

Luigi's Mansion™

A Jumpchain CYOA by WoL_Anon

Ver. 1.0

The Last Resort. A truly luxurious hotel, or at least that's how it might first appear. In truth, this spooky hotel is staffed by ghosts! The hotel owner, Hellen Gravely, has managed to free the captured King Boo, and a scheme has been put in place so he can finally get his revenge on Luigi! Will you help Luigi rescue his friends? Help King Boo get Luigi? Or do you have your own plans for the night?

You arrive in this world just as Luigi wakes to the scream of Princess Peach. You will be staying here for the night.

You have 1000 choice points (cp) to spend.

-Age and Gender-

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

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

-Species-

Choose one of the following four options. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will.

[Free] Human

You are an ordinary human. If you prefer, you may instead be the same variety of “human” as Luigi or Professor Gadd.

[Free] Toad

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

[200cp] Goo

Like Gooigi, you’ve been created from a special goo derived from paranormal research.

This goo form allows you to slide through vents and pipes with ease, as well as ignore certain hazards, such as spike. Water and other liquids can cause you to dissolve into a puddle. Fortunately, you can regenerate rather quickly from such a state, allowing you to survive falls from large heights.

[200cp] Ghost

Ah, so you’ve chosen to be a ghost.

As an undead, you no longer need to eat, drink, or breathe. King Boo himself claims that ghosts cannot be truly killed. Whether or not this is true, having your body dispersed or destroyed will count as death for the purposes of chain failure.

As a ghost, you can fly, you can become intangible (you can temporarily pass this intangibility onto objects you are carrying), and you can become invisible – though your reflection still remains.

As long as it does not provide any additional advantages, you are free to design your own custom ghost form, or be a Boo if you prefer.

For the duration of this jump only, you are immune to mind-controlling effects that target ghosts specifically, such as King Boo’s crown.

If you have already been a ghost or Boo in another Mario jump, you may instead take this species for free.

-Background-

You must choose one of the three Origins in this section. Each one qualifies you for different discounts. You may design a background in this world, based on your Origin and what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made. Alternatively, you may choose to take your Origin as a Drop-In, with no memories or history in this world.

Guest of Honour

Requires the Human, Toad, or Goo species.

You have a history of catching ghosts and, as a result, you have been invited to The Last Resort hotel so King Boo can get revenge. I'm sure you'll enjoy your stay!

Additional Guest

Requires the Human, Toad, or Goo species.

Whilst you might not be quite as important a guest as Luigi, you've also been invited to The Last Resort hotel. You might not have the same starring role as Luigi, but I'm sure you can find an important part to play in the events to come.

👤 Host

Requires the Ghost species.

You have a completely normal job at The Last Resort hotel and are not suspicious in any way. I'm sure you're busy preparing to give Luigi a very special welcome.

-Location-

You may choose to begin anywhere within The Last Resort, so long as it makes sense and does not provide you with any additional advantages you have not purchased. For those looking for more direction, the hotel's floors are described below.

B2F – Boilerworks

This floor of the hotel appears to be responsible for managing its water supply. It is maintained by Clem, a ghost mechanic.

B1F – Basement

After Luigi escapes from King Boo, he will wind up on this floor. The garage is located here.

1F – Grand Lobby

Looking to check in? As one might expect, the lobby connects to the hotel's main entrance.

2F – Mezzanine

Professor Gadd's painting is being kept on this floor. The restaurant here is serviced by Chef Soufflé, and has developed a bit of a rat problem.

3F – Hotel Shops

A variety of shops and services are here, though they have all closed for the night. Kruller, a ghost security guard, monitors the floor.

4F – The Great Stage

This musical theatre is haunted by Amadeus Wolfgeist. One of the trapped Toads can be found here as well.

5F – RIP Suites

The guest suites for Luigi, Professor Gadd, and others are located here. Chambrea, a maid ghost, can also be found on the floor.

6F – Castle MacFrights

This medieval-themed floor is ruled by King MacFright. Care to challenge him to a duel?

7F – Garden Suites

This floor is overgrown with all sorts of plant life. This is likely the result of the ghostly Dr. Potter and his watering can.

8F – Paranormal Productions

Perhaps you weren't expecting a movie studio in a hotel? Morty, a ghost director, hangs out here. Unfortunately, he's in a bit down right now. Maybe you'll lend him a hand?

9F – Unnatural History Museum

This small museum has a number of interesting exhibits, the newest of which is a Toad trapped in a painting. Wait... did that dinosaur skeleton just move?

10F – Tomb Suites

I hope you like sand, because this Egypt-themed floor is full of it. It is dominated by a pyramid, and is haunted by Serpci, an ancient Egyptian queen.

11F – Twisted Suites

This floor will have you running up the walls, as you encounter variations of the same room arranged from a different perspective. Trippy!

Three ghost magicians – Nikki, Lindsey, and Ginny – like to perform here.

