

Items/Power-Ups:

Upgrades (for the player):

- Grapple/Grapppling Hook (for larger stage design)
 - A hook that is attached onto a platform accelerating the player towards the platform that is hooked.
- Coin Multiplier
 - Multiplies the amount of coins earned within a certain amount of time.
- Ice Cream
 - Increases the speed of the player for a certain amount of time.
- Jet Pack
 - The player gains the ability to fly for a certain amount of time.
- Spring Boots
 - Enables the player to jump higher than normal for a certain amount of time.
- Double Jump
 - Lets the player jump a second time
- Forcefield
 - Other player can't get near you, and you are immune to sabotages

Sabotage (hurt other players):

All sabotages that hit other players can also be made to make them drop some amount of coins too

- Boxing glove
 - Punch another player and if they get hit, send them moving horizontally
- Blue shell
 - Throw it, and it automatically seeks out an enemy player and knocks them around
- Pickpocket
 - Steals some coins from the other player
 - This might be redundant if others knock coins out
- Stopwatch
 - Puts all other players into slow motion
- Green Shell
 - Effects of a punch, but requiring the other person to get hit by a projectile with travel time instead
- Lightning
 - Makes the opponent smaller, with a lower speed and smaller jump height
 - They won't be as slowed as with stopwatch
- Debt
 - The other player must pay off their debt in order to continue collecting coins.

Final Two Sabotages and Power-Ups:

Green Shell and Forcefield

Permanent Abilities (Passives):

Abilities you can always do, even without powerups

- Poke
 - Punch but much weaker
- Ground pound
 - If you get hit, it's like a slightly strong poke, and it also provides a way to move downwards faster
- Body blocking
 - You can't move through or push past other players in general
- Footstool jump
 - Jump on top of another players head to make them fall