

POKÉMON Z LEGENDS



Pokémon Legends: Z-A

A Jumpchain CYOA by WoL_Anon

Ver. 1.1

Welcome to Lumiose City, located in the Kalos region. Perhaps you have been here before, Jumper?

Five years ago, the Kalos region was on the brink of disaster. A criminal organisation known as Team Flare activated the ultimate weapon, but was stopped before they could fire it and doom the world. Even so, the consequences of this act are still felt today.

Following the incident, Lumiose City experienced a significant downturn, as many chose to leave the region. In response to this, Quasartico Inc. launched an urban redevelopment plan, turning the city into a space where humans and Pokémon can live closer together. Using advanced hologram technology, they have designated certain areas for wild Pokémon to live freely, known as wild zones. They have also organised a special tournament called the Z-A Royale, deploying similar battle zones each night where Trainers can freely challenge each other to rack up points and advance in rank.

But more dire consequences have come from the incident as well. Unknown to most, a second device was awakened in response to the activation of the ultimate weapon. It is slowly emitting Mega Power, both attracting more wild Pokémon to the city and causing a phenomenon called Rogue Mega Evolution, in which wild Pokémon are forcefully Mega Evolved and lash out at those around them due to the pain they experience as a result. Left unchecked, citywide Rogue Mega Evolutions will threaten all. And even if they can be stopped, one Pokémon in particular has already been exposed to huge amounts of Mega Power over the last six months, and the distortions it brings about will threaten Lumiose in an entirely different way.

Whether you intend to resolve either of these problems, or simply mean to take in the sights and sounds of a city on the rebound, there is plenty for you to do here.

You arrive in this world as the protagonist arrives in Lumiose by train. You will be staying here for the next ten years.

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-

You may choose to be either a human or a Pokémon. 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. Nothing special to note here.

[Varies] Pokémon

You are a Pokémon, one of the many fantastical creatures that inhabit this world. As there is a wide range of power between Pokémon, the cost of this option varies as follows:

For single stage Pokémon (those that do not evolve), the cost of this form is 200cp.

For two stage Pokémon (those that only evolve once), the cost of starting at the first stage (unevolved) is 100cp, and the cost of starting at the second stage (fully evolved) is 300cp.

For three stage Pokémon (those that evolve twice), the cost of starting at the first stage (unevolved) is Free, the cost of starting at the second stage (evolved once) is 200cp, and the cost of starting at the final stage (fully evolved) is 300cp.

For most Legendary and Mythical Pokémon, the cost is 800cp. However, you cannot elect to be a Legendary or Mythical Pokémon that stands head and shoulders above the rest, such as the Creation or Weather Trios.

As a special offer, if a Pokémon line had an earlier stage introduced in a subsequent generation (typically referred to as a Baby Pokémon), you can elect to pay for the other stages of that line as if that earlier stage did not exist. For example, Pikachu would cost 100cp instead of 200cp.

For an additional 50cp, you can elect to be an alternately coloured version of your chosen species, otherwise known as a Shiny Pokémon.

Alternatively, if you have already acquired a Pokémon form prior to this jump, you may elect to import that form here. In this case you pay nothing.



-Background-

You must choose one of the four 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.

Tourist

Requires the Human species.

You are a recent arrival in Lumiose, possibly extremely recent. Have you come to see people and Pokémon live together in harmony, or has the Z-A Royale piqued your interest?

Trainer

Requires the Human species.

You've been in Lumiose for a while, possibly as a permanent resident. Like many of the Trainers in Lumiose, you probably have some interest in the Z-A Royale, but may also have other ambitions or aims.

Murky Member

Requires the Human species.

You are or were part of a certain organisation. Unfortunately, this organisation has a... complicated reputation to say the least, deserved or otherwise. Are you aligned with the Rust Syndicate, a shady group that utilises underhanded means, apparently in service of Lumiose as a whole? Perhaps you are among the membership of the Lumiose Society of Battle Connoisseurs (SBC), an elite noble group of Trainers that can sometimes be heavy handed in how they handle things? Or, were you once part of Team Flare, struggling to overcome the negative view others hold of you due to the incident five years ago?

Pokémon

Requires the Pokémon species.

Large numbers of wild Pokémon have made their way to Lumiose. Are you one of them, living in one of the city's wild zones? Or, maybe you have partnered with a human Trainer, battling alongside them or simply serving offering them companionship and support.

-Location-

You may choose to begin anywhere within Lumiose City, as long as it makes sense and does not provide you with any additional advantages you have not purchased.

-Perks-

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

Tourist Perks

[100cp, Free for Tourists] Scaffolding Scaler

You are quite agile, having learned how to roll, and you are also proficient in navigating urban environments – scaling sloped walls, climbing ladders, and identifying which rooftops you can safely jump between. You have even learned how to Roto-Glide; that is, making use of a Rotom Phone's fall recovery function to give you an extra burst through the air to cover greater distance.

Perhaps you'd enjoy hunting down some colourful screws?

[100cp, Free for Tourists] Benchwarmer

The Z-A Royale is largely held at night. If you want to quickly rise up the ranks, you'll have to adopt a nocturnal lifestyle. Fortunately, you'll find it easy to quickly and dramatically adjust your circadian rhythm as you need.

You'll also find it much easier to get rest and sleep in less comfortable situations. Very handy if you want to rest until nightfall on a public bench.

[200cp, Discounted for Tourists] Z-Ambush

Contrary to most tournaments for Pokémon battling, participants are allowed and in some ways encouraged to ambush each other's Pokémon while gathering points for Challenger's Tickets, gaining pre-emptive strikes and in some cases immediately taking out one of their opponent's Pokémon before the battle has even truly begun.

Thanks to this perk, you've gained a very strong intuitive sense of how aware nearby opponents are of your presence. This will help both with striking before you are detected, and detecting those who are attempting to sneak up on you. When commanding a single Pokémon to launch an attack on a nearby enemy, they'll have much greater success at avoiding detection before their first blow.

[200cp, Discounted for Tourists] Catch Window

From now on, when your Pokémon (or those you are directly commanding in a similar Trainer-like role) battle, you can ensure their attacks do not seriously injure or permanently harm their opponents, instead wearing them down until they would normally be defeated, at which point they harmlessly pass out. This will extend to the knock-on effects of their attacks and techniques as well, so having them employ poison won't be truly dangerous unless you mean it to be.

Further, in the case where they knock out Pokémon specifically, a special 'Catch Window' is triggered for a short period of time, indicated by stars floating above the Pokémon's head comically. During this window, it becomes easier to catch the Pokémon in a Poké Ball.

[400cp, Discounted for Tourists] Mega Evolution Master

Thanks to the proliferation of Mega Rings by Quasartico Inc., Mega Evolution is more common than ever before. But, not all share the same talent for Mega Evolution – thanks to this perk, you are among the best.

For a Trainer to Mega Evolve their Pokémon, a strong bond is required. Fortunately, you find it much easier to forge strong bonds with your Pokémon now. Quiet moments like sharing a coffee or tea with your Pokémon can have profoundly positive effects on these bonds; likewise, battling against a Pokémon can also result in the forging of deep and lasting bonds.

You are perhaps only the second individual capable of Mega Evolving Zygarde, and the first if you happen to be replacing the protagonist of this tale. In a time of need, you'll be able to awaken a pebble given to you by Zygarde into a Zygardite.

Lastly, you find it easier to charge your Mega Ring, or similar item, with Mega Power. Getting into sync with your Pokémon by giving them orders will build up additional charge. You'll be able to have your Pokémon utilise Plus Moves more frequently than other Trainers, and in a drawn out battle with a Rogue Mega Evolved Pokémon, you'll manage to perform Mega Evolution multiple times within the same battle.

[400cp, Discounted for Tourists] Rogue Mega Wrangler

Normally, Trainers can feel pretty safe when they come up against Pokémon. That's not the case here, as wild Alpha Pokémon and Rogue Mega Evolved Pokémon will often choose to target a Trainer over their Pokémon. This perk will help you at such times.

Thanks to this perk, you have gained great situational awareness. This will allow you to keep up with hectic battles with powerful opponents throwing out all sorts of wide-reaching attacks.

You have also gained extremely impressive durability for your species. As a human, this will allow you to take a hit from Legendary, Rogue Mega Evolved Pokémon like Heatran or Darkrai without being knocked out. Further, your resilience is also off the charts; so long as damage you have taken isn't crippling or life-threatening, you'll be able to shrug it off so long as you can distance yourself from your foe and give yourself a chance to recuperate. This extra resilience is less useful if you are an active combatant throwing yourself back into the fight again and again.

[600cp, Discounted for Tourists] Rank A in the Making

You're an exceptional Pokémon Trainer, able to raise and command them extraordinarily well. With talent like yours, making Rank Z in the Z-A Royale is more than possible for you.

Pokémon you raise grow much faster than they otherwise would. So long as you are actively training them and giving them opportunities to grow, you could raise a team of Pokémon to the absolute peak of what is normally possible for their species in mere months.

Your ability to command Pokémon is similarly impressive. You are able to make quick, decisive judgements, and communicate them well. You're able to take into account positioning and spacing during these battles, allowing you to take advantage of a variety of tactics, such as making use of trap moves to control the battlefield.