12F – The Spectral Catch

This floor is a pirate themed restaurant. Unfortunately, the front of a ship bars the entrance; you'll have to be able to pass through walls, or blow it away somehow, if you want to get in.

One of the trapped Toads is being kept here, guarded by the fearsome Captain Fishhook.

13F – Fitness Center

Ghosts need exercise too, I suppose. This floor is run by Johnny Deepend; if you aren't a ghost like him, expect to be pelted with dodgeballs.

14F – The Dance Hall

This disco-themed dance floor is haunted by DJ Phantasmagloria, and her squad of hoodie-wearing Goobs. Groovy!

15F – Master Suite

The top floor, from which Hellen Gravely will monitor the progress of Luigi. The door to her office is blocked by a large statue of King Boo, and four different keys are required to get past.



-Perks-

Discounted perks are 50% off, with discounted 100cp perks being free.

Guest of Honour Perks

[100cp, Free for Guests of Honour] Yeah!

You are good at mentally breaking down seemingly insurmountable tasks into achievable component goals, and drawing motivation and happiness from completing these goals. You are also good at shaking off negative feelings you experience when facing setbacks.

Just the sort of mentality one needs when their friends are kidnapped by a horde of nasty ghosts.

[100cp, Free for Guests of Honour] Adaptable

The Last Resort can be a confusing place. One moment you are in an old castle, the next you are in front of a pyramid, and the moment after that you are walking on the ceiling.

Fortunately, you are quick to adapt to your current environment. This isn't limited to adjusting to different aesthetics, but also different "tones", allowing you to quickly slide into the role of a movie star when you were hunting ghosts only a few minutes ago.

[200cp, Discounted for Guests of Honour] Sneak Peek

Throughout your travels, you will often find opportunities to get a heads-up for incoming danger, or potential treasure, by looking through windows or cracks in the walls.

So long as you are observing only, you are very unlikely to be noticed by enemies you are spying upon in this manner. In those times where you are noticed, it is rare that it disadvantages you in the long run.

[200cp, Discounted for Guests of Honour] Cat Catcher

You have sharp reflexes, and have a 'sixth sense' for when an enemy is directly behind you and prepared to strike.

These combination of talents will be appreciated by any ghost wrangler, and are especially important if you wish to deal with a certain ghost cat.

[400cp, Discounted for Guests of Honour] Cardiac Assist

From now on, you will semi-frequently find floating "hearts". These hearts are most often found when defeating enemies, but can also be found through exploration. More powerful enemies may sometimes produce multiple hearts at once.

When you touch one of these hearts, it will disappear, and up to 20% of your overall health will be automatically healed. A heart can only be interacted with by you, so don't worry about your foes exploiting them. At the same time, these hearts will vanish fairly soon after appearing, and cannot be stored for later use, so take advantage of them whilst you can.

[400cp, Discounted for Guests of Honour] Terrific Template

There's some strange quality about you, that makes you an excellent model to base things on.

As a result of this quirk, creations made in your likeness tend to turn out exceedingly well. Likewise, attempts you replicate your abilities and talents are much more successful than they would typically be.

Fortunately, you can toggle this perk on or off as you like, or even limit its benefits to specific individuals, in order to ensure that it is not wielded against you.

[600cp, Discounted for Guests of Honour] A Fighting Chance

Ever considered what would have happened if a ghost simply left with a key or elevator button, or if King Boo had attacked Luigi first? Fortunately, such disasters are unlikely to befall you.

You now have a strong but strange form of luck, which serves to make things 'fairer' for you. Keys needed to progress through the enemy base will always be left somewhere you could plausibly get to, though they may be guarded. Villains will often choose to sit back and slowly ramp up the danger they are throwing at you, rather than hit you with everything at once. Assassination attempts or 'unfair' one-shot techniques will miss or be averted, forcing your foes to face you in a more upfront manner.

Of course, such luck does not guarantee victory on its own, merely working to make things 'fairer'. You can be assured that such luck will never make things outright harder for you.

Additional Guest Perks

[100cp, Free for Additional Guests] A Rank Construction

You have a broad knowledge base related to both construction and renovation. With your level of expertise, you could oversee the construction of a truly luxurious hotel. Provided you had the funds, of course!

[100cp, Free for Additional Guests] Gorgeous Guest

You have looks fit for royalty, whether that is a flesh and blood princess, or a ghostly queen.

On purchase, you must decide whether this results in enhancement in feminine beauty, allowing you to rival Princess Peach, or an equivalent enhancement in masculine handsomeness.

[200cp, Discounted for Additional Guests] Hard-Headed

Your head is surprisingly resilient. You could be fired into a wall and not only will not receive any lasting damage, but would barely feel it. In fact, if the wall was on the weaker side, you could burst right through it, opening up a new path for your friends.

Despite this sturdiness, your head is no less soft than it would be without this perk. If you were a Toad for example, your mushroom head would be an effective battering ram, whilst still retaining its springy feel.

