



Heckin' Spoop World: The Story



By Koopenstein (a.k.a. Danzer / YetoSoup)

'Twas the night before Halloween, and all through the Mushroom Kingdom and Peach's Castle, not a creature was stirring — not even a Mouser. Mario has fallen asleep, only to be awakened with a sense of dread. Mario makes his way to the mirror, and to his dismay, finds that he has transformed into his 1990s nemesis: Sonic the Hedgehog. After much pacing and shock, Mario decides that this has to be a dream, much like Super Mario 2. Unfortunately, Mario is mistaken. He must take on this new challenge and complete this hack by dawn, November 1st. Help Mario save his dignity and reclaim his place at the top of the video (see: vid'ya) game empire!

Throughout his journey, Mario will encounter foes old and new: namely, his old pal Kamek. You see, it seems that Kamek is responsible for the spell that Mario has fallen victim to. Kamek has also used his magic to bring back some of Mario's past enemies as well.

This journey is for the bold — have ye what it takes? I hope you enjoy the hack, and I welcome all feedback! Let's save the Mushroom Kingdom!

— Koopenstein.





Our Story Begins in Yoshi's Mansion — If You So Dare to Enter. Here, Yoshi Has Left A Final Message for Mario...

Mario must then enter Yoshi's Graveyard to search for answers — but beware! Many strange things are afoot at the Circle K — all kinds of monsters inhabit the graveyard, and reality has warped itself.

Kamek first shows himself in Mario's first sense of déjà vu — courtesy of Kamek's Splash Pad. Climb like you're on Ninja Warrior and you'll move on to the next chapter of the story...

Having assumed the identity of his nemesis, Sonic the Hedgehog, it only seems fitting that Mario would find himself cast into Sonic's dimension. Sonically, Ice, is an unforgiving adventure into the snowbanks of Sonic's world. Mario will need precision and patience to survive this nightmare.

Mario then finds himself stuck somewhere between Sonic's universe and the haunted Bell Witch Caverns of Tennessee. By this point in time, all the stories have made their way into Mario's mind, and he's nervous. Comfort him and escape the cavern in one piece!





A familiar desert. . .but is it the desert of Mario's memory or Sonic's? The faint memory of it taking all 10 minutes to complete this course confirms Mario is still inside Sonic's universe. Welcome to the Tomb is an adventure into Sandopolis — though things have changed to a scarier atmosphere for our hero. Proceed with caution!

Vpon entering the warp zone in Sandopolis, Mario is transported back to his reality — and to Kamek's Fun House. This is Mario's first opportunity to break Kamek's hold on him and reclaim his kingdom....but Kamek has other plans, and some buddies to help him out.

Deja Boo. There's no other way to describe it. These woods are familiar, and in the words of Fred Gwynne: "You kids don't wanna go into them woods!" Also, be on the lookout for Knuckles. . . .

By this point in our journey, Mario is quite the weary traveler. He finds himself in yet another magical reality: The Lost Vikings. Lost in Candyland is a jovial trip into the past, complete with foes that will stop at nothing to end Mario's quest. Willy Wonka would be proud of this place — make it Mario's own candy factory!



Castle de Kamek. Mario finds himself in more familiar surroundings...but there's no sign of Count Bleck. It's beginning to look like Kamek may not be behind all of this madness after all. You'll be in for a surprise, as it appears that a foe from long ago has returned to haunt Mario's dreams. Extinguish the threat to advance!

It seems that Mario has a thing for nature, and state parks. This time, Mario finds himself high above the carved-out waters of DeSoto Falls. Mario is in Cloudland Canyon, among the ruins of the defunct amusement park that used to be located there. This will certainly be a carnival ride for our hero.

Something strange has happened to Yoshi's Graveyard. You might even say, it is Of Grave Concern. Mario must make his way through this warped world to continue his journey. But, proceed with caution — things are not what they seem. Precision and patience are your friends.

The final battle. The last hurrah. Fight of fights. Whatever you want to call it, Mario has entered the Tower of Terror. It's time to find out who's really behind all of this madness. With Kamek in a disguise and nothing more than a pawn, the plot thickens...who is behind the mask?





Victory! The spell is broken...or is it? Wake up Mario!!

Next stop.....Halloweentown!

Fin.

Thanks so much for playing! ☺

'Til next time....

- Koopenstein.