This perk is not solely limited to Pokémon; with some adjustments you can learn how to train and command other creatures with similar effectiveness.

Trainer Perks

[100cp, Free for Trainers] Potentially Professional

Do you have some dream job you aspire to? It's a good thing you have this perk then.

On purchase of this perk, choose one commonly accepted profession found in a mundane modern world, such as hotelier, video game streamer, fashion designer, or dancer. You'll gain a great deal of knowledge and talent related to your chosen profession. You may not be the best in the world, but if you put the time and effort in, you'll have what it takes to make a career out of it.

You cannot choose professions related to training, raising, or caring for Pokémon with this perk.

You may purchase this perk multiple times, each time choosing a different profession. Additional purchases beyond the first are not discounted.

[100cp, Free for Trainers] Canatic

You're not just a fan, you're a dedicated fan, and it shows.

From now on, you'll find it easy to keep up with the lives of those you are a true fan of. In the case of streamers, for example, you'll manage to make time to catch each and every stream live and express your support in the chat. You'll be able to recall even the most obscure details about them; in the case of streamers, this could be an obscure detail they happened to mention off-hand once only. If there were to be a quiz to determine the greatest fan, you'd be a shoe-in.

Naturally, this perk is strongest for the one or two people you support the most. There's only so many hours in the day, and only so much space in your brain, after all.

[200cp, Discounted for Trainers] Construction Course

You have a comprehensive understanding of construction techniques and processes employed in the modern Pokémon world. You'll also find it easier to pick up on other kinds of construction techniques you encounter in your travels.

Your true speciality lies in scaffolding. Not only can you assemble scaffolding at a rapid pace, you are quite skilled at using scaffolding to create obstacle courses for others to navigate. Further, you can share this aspect of this perk with a crew you are working alongside or supervising. With such a crew, you'd be able to pull off crazy feats like assembling a massive obstacle course in the span of a single Pokémon battle.

[200cp, Discounted for Trainers] Ghost Whisperer

Throughout the Pokémon world, it is common for Trainers to resonate with specific types of Pokémon, making them their specialty.

In your case, it's the Ghost type. Thanks to this affinity, you'll stumble into haunted areas normally hidden from humans, notice when an object is being interfered with by an invisible ghost, and raise and battle with Ghost type Pokémon more effectively than normal.

Perhaps you'd get along with Gwynn?

[400cp, Discounted for Trainers] *I am truly glad to have known you.*

You have an uncanny kind of luck that draws you and certain kinds of individuals together. These individuals often have some kind of issue that needs solving. It might be as simple as needing a place to stay, or as complex as them pursuing an individual they don't know the details of.

What you'll discover is that by providing support to these people, is that it will be repaid in turn in the long run. In worlds like this, they may turn out to be exceptional Trainers. In others, they may possess notable talents, or a grand destiny. While the specifics may vary based on the circumstances, generally these individuals will be able to help you with your personal problems, help the world at large in a positive manner, or some combination of the two. By committing to these people, you'll often form healthy, long-term friendships that allow both you and them to grow positively.

You can toggle this perk on and off as you like. This won't change the details of people drawn to you, nor will it negatively impact any friendships it has helped you form. It is simply an option for those who would like a break from being drawn into such situations.

[400cp, Discounted for Trainers] Fist of Justice

Like Ivor, you've undergone specialised training, granting you freakish strength not normally possessed by your species.

For example, a human with this perk could throw Poké Balls at 100 miles an hour, in order to catch Pokémon by knocking them out. They could also smash through reinforced locked gates with a single punch. Try to be careful with this strength – you don't want to accidentally break your phone when you use it!

You've also learned how to teach Pokémon how to perform moves they already know as Plus Moves (using Mega Power only, not as described in the *Plus Moves* perk).

[600cp, Discounted for Trainers] Mega Mechanics

Perhaps as a result of your worldly travels, you have gained an understanding of the underlying mechanics supporting Mega Evolution.

With this understanding, you'll be able to craft Key Stones yourself, as well as teach others how to do so, allowing you to spread the joy of Mega Evolution to any Pokémon setting you visit.

But, that just scratches the surfaces of what is possible. With extensive time and effort, likely centuries at least, you'll be able to create devices like Ange, which generate Mega Power, and can become formidable weapons should they run amok, or be turned towards that purpose. Who knows what else you'll come up with?

Murky Member Perks

[100cp, Free for Murky Members] Two-Faced

From now on, you'll find it easy to hide your true feelings behind expressions and demeanour that run contrary to it. For example, those who genuinely wish to help others would find it easy to maintain an intimidating front, whereas the selfish or vindictive could mask it with a serene smile befitting nobility.

A fitting perk for one in as complicated a spot as you.

[100cp, Free for Murky Members] *A human ladder!*

Mega Evolution can be accurately described as an expression of the bond between a Trainer and their Pokémon. What you have learned may well be called an expression of the bonds between fellow members.

From now on, you'll be able to support human ladders of more than a dozen people, ladders that can allow people to scale tall buildings. Further, the benefits of this perk extends to small groups under your direction – it wouldn't be much use if you were the only rung that could carry the weight, after all.

[200cp, Discounted for Murky Members] Loan Shark

You are an impressive scammer, to the extent that one might consider scamming impressive.

You are better able to trick people to accepting exploitative terms in deals you make with them, both by deception, intimidation, or a mix of the two. Further, once someone has fallen into one of these deals, you'll have an easier time enforcing your terms. Most people will accept that ridiculous interest rates on loans hidden in ultra fine print are legitimate and enforceable, for example.

Maybe you'll use this for the greater good?

[200cp, Discounted for Murky Members] *Care for a cup of coffee?*

You are a trained barista, able to produce coffee and tea that can be enjoyed by humans and Pokémon alike.

Notably, you can reproduce the various coffee and teas sold at Nouveau Café. Not only are these beverages delicious, but they also have an impressive curative effect on Pokémon, about as good as a trip to a Pokémon Center! Even better, Trainers who sit down to enjoy these beverages with their Pokémon (whether or not the Pokémon has any), will have an easier time bonding with their Pokémon, as the coffee or tea works to create an atmosphere supportive of companionship or camaraderie.

[400cp, Discounted for Murky Members] *Ain't Like That Now*

So, you have a history. Or, you have ties to an organisation with said history. But, it's just that – history. Unfortunately for most, that kind of past is ruinous. Lucky for you then, that you have this perk.

From now on, you'll be offered comparatively light and lenient plea deals for your crimes. A former scientist of Team Flare might be able to maintain a position as an acting director of a research lab, so long as they were kept tabs on, for example. Your past acts also won't unfairly bias those investigating you in regards to current problems. Lastly, you'll have an easier time winning back public trust and goodwill, though this may still be a long and difficult path for those associated with truly horrible deeds.

The key here is that for this perk to apply, you must truly regret such acts. You have to believe the path you took, the actions you chose were wrong, and wish to move forward in a positive, moral direction. This perk will do nothing to protect you from actions you still believe were correct.

[400cp, Discounted for Murky Members] *J*

Once per jump, when you would otherwise perish, circumstances will align to ensure your miraculous survival.

While your body will likely make it through the ordeal without issue, your mind is another matter. However the circumstances play out, you will end up missing most of your memories afterward. In time, these memories will slowly return, and visiting areas or speaking to people important to you may cause large amounts of memories to quickly return. Regardless, any memories taken by this perk that are still missing at the end of the jump will be returned to you at that time.

Post-chain, you can make use of this perk on a ten-year cooldown, with your memories guaranteed to return completely after that ten year period.

[600cp, Discounted for Murky Members] *Holo-technician*

Holo-tech has come a long way since the Holo Caster. Now, people can project themselves across the city as holograms, allowing conversations that are almost as natural as speaking in person. Lumiose City has made extensive use of these innovations. Signage often uses augmented hologram displays,

helping tourists navigate the city. Large hologram walls are gates are used to establish “zones”, which can easily be removed or changed as needs demand. Holovators allow people to teleport a short distance. Quasartico Inc. has even utilised this technology to create an advanced battle simulator.

Thanks to this perk, you have a comprehensive understanding of the underlying science and principles behind this technology. With the right resources, you’ll be able to replicate any of the above uses. With time and effort, you may even develop this technology further, or discover new uses for it.

Pokémon Perks

[100cp, Free for Pokémon] Move Utility

There’s more to moves than simply beating up on other Pokémon. Thanks to this perk, you’ll be better able to identify obstacles that you’ll be able to clear away with moves or battle techniques you know. For example, you might notice a boulder you can break with a Fighting-type or heavy impact move, some bramble you can burn away with a Fire-type move, or perhaps even a pile of sludge that you can quickly clean up with a Water-type move.

[100cp, Free for Pokémon] Urban Living

Adjusting to city living can be stressful enough. Imagine doing it as a wild Pokémon!

This perk will help you with just that, as you now have an easier time finding or making space for yourself in an urban environment, as well as sourcing food – be it through begging, stealing, or some other means.

[200cp, Discounted for Pokémon] Too Angry To Catch

How dare that Trainer throw a Poké Ball at you! Now, you’re really mad!