[200cp, Discounted for Additional Guests] Wahoo!

Like Mario, you have become a master of all kinds of jumps and flips, including wall jumping! With such a talent, it would be easy for you to scale the exteriors of large buildings, bypassing the need for a slow, tense, climb.

Just try not to leave your buddies behind!

[400cp, Discounted for Additional Guests] Hero Magnet

Kidnapping is a common practice amongst villains, and those who take on a supporting role are often the targets of such crimes.

Fortunately, in these cases, you have a sort of luck that draws do-gooders towards you through one circumstance or another, and sets them up with the best possible run for rescuing you. Of course, it may often be the case that these hero types are in the process of helping others, so you may have to settle for being taken to a relatively safe area rather than away from the entire scenario, but when you are trapped in a painting by an evil ghost, beggars can't be choosers.

[400cp, Discounted for Additional Guests] Retcon Research

Did you miss a chance to do some vital research? Just want some results *now*? This could be the perk for you.

First, you must choose a 24-hour time period that occurred at some point in the past of your current setting. In order to be eligible, some kind of notable event must have happened at that time. Next, you must choose something that you wish to have field tested – it could be some kind of science or technology, a strange power, or something else that can go through this kind of testing. In order to be eligible, you must currently have access to the thing you wish to test.

Once you have made these choices, you will automatically receive the equivalent level of knowledge as if you had put your chosen thing through field testing at that time and place. This does not alter the events of the past, even if the testing logically would have done so. You may receive written notes if they would have resulted from said research.

To begin with, you only have access to a single use of this perk. At the start of each new jump, you will receive an additional use (post-chain, you receive a new use every ten years). These uses can be hoarded. You can use this power for shorter lengths than 24 hours, but doing so still constitutes a full use.

[600cp, Discounted for Additional Guests] Paranormal Professor

You have extensively studied ghosts and related paranormal phenomena. As a result, you have learned to create the special substance known as Goo, which is strangely both an element and a compound.

With the biological data of others, you are able to create Goo versions of them. These goo versions lack any supernatural powers of the target, but are able to effectively emulate many of their skills. As a goo person, they are able to ignore many kinds of physical damage (such as spike traps), can slide through vents and grates, and can quickly regenerate. However, they cannot speak and dissolve in water.

As you study Goo, you can even learn to create goo versions of some kinds of equipment and technology, and incorporate it into the bodies of your goo people. If you are willing to put in the time and effort, who's to say how far you can goo?

Host Perks

[100cp, Free for Hosts] Dark Atmosphere

Whilst you are in a room, you can apply a special effect to it.

Whilst under this effect, the lighting in the room dims and a spooky atmosphere develops. You will never experience any difficulties seeing as a result of this, though your enemies might.

You can toggle this effect on and off as you like, but effects will not persist in a room once you have left it.

[100cp, Free for Hosts] Hotel Job

Hotels don't run themselves!

On purchase, choose a mundane profession such as a maid, chef, or mechanic. You have gained the necessary knowledge and skill to perform said job at a high level.

This perk can be purchased multiple times, but you must select a different profession each time. Any discount applies only to the first purchase.

[200cp, Discounted for Hosts] Boo!

It's a common practice for ghosts to scare the living, and you're pretty good at it.

Not only do you have a good sense of timing, which allows you to pop out and spook your target at the opportune moments, but you are also an expert at finding suitable hiding places from which to pop out of, or which simply help you avoid capture.

[200cp, Discounted for Hosts] Teamwork Makes the Scream Work

In this world, you'll find that ghosts often work together to scare the living.

Such group haunts come easy to you, as you are now much better at tracking where your allies are during a fight or scare, and are able to position yourself appropriately to best assist. Thanks to this talent, having your ally slammed into you, or vice versa, is now much less likely.

[400cp, Discounted for Hosts] Fenced Off

Sick of your target running away? This may be just what you need.

You are able to create paranormal 'fences', which bar off any exits in a room you are currently in. These fences cannot be interfered with in mundane ways, and can't even be sucked up by the Poltergust. In order to get rid of them, a person must defeat you in battle, or otherwise capture you.

You can maintain any number of these fences as you like, so long as they are only blocking the room's exits. Should you leave the room, the fences will immediately vanish.

[400cp, Discounted for Hosts] Superfan Favourite

There's something about you that attracts all kinds of admirers.

Generally, such admirers are not the most competent, and their desire to be near you may be a tad annoying. However, when you are captured, these superfans benefit from a surge in competence, especially when it comes to attempts to break you out. In a pinch, these admirers may be just what you need.

[600cp, Discounted for Hosts] Boss Ghost

You are well and truly a cut above the usual ghosts.

On purchase of this perk, choose a variety of powers or items that put you on par with The Last Resort's many boss ghosts. For example, you might be able to possess a piano and fire off musical notes, or maybe you have a control of sand?

