triforce of Wisdom carrying over to future worlds, a power which imparts divine wisdom and leads its owner to make the right choices in life. This also provides enhancements to your mystical abilities, substantially increasing the effectiveness of your magical powers.

## Yuga's Quest (Requires Villain)

*"When the Triforce is mine, I plan to remake Lorule in MY image."*

You will be replacing the villain Yuga during your time in this world, and your objective will be to fulfill his plans - to remake Lorule and Hyrule in your images with the power of the Triforce. Your main obstacle in this regard is Link, but with him defeated, you'll still have to bring both kingdoms to heel before your mission can be successful. Your reward for this shall be the Triforce of Power carrying over to future worlds, granting you vast reserves of strength and greatly enhanced durability.



# Drawbacks

In case you would like more of a challenge, you may take drawbacks here with a limit of +600CP.

## Continuity (+0)

*"Legend tells of two worlds that intersect. In A Link Between Worlds, the hero traversed these mirrored worlds to protect the sacred Triforce."*

Is this not your first quest you've undertaken in this world? The effects of your time in other periods of Hyrule's history now carry over to this world, and although the main plot will be broadly the same, the details and background of this world may vary greatly based on the influence you've had on past eras.

## Puzzled (+100)

*"Who's there?! Nobody gets past me 'less you know all the words to the ultra-secret-thief-password song."*

The number of puzzles and riddles in this world seems to have increased considerably. Almost every door you must pass has a puzzle attached, and almost every enemy has a cryptic method to defeating it that must be figured out. To make matters worse, you're unable to brute force these, and must use your intellect in order to proceed.

## Hero's Duty (+100)

*"Instead of getting an earful, you've got an errand, Link. Take that sword and hurry after the captain."*

You've picked up a heroic streak which prevents you turning down those who request your help. You'll perform every act of kindness you can for those around you, whether they are a princess or a farmer's child. Whilst this may seem like a virtue, it is important to note that time is of the essence during your time in this world, and many of these favours will be extremely time-consuming, with you having no option but to accept.



## Gullibility (+200)

*"Another betrayal?!"*

You're too trusting, jumper. If someone you considered a friend were to ask you to lend them your piece of the Triforce, you would do so without hesitation. In fact, you might even do so for an old enemy, if they first promised they had reformed. Your gullibility is extreme, and any powers which might help you detect lies have been deactivated. This might not cause an issue with villains like Yuga who openly announce their intentions, but more insidious schemers are bound to notice how easy it is to manipulate you to fulfill their own ends, and use you accordingly.

## Hubris (+200)

*"A splendid collection, don't you think? All Seven Sages, and Zelda herself... But even they pale in comparison to my NEXT artful creation. ME!"*

To the delight of your enemies, you've been cursed with an absurd amount of hubris. Not only will you repeatedly leave enemies alive and thus able to challenge you again because you feel that killing them is 'beneath you', but you'll frequently break into monologues when you think you have the upper hand, explaining all your plans and secrets to whoever happens to be nearby, often not noticing if they start planning your counterattack at the same time. We can only hope you have the power to back up such an immense ego.



## Latecomer (+200)

*"Papa was really angry. He said that you can't be a blacksmith if you don't get up at the crack of dawn!"*

You have an unfortunate habit of being late to the party when it comes to important events. You'll always miss your alarm clock in the morning, and will likely be the last person to hear about any prophecies involving you. Although this drawback's effects won't be significant enough to prevent you saving the world on its own, you'll certainly find it more difficult to stop villains whose plans are almost complete before you even learn of their existence.

## Hero Mode (+200)

*"You can now play Hero Mode! Enemies will be tougher!"*

Are you sure about this? This entire world has become more dangerous to you, with each enemy dealing four times as much damage with each attack, and with bosses having new tricks up their sleeves to help them destroy you.

## Hero Mode + (+300)

*"You can select this mode when you start a new file."*

Not only will you be dealing with incredibly tough enemies, you'll have to do it twice. Once your affairs are in order and the world has either been saved from danger or pushed over the edge to destruction, the entire world will be reset, and you'll have to achieve the exact same feats again to continue your chain. To make matters worse, enemies are now scaled up to your level on this second playthrough, for the ultimate challenge.



## Infinite Greed (+300)

*"Your first purchase is HALF-price. Only once per customer though... Just to give you a taste of sweet, delicious ownership!!"*

What a calamity! All of your powers have been lost, now only accessible from a special store run by the incomparable Ravio. He will temporarily rent out each of your powers to you individually only for rupees from this world, and there is no way to steal them from him or hold on to them beyond the deadlines he provides. On the bright side, he will give you the option to purchase them full-out after your first few years, assuming you've given him enough rupees to live a comfortable life up to that point.

## Ending

Now your ten years are up, and you've hopefully done all you set out to do in this world. You may either return back home, stay in one of these two worlds, or, if you'd prefer - continue forth to another adventure. The choice is yours.

## Notes

- The full Triforce cannot be taken with you. However, you may bring along an individual piece as a reward from a scenario.
- 'Jumper-Ganon' can work with those who voluntarily wish to merge with you without the need to fight or defeat them.
- This is Version 1.2 of the jump.
  - Changelog:
    - Added Shadow Companion option.
    - Added option to kill your shadow for Shadow Jumper.
    - Buffed 'Jumper-Ganon' perk.
    - Fixed some flavor text.
    - Added Companion options.