From now on, so long as you remain sufficiently angry, it is simply impossible for you to be caught in a Poké Ball under any circumstances – this even continues to apply while you are dazed or unconscious, so long as you were angry enough before entering such a state.

In general, you’ll also find it somewhat easier to break free from traps or restraints while you are angry.

[200cp, Discounted for Pokémon] Z-Alpha

Alpha Pokémon are a rare variant of Pokémon, thought to be lost to time. Now, they have returned to modern Lumiose, and you can count yourself amongst them.

You are significantly larger than typical members of your kind. This size increase varies by specific species, and can be as little as 20% larger or as much as more than four times the size. Your eyes glow red, but you can toggle this effect on and off as you like.

There is more to this perk than just aesthetics though. On purchase of the perk, choose one TM move present in Pokémon Legends: Z-A. Somehow, you'll be able to perform this move in any form you come to possess. Further, if you have the *Plus Moves* perk, you've already learned how to perform it as a Plus Move. See the notes section for more information.

Post-jump, the size increase caused by this perk becomes a transformation, which you can turn on and off as you please.

[400cp, Discounted for Pokémon] Plus Moves

As Mega Evolution became more common, more was learned about how to make better use of it. One such discovery was Plus Moves. While Mega Evolved, you'll be able to enhance your moves with the Mega Power flowing through your body, enhancing them greatly.

Plus Moves have many advantages over their normal counterparts. Damage dealing moves are 20% more powerful – 30% if super effective – and still deal a portion of damage even when blocked by moves like Protect. They are more effective against Rogue Mega Evolved Pokémon. Other benefits vary by move, but may include increased long stat modification periods, decreased cooldown or wind-up time, increased range or area-of-effect, additional health recovery, and more.

Perhaps you think this is of limited value? You might not always be able to Mega Evolve, after all. Well, as you gain battle experience, you'll learn how to perform moves you have at your disposal as Plus Moves even outside of Mega Evolution. Typically, this will still require Mega Power supplied by a Trainer with a Key Stone, but you may learn how to adapt other sources of power or energy you have access to, to achieve the same results.

[400cp, Discounted for Pokémon] Hyperspace Levels

While in hyperspace, many Pokémon experience a temporary but massive surge in power. Thanks to this perk, not only can you count yourself amongst them, but amongst the most receptive to this power boost.

This power boost is not only huge, it allows you to surpass normal limits in place for your species. As an example, a normally weak and untrained wild Pokémon would put an unboosted Champion's partner to the test, and if you have training going in, then you'll be right at home within the most dangerous distortions that may appear in Lumiose. All without the assistance of a Hoopa too – a Trainer looking to explore or combat said dimensions would be extremely fortunate to have you on their team. The only downside is that this boost only present in hyperspace; if you aren't planning on visiting, the perk is functionally useless.

In future worlds, you receive this temporary boost when you are in similar kinds of spaces: dream worlds, spaces created from the memories or unconscious minds of others, that kind of thing.

[600cp, Discounted for Pokémon] Rogue Mega Evolution

Mega Evolution is a special phenomenon which allows fully evolved Pokémon to undergo a temporary transformation for greater power, and in some cases a change of typing. Normally, it's a

display of the bond between Trainer and Pokémon, though recently a horrible trend of accidental, “Rogue” Mega Evolution has started happening within Lumiose.

From now on, each fully evolved Pokémon form you possess will be capable of Mega Evolution. For forms that do not possess a canonical Mega Evolution, you are free to design a custom Mega Evolved form. This is done on purchase of this perk for fully evolved Pokémon forms you already possess, and on acquisition of any additional fully evolved Pokémon form in the future. For each custom form you have free reign over the appearance, and can also decide how the increase in power manifests (i.e., which stats are buffed), as long as it remains in-line with other canonical Mega Evolved forms. You may even change typing when Mega Evolved, provided one of the original types of the fully evolved Pokémon form remains. Optionally, you can choose for the Mega Evolution you are granting a form to be Z Mega Evolution. Z Mega Evolution is a special category of Mega Evolution that makes moves you use less fatiguing, and allows you to use them more often. The downside is that Z Mega Evolution is notably harder to maintain, requiring additional Mega Power to do so. Essentially, it is a variation of Mega Evolution that excels in short-term engagements.

If a given form already has a canonical Mega Evolved form, you may decide whether to use the canonical Mega Evolution, or create a custom form instead – it’s not unheard of for the same Pokémon species to have access to multiple kinds of Mega Evolution available to them, after all.

Normally, using your Mega Evolution will require a pairing of Mega Stone and Key Stone – you hold the Mega Stone, and your Trainer wields the Key Stone. However, you have somehow become able to force yourself into the dangerous state known as Rogue Mega Evolution. This allows you to maintain the transformation until you are knocked out, greatly enhances your durability, and will even give you access to one or two unique battle techniques both appropriate to your form and in line with what is possible for the Rogue Mega Evolutions canonically present in Pokémon Legends: Z-A. Examples include wide-reaching powerful attacks, temporary clones of yourself, and call forth Pokémon of the same or a related species (in this case you’ll still be able to do this in other settings, but they will never persist outside of battle). The cost of such a powerful transformation? You are constantly wracked with unbearable pain, and will find it extremely difficult to retain control of yourself. You’ll become weaker to Plus Moves, and the attacks of other Mega Evolved Pokémon more generally. Finally, taking damage which cause you to release gathered Mega Power, helping other Pokémon make use of Plus Moves or maintain typical Mega Evolution. Fortunately, unlike those unfortunate enough to have this state forced upon them, you’ll be able to freely exit this state whenever you like.

As one final benefit, having this perk prevents you from having Rogue Mega Evolution forced upon you by overexposure to Mega Power.

General Perks

[100cp] Kal-OST Part Deux

You gain a mental library of all music featured in Pokémon Legends: Z-A (including DLC). You are able to play this music at will. You can choose whether those around you hear the music, or just yourself. You can adjust the volume (but not raise it to a level where it would harm an ordinary human), create playlists, and shuffle songs. You may set music to play under certain conditions, allowing you to have a song for when you are out exploring, or create an internal alarm clock.

Never forget your time in Lumiose, Jumper!

[400cp] Eternal Flower

You are now blessed with eternal life. If you took a background in this world, this is likely the work of the ultimate weapon, or the device which later became the ultimate weapon. But for Pokémon, that's just the start.

From now on, you can choose to apply special benefits to any Pokémon form you possess that has not yet fully evolved. These benefits can optionally be accompanied by a unique colouration, distinct even from the Shiny colouration a Pokémon may possess. This is decided by you when choosing to apply these benefits to a form.

The first benefit provided is that your Pokémon form is simply more powerful across the board than is typical for that species. The second benefit is that this form gains access to a special move – Light of Ruin – a powerful beam attack. Normally, this would be a Fairy type move, but as a special consideration you may choose (when electing to give a form these benefits) for a particular form to have access to a Light of Ruin move that instead matches one of its types. The final benefit is that the form becomes able to Mega Evolve. The specifics of this Mega Evolution are determined by you when applying the benefits to a form, so long as they do not exceed the advantages Eternal Flower Floette gains when she Mega Evolves. This is *not* a Z Mega Evolution, and unless you have some other means of bypassing this limitation you'll still need to hold the appropriate Mega Stone and be assisted by a Key Stone wielding Trainer.

These benefits are not without cost. The moment you choose to apply them to a form, that form will no longer be able to evolve in any way other than Mega Evolution. As another special consideration, you will have an opportunity to remove these benefits from any form you have applied them to at the start of each jump (post-chain, every ten years). You'll be able to reapply these benefits back to a form you have removed them from, but decisions you made the first time carry through with subsequent applications.

-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.

Tourist Items

[100cp, Free for Tourists] Travel Bag and Satchel

You've acquired a travel bag and satchel, in colours and designs of your preference. The travel bag is externally larger, and helps to complete an impression of a tourist or new arrival. The satchel is smaller, making it more convenient when dashing or rolling around.

Despite appearing different externally, both bags have an immense internal storage capacity, well beyond one might initially suspect. They won't get much heavier even when full to the brim with hundreds of different items, and you'll be able to quickly retrieve anything in the bag almost instantly

if you are meaning to pull it out – very useful if you’re trying to quickly heal your Pokémon partner while avoid attacks from frenzied Pokémon.

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

[200cp, Discounted for Tourists] Hotel Accommodations

If you’re intending to be a tourist, you’ll need a place to stay. Fortunately, this item has you covered.

For each jump you visit, you’ll be provided a room to stay at a hotel (or similar building) either close to your starting location, or at the nearest major city. Generally, this will be a comfortable, but not extravagant, hotel. Meals are also covered. Don’t worry about putting the hotel out of pocket, the expenses you would normally incur will be provided to the hotel on your behalf.

Obviously, this item offers nothing in settings that lack hotels or similar accommodations. Due to the nature of this item, you cannot import into it.

[400cp, Discounted for Tourists] Mable’s Research

An app, which can be immediately installed onto a Rotom Phone, or similar device. The app tracks a list of research tasks given by Mable, currently the acting director of the Pokémon Research Lab in Lumiose City, sending data gained from these tasks to her.