If you chose the Ghost species, part of the power granted by this perk can go into your ghost form directly. For example, you might choose to be a ghost shark with a hook for a hand. Whether or not you do so, ghosts with this perk will find it easier to resist being pulled into a Poltergust, but this resistance is far from absolute.

On its own, this perk does not put you at the level of the legendary King Boo. Perhaps if you also wore a certain crown, you could match him?

-Items-

Discounted items are 50% off, with discounted 100cp items being free for the first purchase.

Should you already possess any similar items to the ones you purchase here, you may import these items, giving them any advantages the purchases they are imported into offer, unless the item in question states otherwise.

Guest of Honour Items

[100cp, Free for Guests of Honour] Inflatable Ducks

You have an endless supply of large inflatable duck floaties, which you can retrieve at any time from seemingly nowhere.

If you had a Poltergust, you would have a nifty way to move about on water. If not, at least you'll have a way to relax.

[200cp, Discounted for Guests of Honour] Virtual Boo

This device greatly resembles a Virtual Boy. It can take video calls, and display map data, all in a red-tinted VR. Professor Gadd insists it is bound to be a hit, but that remains to be seen.

Your Virtual Boo will never run out of power, and you will never need to worry about any bills related to it. Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[400cp, Discounted for Guests of Honour] Shopping Network

A massive hoard of treasure weighing you down? Why not spend some of it here?

You have access to this special shopping network, which you can access via the internet. The network will accept all forms of currency, and purchased items are teleported to you instantly.

The contents of the network can vary by setting, typically offering tools which allow you to find rare items or enemies. Regardless of these changes, there is always one thing that the network will sell: Gold Bones.

Should you be killed or lose consciousness whilst carrying one of these bones, a generic Polterpup will be warped to your location, will give you a lick, and then consume the bone. This will revive you with perfect health, and bypass any chain failure that would usually occur as a result of death. This revival cannot be interfered with. This Polterpup cannot be forced to stay; if you have a Polterpup of your own, you can elect for it to take on this role if you like.

The network only has a limited supply of these bones. Over the course of each jump, the network will amass a total supply of ten bones. This supply resets each jump, so if you aren't buying the bones each jump, you will lose out on them. Post-chain, the bone supply will amass over a ten-year period, and will reset at ten-year intervals.

[600cp, Discounted for Guests of Honour] Poltergust G-00

The newest model of Poltergust, developed by Professor Gadd.

This vacuum-like device is designed to suck up ghosts and prevent their escape. Maintaining a hold on a ghost will allow you to perform a slam, which both hurts the ghost and may stun additional ghosts that the ghost you are holding is slammed into. Whilst there isn't infinite space in the device for captured ghosts, requiring some kind of vault for long-term storage, there is still an impressive amount of internal storage that will allow you to capture many ghosts before taking a break. Treasure and trash will be automatically sorted into different compartments, allowing you to empty either without freeing caught ghosts. The vacuum is capable of both sucking and blowing, which may allow you to interact with various things out in the world.

The Poltergust G-00 is equipped with two kinds of lights. The first is a flashlight. With the Strobulo attachment, this flashlight can let off a burst of light which can be used to stun ghosts, and activate certain devices around the valley. The other light is the Dark-Light, which can be used to dispel illusions as well as reveal invisible ghosts.

Many new features have been added to this model of Poltergust. First, it can perform a "burst" which not only allows you to perform a short jump, as well as push back ghosts that are surrounding you. Second, it can perform a "suction shot" which can fire plungers attached to rope, which can then be grabbed with the vacuum's pull – allowing you to move larger objects out of the way among other uses. Third, it can connect with certain kinds of power outlet in order to access 'Super Suction', a significantly more powerful suction effect. Finally, the Poltergust has a compartment intended to conveniently store a goo person, which can vibrate when hidden ghosts are near.

Should your Poltergust G-00 be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. Anything stored in the Poltergust will not be replaced, so be sure to empty it frequently.

If you have purchased the Goo species you can choose to have a goo version Poltergust G-00 be a part of your goo body, instead of the regular item. As it is part of your body, it can be pulled out when you need it, as well as regenerated if damaged (thus the replacement rules no longer apply to it). However, it will lack the storage for another goo person.

Additional Guest Items

[100cp, Free for Additional Guests] Personalised Luggage

A collection of suitcases, briefcases, and bags. Each of these are personalised to represent you, and are of very high quality.

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

[200cp, Discounted for Additional Guests] Personalised Bus

Because you have to get to the hotel somehow, right?

This brand-new bus has been personalised to represent you. It never seems to run out of fuel, and general upkeep is not necessary, allowing you to drive it around just about anywhere.

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

[400cp, Discounted for Additional Guests] Portable Lab

This small device is actually a miniaturised lab. Simply place it in an empty space, activate it, and watch it expand outwards as it becomes a secure lab any ghost researcher would be happy to work in.

The lab has sturdy walls, and a camera connected to a security system, which automatically locks the door if an unauthorised person approaches. Ghosts are somehow unable to fly through the walls; though they can still destroy the lab if it is within their power.

The lab has its own power supply, and plenty of space for research and study – if you also have the *Vault* item, you may choose for it to be pre-installed in the lab. In this case the lab is set up to allow you to study ghosts trapped in the vault without releasing them, and the vault will shrink down whenever the lab does, allowing it to be conveniently transported.

The lab comes with a free elevator tracker. This device attaches to an elevator's controls, and somehow extracts map data for all floors it services, which can then be sent to the lab, as well as any compatible device (such as the Virtual Boo).

Should the portable lab or elevator tracker be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. Replacement labs will appear in condensed form.

[600cp, Discounted for Additional Guests] ScreamPark

The spooky theme park has now come under your ownership.

The theme park features nine different attractions, which one might consider to be minigames. Each of these accommodates up to eight people playing at a time. Differently coloured copies of Luigi and Gooigi are present in the park to make up the numbers, and Poltergust G-00s will be loaned to those that lack them. These Luigis, Gooigis, and Poltergusts cannot be taken out of the park under any circumstance.

Ghosts are also present in the park, playing roles in many of the minigames. Generally these ghosts cannot leave the park either; however, if you have the *Vault* item, ghosts caught in a Poltergust can automatically be shunted into the vault. Don't worry about running out of ghosts, as more will show up. Treasure can be earned via many of the games as well.

In future worlds, you may choose for it to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like.

Should the theme park be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

Host Items

[100cp, Free for Hosts] Human Disguise

A set of makeup, mask, and outfit, which are intended to allow a ghost to pass as a human.

While this disguise should be kind of obvious, it is strangely effective, holding up to all but the most serious scrutiny.

Used makeup will be immediately replenished, and should anything be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp, Discounted for Hosts] Your Floor

A new floor has been added to The Last Resort, and placed under your control.

This floor appears somewhere between the 2nd and 15th floors. You are free to design this floor to your liking on purchase of this item, so long as it remains within the scope of the floors normally present in The Last Resort, whether it be a floor of themed suites, a restaurant, or some kind of activity centre like a gym or a dance hall.

Post-jump, the floor will be moved to a property you own, or attached to your Warehouse by a special gateway.

Should the floor be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

[400cp, Discounted for Hosts] Your Hotel

You are now the proud owner of this hotel, on par with The Last Resort.

This hotel has the same number of floors as The Last Resort, but you are free to customise those floors to your liking on purchase, so long as they remain within the same general scope as The Last Resort's. It can be spooky, or as grand and welcoming as The Last Resort initially appeared to be. If you also purchased the Your Floor item, you can choose to immediately incorporate it into the hotel, or do so after the jump comes to an end.

In future worlds, you may choose for it to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like.

Should the hotel be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

[600cp, Discounted for Hosts] King's Crown

King Boo has worn a few different crowns over the years. Now, you have obtained one of your own.

While you are wearing this crown, any ghostly powers you possess will be significantly enhanced. You can also shoot fireballs from it.

What makes this a crown for a king though, is the effect it has on nearby ghosts. Once you put it on, nearby ghosts will fall under your control, their personalities shifting a bit to suit your goals even when you are not giving them direct commands. This effect is not absolute (for example, a particularly dedicated movie director might remain too engrossed in his filmmaking to attack your enemies), but it is still quite powerful. The effect will even persist for some time after you've taken the crown off; it will have to be destroyed in order to immediately cancel the effect.

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

General Items

[Free] Ghost Vault

Requires either the Poltergust G-00 or Portable Lab item.

This vault is designed to interact with the Poltergust, allowing you to more permanently store ghosts.

At the end of each jump, you may choose which ghosts stored in the vault will travel with you between worlds. Ghosts kept in this manner are eligible to be imported as companions, but unless made companions or followers in some way, cannot leave the vault under any circumstance until post-chain. Ghosts not kept will be sent back to the world in which they were caught.

Should the vault be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours. Ghosts from previous jumps that were in the prior vault appear in the replacement.

[Free] Boss Items

Requires the Boss Ghost perk.

This option represents any items you have chosen as part of your *Boss Ghost* perk choice.

Smaller items intended to be used as projectiles (like playing cards or dodgeballs) are received as an endless supply which you can retrieve at any time.

Larger items, or items intended to be possessed (like a piano or pirate ship), will be replaced 24 hours after they are lost or destroyed, at a location you control.

[50cp] Luigi's Mansion 3 Game Bundle

Are you a big fan of Luigi? This bundle contains:

- A 2019-era television.
- A Nintendo Switch, with Joy Cons, dock, and all needed cables.