Research tasks range from filling in your Pokédex, to catching certain types of Pokémon, to winning Pokémon battles, and even to more general activities like resting on a bench or visiting a local café. By completing tasks, you will earn points, and eventually rank up. With each rank you gain, you’ll be automatically sent a special reward. Most of the time these will be multi-use TMs, but occasionally it might be another item Trainers could make use of. If you make it all the way to the end, a Master Ball and Shiny Charm await.

During your time here, getting your hands on this app is relatively easy. Therefore, as a special consideration, you’ll earn more points per completed task than usual. This won’t give you more rewards overall, but it will get you to them faster, and allow you to ignore some of the more inconvenient tasks – no need to find someone to trade you Pokémon to get them evolve when they are sent to you!

More importantly, purchasing the app here means that post-jump that app will continue to function autonomously. At the start of each jump, your rank will reset and you’ll get a brand new list of research tasks. Where it makes sense for the setting in question, these will encourage you to collect monsters or act in a Trainer-like position, and otherwise they will encourage tourist-like acts such as checking out the local cafés and the like. You’ll continue to receive rewards from ranking up, which will vary jump to jump but overall continue to be TMs with the occasional Trainer-related item.

Post-chain, you’ll be able to decide how much of the post-jump research data will be sent to Mable, if any.

[600cp, Discounted for Tourists] Distortions and Donuts

Somewhere close to your starting location, or attached to your Warehouse or another property you own, is the small donut store, little more than a kitchen and service counter. This store is manned by a single human baker, a Hoopa, and a Gulpin. If you like, this may be Ansha and her Hoopa, though obviously you may only choose this once across multiple purchases. They count as followers.

The store is supplied with the appropriate equipment and ingredients to make donuts, including Hyperspace Butter, butter of exceptionally high quality that is beyond that which could be normally found here. What is missing are Berries, in order to get a donut you'll have to supply at least three Berries. If you have donuts you don't want, you can feed them to Gulpin in exchange for random Berries.

You may be asking why you would want these donuts. Well, throughout Lumiose are various distortions. Unlike the ones that may appear sometime during your stay, these are completely safe, and won't even be noticed by those other than you unless you bring them to the attention of others. Feeding Hoopa a donut will empower it to transport you into these distortions, for a time.

Inside each distortion is a strange pocket of space that is a warped reflection of the world outside, shaped by the subconscious mind of the locals. You'll encounter Pokémon inside these spaces, often species not normally found in the area. They will never be Legendary or Mythical Pokémon.

There are two main types of distortion: hyperspace wild zones, and hyperspace battle zones. Both of these types have a range of challenge levels, and will change daily. Hyperspace wild zones are areas where wild Pokémon can be caught. Wild Pokémon caught by you, your companions, or your followers will be considered followers themselves, and continue with you across the chain. Wild Pokémon caught by others will be left behind on the world they are caught on. In hyperspace battle zones, you'll encounter Pokémon Trainers, which behave as Z-A Royale Trainers, willing to ambush you, but taking being ambushed in stride. These Trainers are not "real", merely reflections of the real world, but they may sometimes reward you with an item or two for defeating them. In both types of zones, you'll also find floating Poké Balls which can be destroyed for items, mostly experience candies, treasure to be sold, and Hyperspace Berries – Berries that don't provide the same benefits of normal Berries, but make for better donut ingredients. Loose items can also be found, mostly Gimmighoul Coins. Each time you enter a distortion, you'll be given three randomly chosen tasks (catch a certain number of Pokémon, defeat a certain number of Trainers, destroy floating Poké Balls, etc.). Completing all three tasks will cause a giant golden Poké Ball to appear, which offers a larger amount of rewards.

Be warned: these areas are extremely dangerous, and the Pokémon you face in them benefit from an extreme power boost while they stay inside the hyperspace, such that a pack of wild Pokémon in even the weakest distortions would be more than a match for Champion level Trainers. Fortunately, Hoopa can share power with Pokémon that are being brought into hyperspace to help you keep up. The quality of the donut Hoopa ate determines how much power it can provide, how long it can keep you in the distortion, and even make certain changes to the nature of the pocket space in question. Strangely, battle experience is never gained in these spaces, though the presence of experience candies as rewards means they aren't completely useless for developing your Pokémon.

Leaving distortions is simply a matter of using the portal that is located at your arrival point, but you'll also be kicked out if you run out of time, or if you are defeated. True death or chain failure cannot occur inside the fortress, so feel free to challenge yourself.

Because these spaces are not truly “real”, with the exception of the rewards mentioned and wild Pokémon caught, you’ll be unable to take anything out that you did not bring in with you.

In each future world, you’ll continue to encounter these distortions. The selection of wild Pokémon will change each jump (post-chain, every ten years).

Trainer Items

[100cp, Free for Trainers] Streamer Setup

Everything you need to get started as a streamer!

Included in this setup is a high-end computer, suitable for streaming games, and a collection of games present in this setting – such as the puzzle game Beldum Buildup.

Should any of the be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

[200cp, Discounted for Trainers] Canari Plushies

A set of five Canari plushies, each in a different colour. Beyond being mere merchandise, these plushies will provide boons to the Trainer that hangs onto them.

The red Canari plush will cause the Trainer’s Pokémon to gain slightly more battle experience than usual. The gold Canari plush will cause the Trainer to gain more money than usual, which includes the payout they get when converting Z-A Royale Prize Medals to Pokédollars. The pink Canari plush increases the amount of Mega Shards the Trainer can find when smashing Mega Crystals (or having their Pokémon do it for them). The green Canari plush increases durability, but this only applies to the Trainer, and only while they are a human. The blue Canari plush increases the chances that Poké Balls successfully catch Pokémon.

In addition to this set, of five, you also receive a larger Canari plush. This doesn’t do anything special – it really is just nice merchandise.

When purchasing this item, if you already have a streamer, idol, or the like that you are a die-hard supporter of (even from a past jump), you can choose to have your plushies resemble that person instead.

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

[400cp, Discounted for Trainers] Hotel J

A small, cozy hotel. It has a limited number of rooms, and access to its second floor requires the use of a slow-moving elevator. Still, it might serve as a useful home base for a small team of people. All bills associated with the hotel will automatically be taken care of, with no effort on your part. It will retain any upgrades it has been given.

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 Trainers] A Wish

Trainers participate in the Z-A Royale in hope of reaching Rank A, upon which they will be granted a single wish by Quasartico Inc.. But, why struggle through the ranks when you can simply purchase this item?

Thanks to this item, Quasartico Inc. owes you one wish. So long as it is within their power to grant, and isn't overly unreasonable, they will use their significant wealth and political influence in order to make your wish a reality. You don't have to make your wish right away; take your time and think of what you really want, or simply save it for a rainy day.

In each future jump you visit, a major corporation, typically one with great influence over the local area, will owe you a similar wish. In all cases, it won't be questioned how you got this wish, and so long as you aren't rude asking for things beyond what the wish affords will never get you in trouble – you'll simply be asked to wish for something else.

As wishes are per corporation, you won't be able use them across jumps. Due to the nature of this item, you cannot import into it.

See the Notes section for more information.

Murky Member Items

[100cp, Free for Murky Members] Custom Attire

This is a custom outfit of your own design. It could be a well-tailored suit, like those worn by the Rust Syndicate, a fancy dress that wouldn't be out of place at a gathering for the Lumiose Society of Battle Connoisseurs, a maid uniform, or something wholly original. If you like, it may utilise some form of holo-tech, which lights up the attire, but offers no additional benefits.

Your attire is self-cleaning and self-repairing. It will automatically adjust in size and shape to fit your current form – very handy if you are Pokémon that has not yet fully evolved. Beyond what is described in this option, it offers no advantages beyond mundane clothing.

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

[200cp, Discounted for Murky Members] Café Truck

This food truck is fit to serve as a pop up café. It never seems to run out of fuel, and general upkeep is not necessary, allowing you to drive it around just about anywhere.

In addition, you also receive various tables and chairs to place around your truck when you park it, and a replenishing supply of Kalosian coffee beans, to conduct an ordinary level of business from this one truck.

Should the truck, tables, or chairs be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

[400cp, Discounted for Murky Members] Research Lab

A laboratory, comparable to the Pokémon Research Lab of Lumiose.

The building has three floors. The first serves as a reception area. Optionally, it comes with a receptionist.

The second floor is the laboratory itself. Though relatively small, it has machines that can evaluate Pokémon from within their Poké Balls, making evaluation and analysis possible even for larger Pokémon. You'll also find a scientist, who can revive Pokémon fossils for you.

The third floor is the Director's office. Here, you'll find a case containing Poké Balls carrying the three Kantonian first partner Pokémon – Bulbasaur, Charmander, and Squirtle. They count as followers; however, if given away, they will lose this status and stay behind with their new partner when the jump comes to an end. In this case, a replacement will reappear in the case at the start of the next jump (post-chain, after ten years).

Humans included in this item are considered followers and are absolutely loyal to you. Should they perish, a replacement will appear at the start of the next jump (post-chain, after ten years).