- A Nintendo Switch Pro Controller.
- An additional three controllers, in any combination of paired Joy Cons, or Nintendo Switch Pro Controllers.
- Either a physical or digital copy of Luigi's Mansion 3.
- Access to all downloadable content for Luigi's Mansion 3.
- A lifetime membership to Nintendo Switch Online.

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

[50cp] Special Content

A collection of content to be enjoyed by a Luigi's Mansion 3 fan.

First, you have a red record player, as well as a series of records which features all music present in the game.

Additionally, you have a red projector, as well as a series of floppy disk which can be read by the projector, containing various pieces of concept art.

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

[50cp] Costumes

A collection of goofy costumes, perfect if you want your ghost hunting to be just a bit sillier.

This collection also comes with a special flash, that projects the face of Polterpup. It can be easily swapped in on your Poltergust's flashlight if you want.

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

[50cp] Gem Collection

This item comes with a copy of each of the special gems that Luigi might find during his time here. They optionally come on a set of motorised shelves, allowing you to get a better viewing angle when examining them.

Should the gems or the shelves (if you chose to acquire them), a replacement will appear at a location controlled by you after 24 hours.

[50cp] Jumper's Painting

This large painting represents what you would look like if you were trapped inside a frame – a fate surprisingly common in these parts. This particular painting is well-made, but entirely mundane. You won't be able to free another version of yourself from it.

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

-Companions-

[50cp per.] Import

Already have some companions with you? For 50cp each, you may import these companions into this world, providing them an Origin, as well as 600cp to spend on perks, items, and their species. They may not purchase companions.

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive an Origin, and 600cp to spend on perks, items, and their species. They may not purchase companions. Their appearance, personality, and history are up to you, provided you do not grant them anything not reflected in their purchases. By default, they are absolutely loyal to you, but you may forgo this if you wish.

[50cp per.] Recruit

For 50cp each, you may take any named character appearing in Luigi's Mansion 3 along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a 'slot', so you can ask around and find another character to journey with if you would like.

[50cp] Polterpup

Your very own Polterpup, not to be confused with Luigi's pet. This Polterpup is intensely loyal to you, and cannot be swayed by mind-altering effects that work specifically on ghosts. You may choose whether it counts as a companion or follower (companions may purchase their own Polterpups, but they must receive them as followers).

Should anything happen to the Polterpup, it will be back tomorrow, good as new!

[50cp] Polterkitty

Your very own Polterkitty, not to be confused with the pet of Hellen Gravely. This ghost cat is able to assume a larger monstrous form when threatened. It has many tails; if caught by one of these tails, it is able to detach it to free itself, but cannot do so if only one tail remains. Lost tails will regrow after a few hours. Your Polterkitty is intensely loyal to you, and you may choose whether it counts as a companion or follower (companions may purchase their own Polterkitties, but they must receive them as followers).

[100cp, First free with the Poltergust G-00 Item] Goomper

This is a Goo version of yourself, which has all of the perks you have purchased here, as well as the Goo species. If you have purchased the Poltergust G-00, this goo person also has access to a goo version of the Poltergust as part of their body. The goo person doesn't talk, but is completely loyal to you.

You may choose whether it counts as a companion or follower (companions may purchase their own Goo versions of themselves, but they must receive them as followers).

-Drawbacks-

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

[0cp] Jumper History

Have you been to the Mario universe before? Well with this toggle, you can import the events of any previous Mario jumps you would like to, smoothing out any inconsistencies between them in a manner of your preference. Attempts to use this toggle to interact with prior versions of either yourself or companions will fail however.

[0cp] Jumper's Mansion

Requires Human species.

Using this toggle, you may assume Luigi's role in the story. Your starting location is overridden to the fifth-floor hallway, where you have just stepped out of your assigned room.

[0cp] Full Stay

Want to stay longer than a night? Taking this toggle will extend your stay in this world up to a full ten years. It will also ensure that ghost related hijinks continue in some form for the entirety of your stay.

[+100cp] No Leaving

The ghosts have barricaded the front door!

Whether or not this would normally stop you, you are unable to leave The Last Resort for the entirety of the jump. You are unable to destroy The Last Resort yourself, but if it is destroyed, you will be forced to remain on the same plot of land.

[+100cp] I Hate Sand

It seems that sand has swept in from the tenth floor. No matter what you do, sand will find its way into your clothes and equipment. I hope you don't find it too annoying!

[+100cp] Ugly

There might be a couple of beauties in The Last Resort, but you aren't one of them.

You are now quite ugly. Appearance boosting perks or powers are disabled for the length of the jump, and other measures that enhance your appearance will fail the moment you lose your composure.

[+200cp] Accidental Alerts

Any attempts you make at stealth will always manage to fall flat, alerting others to your presence very quickly. You'll have to deal with your foes head on if you want to get past them.

[+200cp] Annoying Water Segment

During times where you visit the boiler works, you are not able to swim or fly over bodies of water. Instead, you must ride on an inflatable duck. Having the duck popped may lead to drowning. If you are not able to drown, such as by being a ghost, or if you are relatively close to land, you will be launched through the air back to the nearest land.