In future worlds, you may choose for the building to be attached to your Warehouse via a special gateway, 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 building 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 via a special gateway.

[600cp, Discounted for Murky Members] Jumper Syndicate

Congratulations, you are now the boss of your very own syndicate.

This syndicate deals in shady, sometimes illegal, business. Whether you use this for your own selfish ends, or to pursue some kind of greater good, is up to you.

In terms of membership, you have a small force of grunts, comparable in size to the Rust Syndicate. These grunts each have their own Pokémon, usually around two or three. On purchase of this item, choose two Pokémon types; your grunts will specialise in these, using Pokémon from one or both of these types on their team. Their teams are decent, but not special, and never include Legendary or Mythical Pokémon. These grunts are absolutely loyal to you; both they and their Pokémon are considered followers, and should they perish, replacements will appear at the start of the next jump (post-chain, after ten years).

This item also includes an office building. This building is both grand and intimidating, comfortable for you are your subordinates to work in, but which keeps those you do business with unsettled, better allowing you to pressure them into doing what you want.

In future worlds, you may choose for the office to be attached to your Warehouse via a special gateway, 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 office building 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 via a special gateway.

Pokémon Items

[Free and Exclusive to Pokémon] Your Poké Ball

This is the Poké Ball that was used to capture you in the past. You are free to determine its appearance, whether it be that of an existing ball, or something completely original. Mechanically speaking, it functions as a Luxury Ball, with a standard capture rate, but providing the utmost of comfort for you when you travel inside it.

If you haven't been captured yet, then at least you'll have something nice on hand when you find the right Trainer for you.

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

[100cp, Free for Pokémon] Personal Platform

Facing a swimming opponent when you can't swim yourself? Not to worry – you have this!

This is a summonable floating platform that always manages to support your size and weight, allowing you to stand on bodies of water. Even better, it can move as you do, allowing you to effectively run on water. However, it only supports you – attempts to ferry others with this platform, whether or not you are with them, will invariably fail.

The platform can be stored in a special subspace when not in use. If lost or destroyed, a replacement will appear in this subspace after 24 hours.

[200cp, Discounted for Pokémon] Mint Collection

A collection of various special mints found in this world, one of each kind.

When a Pokémon smells one these mints, their attributes will slightly change, almost as if they had gone through life with a different temperament, or Nature. This uses up the mint.

As a special safety measure, these particular mints only work if a Pokémon or their Trainer intend for the effect to take place.

Should a mint be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. If used up, a mint will instead appear after a week.

[400cp, Discounted for Pokémon] Personal Distortion

This strange distortion has appeared close to your starting location, in your Warehouse, or on another property you own.

Inside the distortion is a special pocket of hyperspace, designed to your specifications. It can't exceed the scope present in Pokémon Legends: Z-A, nor will it provide wild Pokémon or special rewards. Even so, it will be a great boon for Pokémon who gain great power in such spaces, or who simply want some privacy.

Normally, only those with certain powers can freely enter such a space. However, in this case, you and anyone you want will be able to enter and exit as they please. For those inside against your wishes, the more powerful you are, the harder it will be for them to remain inside the space, eventually being automatically ejected unless they have some means to resist this.

At the start of each jump, you'll have an opportunity to move your distortion. Post-chain, you'll be able to do so every ten years.

Should your distortion 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. It retains upgrades, should you wish to customise it further to your liking.

[600cp, Discounted for Pokémon] Rogue Mega Evolution Simulator 3000

Using holo-tech, Quasartico Inc. has managed to construct a battle simulator, in order to help Trainers and their Pokémon prepare for a Rogue Mega Evolved Pokémon. You now possess such a device for yourself.

This simulator is pre-programmed with data, allowing you to battle against any Rogue Mega Evolution "boss battle" present in Pokémon Legends: Z-A. In addition to the regular version, the simulator features a 'souped-up' version, for those that really want to challenge themselves.

Post-jump, the simulator will add battles against every major opponent you have fought in the chain, both as you encountered them and a more powerful version to test yourself against. While combat experience can be gained from using the simulator, true death or chain failure will never occur in these simulated battles – feel free to test yourself against the toughest foes!

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

General Items

[Free and Exclusive to Humans] Rotom Phone

A smartphone which has been specifically designed to house the special Rotom that possesses it.

The phone comes pre-loaded with some helpful apps. First is the Map app. This app contains a complete map of Lumiose City. This map helpfully tracks wild zones and battle zones as they appear in the city. Should Darkrai's distortions begin to appear in Lumiose, as would normally occur, the app will update to track them, displaying known information on each distortion equivalent to whatever the Rust Syndicate and/or Quasartico Inc. would have access to. If someone has purchased the

Distortions and Donuts item, then the app will separately track these distortions, immediately providing the maximum amount of information. The app will update in future worlds with publicly accessible maps.

Next is the Pokédex app. This app serves as a Pokémon encyclopedia. As you catch or otherwise acquire Pokémon, the app will automatically update with a detailed entry on each. Don't stress too hard about filling it out; at the end of the jump the app will automatically fill with entries for all Pokémon that can be found in Pokémon Legends: Z-A. While Pokédexes from other regions are valid import choices for this item, as a special service you can also simply choose for this app to automatically fill with the entries you have obtained on other Pokédexes, without having to import them. Additionally, if someone has purchased the *Distortions and Donuts* item, a separate menu will be created each time the Pokémon that can appear in these distortions changes (overall, not each time distortions appear or disappear), allowing you to track your collection progress each jump if such a thing appeals to you.

Finally, you may choose to have the Z-A Royale app installed on your phone, allowing you to participate in the tournament. You can have your profile set up from the start, or hold off and do so at a later date. The app tracks your rank, when you possess a Challenger's Ticket, your point progress towards the next one if not, any prize medals or bonus cards you are holding onto, and whether you have a promotion match lined up for you. At the end of each night, it will convert prize medals into digital Pokédollars for you. However, it is of little value outside of Lumiose.

The device has a high-quality camera, allowing it to be a useful streaming tool. Not only can it send and receive regular calls and texts, but it is also equipped with holo-tech that allows you to project your image to the person you are calling as a hologram – almost as good as talking in person!

Your phone will automatically hook into existing infrastructure (both internet and phone services), it will never run out of power, and you will never need to worry about any bills related to it.

The Rotom possessing the device provides it with some additional advantages. First, you can use the device hands-free, as the Rotom can freely fly around as needed. Second, while the Rotom is not strong enough to carry humans over long distances, it can briefly hold humans in the air, allowing it to catch you should you fall off a rooftop, preventing injury. The Rotom that comes with this phone is not battle trained, and it has been noted that the Rotoms used in these phones are special and typically do not attempt to enter other electronics. It is however, extremely loyal to you and has a personality that is compatible with yours.

Should your Rotom Phone be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. Somehow, the Rotom (or similar entity if changed by imports) will be the same one as before.

If importing an item into this option, the Rotom will somehow be able to control the device just fine. If this item is imported elsewhere in the future, the Rotom will somehow gain the capacity to control the resulting item.

If importing a sentient item into this option, you may choose for the sentience to become a Rotom itself, or to simply gain the level of control over the device and ability to fly that the Rotom would have. In either case the item will not gain an additional Rotom that was not already part of it beforehand. As sentience that becomes a Rotom in this way will not have their personality changed or gain loyalty to you as part of the import.

You cannot import the same individual both as a companion, and into this item, even if they qualify for both.

[Free] Beginner's Allowance

A neat sum of Pokédollars, the currency of the Pokémon world. It's not a lot, but it could get you some basic supplies. It will not replenish, so think carefully before spending it.

[Free] Beginner's Item Set

This set of items includes 3 Potions, and 20 Poké Balls. These items will not respawn, so think carefully about their use.

[50cp] Pokémon Legends: Z-A Game Bundle

Can't get enough of Pokémon? This bundle contains:

- A 2025-era television.
- Either a Nintendo Switch or Nintendo Switch 2, with Joy-Cons/Joy-Con 2s, dock, and all needed cables.
- Either Nintendo Switch Pro Controller or Nintendo Switch 2 Pro Controller.
- Either a physical or digital copy of Pokémon Legends: Z-A for your chosen console.
- Permanent access to all Pokémon Legends: Z-A event distributions, as well as downloadable content. Receiving the same distribution multiple times will require starting a new save file.
- A lifetime subscription to Pokémon Home's premium plan.
- 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. Your Pokémon Home account is tied to Jump-chan's special cloud server, ensuring it will remain consistent in content no matter where you go. 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, First Free with Distortions and Donuts] Berries

Once a week, you'll receive a small supply of randomly chosen Berries. On purchase, you can decide whether or not Hyperspace Berries are eligible to be randomly picked.

[50cp] Potion Set

This is a small supply of recovery items. These items may help you avoid an otherwise needed trip to a Pokémon Center. Very handy for those looking to maximise their nighttime hours for the Z-A Royale.

Each purchase of this item provides you with 10 Potions, 2 Super Potions, 1 Hyper Potion, 1 Max Potion, 3 Full Heals, and 1 Full Restore. Once a week, you will receive a replacement for any item you have lost, destroyed, or used.

[50cp] Poké Ball Set

An item set for those looking to take full advantage of Lumiose City's wild zones, or just want a souvenir of their time here.

Each purchase of this item provides you with 10 Poké Balls, 5 Great Balls, 1 Premier Ball, and 1 Ultra Ball. Once a week, you will receive a replacement for any ball you have lost, destroyed, or used to catch a Pokémon.

[50cp] Local Favourites

Once per day, you may summon one of the following, fresh and ready to eat: Croissant Curry, Croissant Donut Curry, Lumiose Galette, Super Lumiose Galette, or a Canari Bread.

In addition, you'll receive recipes for each of the above, should you wish to try your hand at baking these yourself. Should any of your recipes be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp/200cp] Customisation Collection

Kalos is known for its fashion, so why not join in?

This wardrobe, which is magically bigger on the inside, contains all wearable items obtained to the player in Pokémon Legends: Z-A (excluding the Mega Ring). This includes satchels, but they are ordinary satchels without extra space inside. For an additional 100cp (200cp total), this wardrobe include copies of every outfit appearing in Pokémon Legends: Z-A, excluding the Expansion Suit.

Items provided by the wardrobe are self-cleaning and self-repairing, and automatically adjust in size and shape to suit the wearer. Should an item be lost or destroyed, a replacement will appear in the wardrobe after 24 hours (or as soon as possible after that if the wardrobe is not available). Should the wardrobe itself be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

[200cp] Key Stone

A special stone, held by Trainers. It is generally required in order for a Pokémon to Mega Evolve.

In recent times, Key Stones have become more accessible than ever before, the result of AZ teaching Quasartico Inc. how to make them. Mega Rings carrying Key Stones are common amongst the high ranking Trainers in the Z-A Royale.

According to Professor Sycamore, the Key Stone is able to transform the feelings a Trainer has for their Pokémon into a wavelength, which interacts with a Mega Stone to cause Mega Evolution. This means that the stronger the bonds you possess with your Pokémon, the easier time your Pokémon

will have Mega Evolving, and maintaining that transformation. More recently, a special type of energy source known as Mega Power has been identified; this energy naturally builds up by commanding your Pokémon in battle, but may be collected by other means as well. Not only does it sustain a Mega Evolution, but it can also be expended to allow Pokémon to perform Plus Moves.

Should you or your Pokémon possess powers or abilities that draw from your feelings towards them, the Key Stone may be used as a focus when using them. Your Key Stone can only maintain a single Mega Evolution at a time.

Most Trainers choose to attach their Key Stone to an accessory of some kind, allowing them to keep it conveniently on their person. In some cases, they attach it to a regularly worn outfit directly. As such, on purchase of this item, you may elect for your Key Stone to be attached to a simple accessory. It could be a bracelet, a pair of glasses, a necklace, or even something unique, as long as it does not provide any additional advantages not offered by this item. Or, if you prefer, you can import your Key Stone into an outfit you already possess, having it attached in a seamless manner.

Should your Key Stone (including the accessory if you chose one) be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. If attached to an outfit, then that outfit as a whole will be replaced 24 hours after it is lost or destroyed (if the outfit already has replacement rules, use those instead).

[100cp, First free with Key Stone] Mega Stone

The Mega Stone is the counterpart to the Key Stone, held onto by a Pokémon in order to enable Mega Evolution. There are a wide variety of Mega Stones; each is designed to transform a specific fully evolved Pokémon into a specific Mega Evolved form. Each purchase of this item will provide one specific Mega Stone that canonically exists, including Z Mega Stones.

Of course, holding on to a stone like this may prove difficult for a Pokémon in the midst of combat. As such, on purchase of this item, you may elect for the Mega Stone to be attached to a simple accessory that can be worn by the Pokémon. It could be a necklace, a ring, a simple strap, or even something unique, as long as it does not provide any additional advantages not offered by this item.

Should a Mega Stone (including the accessory if you chose one) be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[Free, Exclusive with the Rogue Mega Evolution or Eternal Flower Perk] Personal Mega Stone

This isn't just any Mega Stone, it's *your* Mega Stone!

This is the Mega Stone required if you are accessing the transformations granted by the Rogue Mega Evolution or Eternal Flower perks with the assistance of a Trainer. It covers all of these transformations, but can only be used by you.

As with the standard Mega Stone item, you can elect for it to be attached to a simple accessory. However, you do not choose the type of accessory on purchase. Instead, the accessory will change in shape and size as needed, ensuring that not only will it fit on any Pokémon form you come to possess, but also that it matches your preferred aesthetic.

Additionally, you can choose to have your Mega Stone disguise itself as a mere pebble until a moment or situation of your choosing. While disguised, the accessory portion of this item (if you chose one) will vanish. If it is disguised in this way, you can always change your mind at any time and revert it to normal.

Should your Mega Stone (including the accessory if you chose one) be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[800cp] Second Tower Machine

This huge tower is host to a machine built two thousand years ago, both exceptionally powerful and dangerous. On purchase, you can choose the general aesthetic of your tower, so long as it provides no advantages beyond that of Prism Tower.

While the tower is an impressive landmark, and may even make a cool Pokémon Gym, it is the machine it hosts that really matters. Originally intended as a counterpart to the ultimate weapon, the machine is intended to protect others rather than take from them, passively building up Mega Power within itself, a source of power responsible for Mega Evolution. Were the machine to run amok, this presents serious danger, as the machine will expose the local area to increasing amounts of Mega Power, which not only results in the emergence of Mega Crystals, but also forcefully and painfully Mega Evolves Pokémon in a phenomenon in a process known as Rogue Mega Evolution.

The machine can be operated from a control centre found within the tower. Normally, it would require Eternal Flower Floette, or someone possessing the *Eternal Flower* perk in order to do so; however, as a special consideration the purchaser of this item will also be able to activate and deactivate the machine. Your machine won't start acting up on its own, but you'll be manually able to trigger it to act as if it has from this control centre if you like.

The machine has some level of awareness, and will work to protect itself if possible. It can do this after building up sufficient Mega Power by forcefully taking the power of Eternal Flower Floette, or someone possessing the *Eternal Flower* perk, while they are inside the control centre. This causes the tower to undergo a dramatic transformation, the details of which will depend on who it is using. As an example, with Eternal Flower Floette it grew large flowers capable of firing powerful energy attacks, and when pressed could use Eternal Flower Floette's Light of Ruin to create an attack capable of wiping out an entire city. Damaging or destroying the tower or machine in this state won't harm the being it is taking power from, and as a special consideration, the purchaser of this item can choose for a being it is taking power from to gain control of the machine in this transformed state, allowing them to wield its tremendous power as they like.

If you like, this item may provide Prism Tower and Ange directly; obviously, this can only be done once across multiple purchases, and any special considerations stay in place. This may allow you to quickly head off certain dangers that would normally present themselves to Lumiose, but won't help you with all of them – it won't stop Darkrai from already being overexposed to Mega Power, for example.

In future worlds, you may choose for the tower to be attached to your Warehouse via a special gateway, 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 tower 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 via a special gateway.

-Companions & Followers-

[Free] Your Starter

You are entitled to a single free purchase of any of the 50cp companion options. This will likely be a starter Pokémon for humans, or a human partner for Pokémon, but does not have to be. Companions cannot use this option.

[200cp] Full Party Discount

Looking to fill out the rest of your team? With this special offer, you get five purchases of any of the 50cp companion options for the price of four. This option can only be purchased once, and cannot be purchased by companions.

[50cp per.] Import

Already have some companions with you? For 50cp each, you may import these companions into this world, providing them with 600cp to spend on perks, items, and their species/Origin. They may not purchase companions or Pokémon Storage, but may purchase followers via Pokémon Recruit.

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive 600cp to spend on perks, items, and their species/Origin. They may not purchase companions or Pokémon Storage, but may purchase followers via Pokémon Recruit. 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 Pokémon Legends: Z-A 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.

Should your chosen character be a Pokémon Trainer, they may take up to six of their Pokémon with them, who are considered followers. This decision is made at the end of the jump.

[50cp per.] Pokémon Recruit

For 50cp each, you may take any Pokémon you or your companions have bonded with or captured along on your journey as either a companion or follower (if the Pokémon bonded with, or was captured by, a companion and not you, it must be as a follower). Each purchase of this represents a 'slot', and you are free to change your mind on which Pokémon fill these slots right up until the end of the jump.

[Free] Gift Ralts

If you'd like, you may collect this special Ralts as either a companion or follower (if claimed by a companion, she must be a follower). She comes in a standard Poké Ball. She also comes with a free Gardevoirite, which will allow her to Mega Evolve when fully evolved, as long as you have a Key Stone.

The Ralts may only be claimed once, whether that be by Jumper or a companion.

[50cp] Lost Poké Ball Collector

Outside any Pokémon Center, and at major points of interest post-jump, you'll find this person. For whatever reason, they have decided to volunteer themselves to collect Poké Balls you and your friends have lost.

This individual is remarkably talented at this task. You'll never find them out searching, but they'll manage to collect your lost Poké Balls almost immediately, and will hand them over the next time to pay them a visit. They can't collect Poké Balls that have been successfully been used to catch a Pokémon, or that have been destroyed (such as by a Pokémon breaking free of capture).