Additionally, circumstances will force you to travel all of the way through the boiler works at least once during your time here.

[+200cp] Useless Allies

Whenever someone is working for or alongside you, they experience a drastic drop in competence. For example, whilst Mario might typically treat King Boo as kind of a mid-boss, for some reason he will manage to lose hard.

This loss of competence is only temporary, and attempts to game this drawback by claiming enemies as allies or minions will always fail.

[+300cp] Good Night!

Things just got a lot tougher for you.

If you aren't a ghost, you will regularly stumble across groups of rare and powerful ghosts, eager to end your life.

If you are a ghost, you will be relentlessly pursued by an ultra-competent Luigi, who cannot be permanently dealt with. If Luigi catches you in his Poltergust, you will fail your chain.

[+300cp] Evil Goo Jumper

It seems someone has been messing with Goo, and things have gone horribly wrong.

As a result, a Goo version of you has appeared in The Last Resort. It has access to all of your perks and powers, and has goo copies of your standard equipment as part of its body. This goo you will do everything in its power to hunt you down and cost you your chain. Should it succeed, it will receive a chain of its own.

[+300cp] Friends In Frames

Requires at least one companion.

Oh dear. It appears that all of your companions have been trapped in paintings and cannot leave them under their own power.

Whilst you are free to rescue them, be warned that they have been hidden around The Last Resort as well as placed under the protection of The Last Resort's boss ghosts. Even if you are a ghost yourself, you won't be allowed near them. Your more powerful or useful companions will be placed in the most challenging locations, and King Boo personally guards at least one of them.

Are you able to save your friends, Jumper?

-Ending-

You have reached the end of your stay here. All of your drawbacks are hereby revoked. Any background memories you have acquired no longer have any influence over your behaviour.

Choose one of the following three options:

Unfinished Business: You choose to remain in this world. Your chain ends here. You may decide whether ghost hijinks remain the focus of the setting, or whether the usual things drift back into focus. You can alternate the world between either state whenever you like.

Pass On: You choose to continue your chain. Proceed to the next jump.

Bye Everybody!: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

So, what exactly happens here, anyway?

Luigi, Mario, Princess Peach, and three Toads are invited to The Last Resort hotel as VIPs. Accompanying Luigi is his ghost dog, Polterpup. The group checks in at the lobby, and meets the hotel owner, Hellen Gravely. They are taken to their rooms, and turn in for the night.

Luigi wakes to the sound of Princess Peach screaming. Leaving his room, he watches as the illusion covering the hotel fades away – what was a luxurious environment is revealed as the spooky place it actually is. Luigi runs into Hellen Gravely, who reveals her true nature as a ghost (the other hotel staff were ghosts also disguised as humans). Hellen explains that she invited Luigi because she is a huge fan of someone. This someone is King Boo; Hellen had managed to break out of Professor Gadd's vault. King Boo wasn't sure Luigi would fall for the bait, but is happy to have his revenge. He has already trapped Mario, Peach, and the Toads inside paintings, and plans to do the same to Luigi. Luigi runs from King Boo, escaping by throwing himself down a laundry chute.

Luigi finds himself in the basement, where Polterpup wakes him up, and leads him to the garage. Luigi finds Professor Gadd's car. Luigi retrieves the Poltergust G-00 from the vehicle. Luigi ascends to the first-floor lobby via the stairs, where he finds a group of ghosts boarding up the front entrance, and catches them. Polterpup leads Luigi upstairs, where he finds that Professor Gadd has also been trapped in a painting. Polterpup leads Luigi to the Dark-Light device stored nearby, which Luigi attaches to the Poltergust and uses to free Gadd. Gadd wishes to escape the hotel, but Luigi explains the situation and doesn't want to leave Mario and the others behind. Gadd relents, and asks to be taken to his car. The pair head to the second-floor elevator, where they find that all of the elevator buttons except B1F have been removed. They head to the garage, where they encounter the Steward ghost. After Luigi catches him, he finds that the ghost was holding the 1F and 5F elevator buttons. Gadd guesses that ghosts are holding onto the other buttons as well. Retrieving a strange device from his car, Gadd activates it and it expands out into a secure lab for him to work, complete with vault to store captured ghosts. Gadd tells Luigi that he was tricked into coming to the hotel by someone claiming to have a collection of ghosts, and is disappointed to hear that King Boo is now free. Gadd provides Luigi with the Virtual Boo, a device that allows the two to communicate, as well as an Elevator Tracker. Once installed, it can take map data from each floor. Via the VB, Gadd asks Luigi to collect his briefcase from his room.

On the fifth floor, Luigi catches Chambrea, a ghost who was trying to steal Gadd's briefcase. In addition to recovering the briefcase, he obtains the 3F elevator button. Luigi brings the briefcase back to Gadd. Inside is Gooigi, which Gadd stores in the Poltergust. This is a goo copy of Luigi that which follows his commands, can avoid damage from spikes, slide through grates, and even has a goo version of the Poltergust – though it dissolves in water.

Once Luigi has practised with Gooigi, he heads to the third floor. There, he catches the ghost security guard, Kruller, and collects the 2F elevator button.

On the second floor, Luigi catches Chef Soufflé. The 4F elevator button is stolen by some rats, but Luigi is able to track it down. Back at the lab, Gadd upgrades the Poltergust so Gooigi can react to nearby Boos. From this point, Luigi is able to find a catch a hidden Boo on each floor.

On the fourth floor, Luigi finds a Toad. After defeating and catching Amadeus Wolfgeist, Luigi is able to free the Toad from the painting and bring him to the lab where he can be kept safe. Wolfgeist was also holding onto the 6F elevator button. These events are watched by Hellen via security camera, and she is frustrated by the progress he is making.

On the sixth floor, Luigi catches King MacFright and acquires the 7F elevator button. On the seventh floor Luigi sees the elevator button, but as he approaches the ghostly Dr. Potter appears and creates a giant plant to keep it from him. Luigi scales the plant, and then catches Dr. Potter, collecting the 8F elevator button.

On the eighth floor, a ghost director named Morty holds the elevator button. Luigi helps Morty find his megaphone, and then stars in an action sequence against a disguised ghost. In exchange, Morty gives Luigi the 9F elevator button. However, the button is quickly stolen by Polterkitty, Hellen's pet ghost cat. Luigi backtracks through the eighth and seventh floors and he pursues the cat. He is unable to catch Polterkitty, but does retrieve the elevator button.

On the ninth floor, Luigi sees another trapped Toad, but is attacked by a Tyrannosaurus Rex skeleton when he tries to free the Toad. Luigi defeats the skeleton, forcing the ghost possessing it (Ug) out, and then catching him. The freed Toad gives Luigi the B2F button he had somehow gotten hold of, and is escorted back to the lab. Once again Hellen watches on, furious at the events taking place.

Using the new button, Luigi heads to the boiler works. After navigating and draining some of the water, he is able to confront mechanic ghost Clem. After a battle on the water, Luigi catches Clem and collects the 10F elevator button.

The tenth floor has an Egyptian theme. When Luigi investigate the pyramid, he is trapped at the bottom by a ghost (Serpci), and has to solve various death traps in order to get back out. Outside the pyramid, Luigi catches Serpci, and collects the 11F elevator button.

On the eleventh floor, after dealing with various tricks from magician ghosts Nikki, Lindsey, & Ginny, Luigi is able to catch them and collect the 12F elevator button. Unfortunately on the next floor, his way is barred by a portion of a ship. Luigi is contacted by Professor Gadd. One of the Toads was collecting a part from the boiler works when they went missing. Luigi is able to find the Toad and retrieve the part. This part allows Gadd to upgrade the Poltergust with the Super Suction function. This allows Luigi to blow away the obstructing ship and continue through the twelfth floor. Here, he catches Captain Fishook, a ghost shark. He collects the 13F elevator button, and rescues the final trapped Toad. King Boo is unhappy with Hellen's efforts, and chooses to take Peach's painting away with him.

On the thirteenth floor, Luigi catches Johnny Deepend and collects the 14F elevator button. Once again, the button is stolen by Polterkitty. Luigi backtracks through the thirteenth, twelfth, and eleventh floors. This time he is able to successfully capture Polterkitty as well as retrieve the button. On the fourteenth floor, Luigi catches DJ Phantasmagloria and collects the final elevator button.

As Luigi arrives on the fifteenth floor, a projector screen has Hellen mock Luigi. She explains that despite his efforts, all he is doing is presenting himself as a gift. She shows that she has Mario's painting with her. After collecting four different keys, Luigi is able to get into her office, where he does battle with her. He succeeds, capturing Hellen and freeing Mario.

Mario and Luigi head to the roof of the hotel, where Luigi frees Peach. King Boo appears, deciding to take matters into his own hands. He reveals that he has already recaptured Professor Gadd and the Toads, and he attempts to trap everyone together in a single painting. Whilst Mario and Peach are

caught, Polterpup knocks Luigi out of the way. Luigi does battle with King Boo, capturing him. The hotel collapses, but Polterpup catches Luigi before he hits the ground. Luigi frees everyone from the painting. Many of the ghosts caught in the lab's vault escape. Before they can attack Luigi and the others, King Boo's crown breaks – this reveals that most of the ghosts were under King Boo's control. Now friendly, the ghost help the group rebuild the hotel. Gadd and the ghosts stay behind at the rebuilt hotel, as Luigi, Mario, Peach, the Toads, and Polterpup return home.

-Changelog-

0.1

Created the jump.

1.0

(i) Added a new item: **Gem Collection**. (ii) Minor typo fixes.