This person is considered a follower, and are completely loyal to you. Should they perish, a replacement will appear at the start of the next jump (post-chain, after ten years).

[200cp/300cp/400cp] Pokémon Storage

A large computer, which you will find either in your Warehouse or on a property you own. The computer itself is not a companion, but presents an opportunity for you to acquire many Pokémon followers.

Any Pokémon caught by you or your companions can be sent straight to this Pokémon Storage System, at which point they become a follower and are registered to the system. Pokémon acquired as gifts or through trading are eligible as well. Jumper, companions, and followers obtained by other means, cannot be sent or registered to this system.

The Pokémon Storage System is divided up into 'Boxes'; each can hold up to 30 Pokémon. For 200cp, you receive 8 Boxes (240 slots). For 300cp, you receive 16 Boxes (480 slots). For 400cp, you receive 32 Boxes (960 slots). In order to send additional Pokémon here beyond this, you must 'release' an existing Pokémon stored in the system. Such a Pokémon will be lost to you, and will be unreachable until post-chain.

Pokémon in the Storage System can freely be taken out as you like, but still count as using a slot when out and about.

In addition to the computer provided to you, you will be able to access this system from any computer, smartphone, or sufficiently advanced device, after some initial set up. This allows you to access your full collection of Pokémon on the go; gone are the days of travelling to the nearest Pokémon Center.

Should the computer be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours. You will never lose any Pokémon in this way.

If you have an existing computer, you may elect to have that computer receive this system instead of receiving a new computer.

If you already possess a similar Pokémon Storage System, you may instead add additional slots to that system, equivalent to the amount of slots you paid for here, and enable it to link up with other devices just as this option typically would (if it couldn't already). All other parts of this option are ignored.

-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 Pokémon world before? Well with this toggle, you can import the events of any previous Pokémon 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] Protagonist Selection

Cannot be taken with Protagonist Replacement.

A number of details regarding the protagonist are still up in the air. Using this toggle, you may determine the protagonist's name, gender, general appearance, as well as the kinds of Pokémon they are likely to use. Choosing their gender will also determine whether Taunie or Urbain is present in the setting. These choices will not impact the protagonist's personality or general behaviour.

[0cp] Protagonist Replacement

Requires Human species, as well as the Key Stone item. Cannot be taken with Protagonist Selection.

With this toggle, you have taken on the role of protagonist yourself. You may choose whether Taunie or Urbain is present in the setting.

You will not have access to your Key Stone immediately; instead, you will find them in the same place the protagonist canonically received it. Should you somehow miss it, not to worry – it will appear in your Warehouse at the end of the jump if you did not collect it.

[+100cp] *A pack of wild street boulders?*

Whether a wild Pokémon is the cause, or you simply suffer bad luck, you will find your trips through Lumiose City to be regularly interrupted by the presence of large boulder, bramble, and piles of sludge.

At best, this will be an annoyance, requiring you or your Pokémon to clear this stuff out of the way to proceed. At worst, you'll have to take massive detours to get where you want to go.

[+100cp] !%★@^\$*&=§#!!!

You have a short fuse, and are prone to swearing when angered. In most cases this can come off as a charm point rather than anything truly offensive, though sometimes it may prevent you from thinking clearly.

[+100cp] Berry Bad Luck

For the duration of the jump, you'll have extraordinary bad luck finding the kinds of Berries you are currently interested in gathering. This is a mild inconvenience if you are only after regular Berries – you'll still be able to purchase what you need from stores – but for those meaning to delve into the distortions that would normally start appearing in Lumiose, it may be a nightmare.

If you are a Trainer, this also applies to your Pokémon, and vice versa.

[+200p] Get Your Travel Bag Back!

During your stay, Pokémon will often attempt to run off with your belongings, forcing you to chase them down if you want your things returned. If you are a Pokémon partnered with a Trainer, your Trainer will also have their belongings stolen.

[+200cp] On Loan to the Rust Syndicate

Not too long ago, you chose to take out a loan with the Rust Syndicate of one hundred thousand Pokédollars. You've already lost or spent that money.

Unfortunately, you neglected to read the fine print of your agreement, failing to realise it has an extremely high interest rate. In addition to the initial sum, you already owe one million Pokédollars in interest, and more will accrue over time at a rapid pace.

The Rust Syndicate doesn't intend for you to ever pay off your debt. Instead, they will leverage it to press you into doing their bidding. Most of the time, they will task you with what is essentially

community service of one sort or another. However, sometimes you'll be called upon to perform less scrupulous activities, such as getting others trapped in loan debt.

Should you somehow manage to acquire the funds to pay off your debt, the Rust Syndicate will begrudgingly allow you to do so. However, unlike what may happen to Team MZ, simply impressing Corbeau will not cause him to forgive the interest you owe.

[+200cp] Le Super-Tournoi de Jacinthe Infinite

Jacinthe has taken an interest in you, and wants you to compete in her tournaments regularly.

Perhaps you think that doesn't sound too bad? Then, you don't know Jacinthe – she will pull out all the stops to get you to show up, be that appearing via hologram to bug you about it, sending members of the SBC to bother and battle you, or even resorting to trapping you in her own Jacinthe zone until you agree.

If that wasn't bad enough, taking this drawback will make her even less reasonable than usual. Trying to save the city from certain doom? Jacinthe will agree that is an important and noble task... that can wait until after you've taken part in her latest tournament. Attempts to throw your matches or forfeit will always be noticed by her, and result in more aggressive efforts to harass you – the sole exception being the Le Super-Tournoi de Jacinthe Infinite itself, in which case she will eventually allow you to retire early if you can consistently beat her and have spent a good amount of time participating.

[+300cp] Jumplocke

Want to take on a real challenge, Jumper? Alright then.

For those who chose to be a human here, the challenge works as follows. Should one of your Pokémon be defeated in battle, regardless of whether it is a companion, follower, or neither, you will lose access to it for the remainder of the jump. Fleeing and switching a Pokémon out are both safe.

In addition to any Pokémon you are bringing in with you, you are limited to utilising one Pokémon from each wild zone canonically present in Pokémon Legends: Z-A (should you arrange for additional wild zones to be added to Lumiose City, you cannot utilise Pokémon from those zones). This decision is made the first time you send a Pokémon from one of these zones out. You cannot utilise gifted or traded Pokémon in your team. You won't have to worry about accidentally breaking these rules; you will somehow be prevented from sending out invalid Pokémon one way or another.

Despite these rules, you are still able to catch or acquire Pokémon as desired. If at any point you do not have any valid useable Pokémon, you will fail your chain. You do not count as a Pokémon yourself, even if you have a Pokémon form from a previous jump.

For Pokémon, this challenge is decidedly simpler, though no less difficult. Should you be defeated in battle (fleeing is okay), you will fail your chain. If you are working with a human partner, they must lead with you in battles, and cannot switch you out.

[+300cp] Hyperrogue Hyperfast

Normally, the protagonist would have some time to grow as a Trainer, and L would have time to collect the various Zygarde Cells before Ange runs amok. Unfortunately, you took this drawback.

The very first night of your stay, Ange will go wild and begin causing mass Rogue Mega Evolutions across the city. Worse, no matter what you do, Eternal Flower Floette will Mega Evolve, only to be taken captive by Ange, which will transform in Hyperrogue Ange Floette, a monstrosity capable of completely wiping Lumiose City off the map if pressed.

Thinking of running away? Think again. Until this situation is resolved, you cannot leave Lumiose City under any circumstances.

[+300cp] Hyperspace Handicap

Did you know that Pokémon in hyperspace are unable to receive Exp. Points for defeating other Pokémon? A similar affliction now affects you at all times.

For the duration of the jump, you – as well as your Pokémon if you are a Trainer – are unable to improve your skills or otherwise grow as the result of battle experiences. You'll have to find alternate means of augmenting your power, or simply rely on the power you are bringing in with you, if you wish to succeed.

-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:

Post-Game: You choose to remain in this world. Your chain ends here.

Gotta Jump 'Em All!: You choose to continue your chain. Proceed to the next jump.

Game Over: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

On the Catch Window perk:

The perk is meant to represent the Catch Window game mechanic, in which Pokémon become easier to catch for a short time after being knocked out before disappearing. Notably, even with this window, it is still possible for Pokémon to break out of Poké Balls.

If you believe a knocked out Pokémon should never escape capture, you are free to ignore the latter aspect of the perk if you like. Whether or not you do so, the perk is not required for you to attempt to catch Pokémon that have been knocked out, in this setting or others.

On the Z-Alpha perk:

Here is a list of all TMs present in Pokémon Legends: Z-A.

<https://www.serebii.net/legendsz-a/tm.shtml>

Here is a list of the special moves Alphas in this game have access to, if you want something to reference when making your decision:

https://bulbapedia.bulbagarden.net/wiki/List_of_alpha_Pokémon_in_Legends:_Z-A_by_exclusive_move

On Mega Evolution and the Rogue Mega Evolution and Eternal Flower perks:

The *Rogue Mega Evolution* perk is not a requirement for fully evolved Pokémon with canonical Mega Evolved forms to Mega Evolve; it simply provides an opportunity to create a custom Mega Evolution or Z Mega Evolution, and allows them to undergo voluntary Rogue Mega Evolution to the form you have designated.

Normally, not choosing a canonical Mega Evolved form via *Rogue Mega Evolution* will mean you cannot undergo voluntary Rogue Mega Evolution to that form, but if you can otherwise reach that form without the use of a Mega Stone (such as via choosing it with the *Mega Evolution* perk in Pokémon X & Y), then you'll also be able to do so.

The *Rogue Mega Evolution* perk acquired in this jump will not interfere with other sources of Mega Evolution, be they in-setting or perks and items from other jumps. The *Eternal Flower* perk interferes only in the sense that not being able to full evolve means reaching the form that would be able to Mega Evolve is not possible.

On the A Wish item:

The only demonstrated wish granted by Quasartico Inc. was turning the Z-A Royale into the Infinite Z-A Royale, maintaining it indefinitely past its intended purpose of finding a Trainer that could Mega Evolve Floette. Notably, Vinnie rejects the protagonist if they ask to use their wish to have even more

Pokémon move into Lumiose City, as it would be problematic due to the massive number of Pokémon already making their home there.

While not demonstrated, it can be inferred that most of the wishes intended by Z-A Royale participants are valid. These include things such as the abolishment of wild zones in Lumiose, and the abolishment of all forms of transport except taxis in Lumiose.

Wishes made to other corporations are based on what is reasonable for that particular corporation, which may be more or less useful based on the setting.

On Ultra Beasts & Paradox Pokémon:

For the purposes of this jump Ultra Beasts and Paradox Pokémon are considered to be Legendary Pokémon. They are similarly costed, and disqualified in the same places Legendary Pokémon would be. Ultra Beasts and Paradox Pokémon do not appear in this game.

What are Hyperspace Levels?

In Hyperspace Lumiose, wild Pokémon (and Pokémon used by the unreal Trainers) receive a massive boost in power. This is lost when they are removed from hyperspace, such as by being caught.

The degree of this power varies by the power level of the distortion. Even the weakest Pokémon in the weakest distortion will have an effective level in the nineties, with most Pokémon having levels well above 100.

To combat this, Hoopa provides the protagonist's team a power boost when entering distortions, based on the quality of the donut it is given. This also allows Pokémon to break the level 100 cap.

In both cases, the absolute maximum level a Pokémon can reach in hyperspace is level 200.

I've avoided addressing this with raw levels in the jump proper, so you don't have to treat levels as an objective part of the world if you don't want to. The games themselves often play fast and loose with them, after all.

So, what exactly happens here, anyway?

From Bulbapedia:

The game is set entirely in Lumiose City, five years after the events of Pokémon X and Y.[1] A large corporation called Quasartico Inc. leads an urban redevelopment plan for Lumiose City, aiming to make it a city where humans and Pokémon can live in harmony.

Six months prior to the events of the game, the first instance of Rogue Mega Evolution, a phenomenon where Pokémon undergo Mega Evolution without a Trainer, occurs in Lumiose City. In the aftermath, Quasartico Inc., following words of advisement from AZ, creates the Z-A Royale in order to find the strongest Mega Evolution user.

The player arrives in Lumiose City and is immediately introduced to Urbain/Taunie, who allows them to choose a first partner Pokémon, guides them through a night of Z-A Royale, and leads them to Hotel Z, where the player meets the hotel's owner, AZ, and officially becomes part of Team MZ

alongside Urbain/Taunie, Naveen, and Lida. As the player rises through the ranks of the Z-A Royale and befriends various others participating Trainers, they also are tasked with dealing with the instances of Rogue Mega Evolutions popping all throughout Lumiose City. During these events, the player has several encounters with a man named L and the mysterious Pokémon Zygarde.

After the player and Urbain/Taunie reach Rank A, Team MZ attempts to quell Ange, a special device built by AZ 2,000 years ago inside of Prism Tower, which was improperly activated due to Team Flare's previous usage of the ultimate weapon. Urbain/Taunie Mega Evolves Eternal Flower Floette in order to control Ange, but this works only momentarily, as the device turns into a botanical monstrosity known as Hyperrogue Ange Floette, destroying Prism Tower in the process. The player, assisted by other Trainers they met in the Z-A Royale and Zygarde Complete Form, finally stop Ange, protecting Lumiose City from the threat of Rogue Mega Evolution.

After the credits, AZ is revealed to have died shortly after Ange had been stopped. Quasartico Inc. carries out the combined wishes of the player and Urbain/Taunie, which also had been asked by AZ, and allow for the Z-A Royale to exist indefinitely through the Infinite Z-A Royale. The player works out with Mable and Team Flare Nouveau in order to track down and catch Xerneas and Yveltal, which were attracted to Lumiose City by Ange, and then is recognized as worthy by Zygarde, who allows them to catch it. After Urbain/Taunie becomes the CEO of Quasartico Inc., they gift Eternal Flower Floette to the player.

Mega Dimension DLC:

After the deactivation of Hyperrogue Ange Floette and the rebuilding of Lumiose City, Team MZ encounters Ansha, who requests them to make a donut for her friend Hoopa. After creating the donut, she leads the group to a distortion at Coulant Waterway. With the help of Hoopa's Hyperspace Hole, Ansha enters the portal. Concerned for her, the player and Team MZ follow her into Hyperspace Lumiose for the first time. Upon finding Ansha and dealing with a group of strong Mankey, they return to Lumiose City. Immediately after their return, they spot a massive black distortion that opens up over the remains of Prism Tower.

Later, Corbeau from the Rust Syndicate calls on Team MZ to meet him at the building. He reveals he is working with Vinnie and Quasartico Inc. to investigate abnormal readings detected by the company's equipment. After sharing the information, Corbeau tasks the player with survey work to gather data on Hyperspace Lumiose and address the massive distortion.

Upon completing the first round of survey work, the group learns that Hyperspace Lumiose poses a risk of eventually affecting reality, as previously foreign Pokémon not from Kalos begin to appear in Lumiose City. Additionally, these Pokémon are at risk of Rogue Mega Evolution due to the Mega Power present in the dimension. Furthermore, no more than three people can enter at a time. Thus, Corbeau calls for Korrina to join the group in the investigation. After defeating her, she and Ansha join Team MZ. The player, Urbain/Taunie, and Korrina travel to five different Hyperspace Rogue Mega Arenas to deal with and capture the Rogue Mega Pokémon. During this time, the group discovers that Ansha is the daughter of Diantha, and she is searching for a Rayquaza as a gift for her. They also obtain different types of butter that allow them to travel through much stronger portals. As time passes, more power builds up within the massive distortion, causing the real Lumiose City to distort and merge with Hyperspace Lumiose, resulting in events like the inside of the Rust Syndicate building briefly being trapped in the dimension.

Both the Rust Syndicate and Quasartico Inc. eventually discover that Hyperspace Lumiose is being sustained by a single Pokémon, although its identity remains unknown. Corbeau instructs Team MZ to

feed Hoopa a donut infused with Mega Evolution energy, a plan that becomes known as "Operation Mega Donut." Following specific instructions, Ansha makes the Bad Dreams Cruller. Together with the various Trainers the player battles as part of the Z-A Royale, the groups, along with Team MZ, use their Key Stones to channel their energy into Hoopa, allowing it to transport the player, Urbain/Taunie, and Korrina to Hyperspace Newmoon Nightmare. It is revealed that the source of Hyperspace Lumiose is Darkrai, which had been exposed to Ange's Mega Power after living in the Prism Tower and resting there six months prior to the events of Pokémon Legends: Z-A. Together, the trio defeats and captures the Rogue Mega Darkrai.

With Darkrai's capture, Hyperspace Lumiose stops expanding but continues to exist. Afterwards, Team MZ decides to focus on making Ansha's dream of catching Rayquaza a reality. Through further research, the player, Urbain/Taunie, and Korrina must battle against Rogue Primal Groudon and Rogue Primal Kyogre to achieve their goal. Upon obtaining the Red and Blue Orbs, these items are given to both the Rust Syndicate and Quasartico Inc. for research. After analyzing the items, Mable reveals that Ansha needs to actualize its realm, Hyperspace Sky Pillar, for Rayquaza to appear. It is revealed that Ansha's desire stems from reading a storybook about the super-ancient Pokémon; the expression of this desire leads to the formation of Hyperspace Sky Pillar. After creating the Delta Old-Fashioned Donut, the player and their allies are able to enter Hyperspace Sky Pillar. There, the trio battles and captures the Rogue Mega Rayquaza, fulfilling Ansha's dream. However, realizing she may not have the chance to give such a gift again, Ansha requests that the player watches over Rayquaza for her until she is old enough to become a Pokémon Trainer.

-Changelog-

0.1

Created the jump.

1.0

(i) Added a new follower: **Lost Poké Ball Collector**.

1.1

(i) Minor corrections for the **Distortions and Donuts** item, and the **On Ultra Beasts & Paradox Pokémon** note. No mechanical changes.