

A Jumpchain CYOA by WoL_Anon

Ver. 1.4

Alola! Welcome to the, well, Alola region, Jumper. This region is made up of four large islands: Melemele, Akala, Ula'ula, and Poni, each protected by a guardian Pokémon that the locals revere. Alola is known for its impressive beaches and lush jungles, and is also home to regional variations of Pokémon you might already be familiar with.

You arrive in this world the day the protagonist arrives in the Alola region. 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. If you've taken the Version Exclusive toggle to visit a world that incorporates Pokémon Ultra Sun and/or Pokémon Ultra Moon, you can instead elect to be a human originating from Ultra Space.

[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.

Rookie Trainer

Requires the Human species.

You are either a new or a soon to be Pokémon Trainer. You may or may not have received your first Pokémon. You may even be a prospective trial-goer. Trials-goers are usually 11, but this is not mandatory.

Veteran Trainer

Requires the Human species.

You have been a Trainer for a while. While this means you could simply be an ordinary resident of Alola, depending on your purchases you might be a trial captain or even a kahuna-to-be!

Team Member

Requires the Human species.

You might be used to a region having a single team causing problems. You might also be used to that team's members all being obviously in the wrong.

Here in Alola though, things aren't quite so simple. With this Origin, you could be a member of Team Skull or the Aether Foundation. If you've taken the Version Exclusive toggle to visit a world that incorporates Pokémon Ultra Sun and/or Pokémon Ultra Moon, you might even be a vanguard for Team Rainbow Rocket, or be part of the Ultra Recon Squad.

Pokémon

Requires the Pokémon species.

You are one of the many Pokémon that can be found in the Alola region. Whether you are a wild Pokémon, or work alongside a human or humans is up to you.

-Location-

Roll 1d8, or pay 50cp to choose. Those with the Rookie Trainer Origin may choose to begin at Iki Town on Melemele Island for free. Those with the Veteran Trainer Origin may choose to begin at Heahea City on Akala Island for free. Those with the Team Member Origin may choose to begin at Aether Paradise for free. Pokémon who roll or pay for their location may choose to arrive on a nearby Route or wild area instead of the location they end up with.

[1] Iki Town

Located on Melemele Island, this small town is the home of island kahuna Hala, as well as his grandson Hau. Not too far away are the Ruins of Conflict, where Tapu Koko can be found.

[2] Hau'oli City

Located on Melemele Island, Hau'oli is the biggest city in Alola. It is home to trial captain Ilima. The nearby Trainers' School is a great place for new Trainers to begin their journey.

[3] Heahea City

Located on Akala Island, this city is considered by many to be the "front door" of Akala, due to its coastal position. You can find Professor Burnet's Lab here, and the Hano Grand Resort is only a stone's throw away.

[4] Konikoni City

Located on Akala Island, this city is home to island kahuna Olivia. Trial captains Lana and Mallow live here as well. It is considered to be a city of merchants.

[5] Malie City

Located on Ula'ula Island, this coastal city's architecture is heavily influenced by the Johto Region. A large garden dominates the city, and the city also features an impressive library.

[6] Seafolk Village

Poni Island is largely a wild area free from civilisation, but this village is a rare exception. The people here live on ships that resemble Pokémon in their design. Be sure to check out the Floating Restaurant should you visit.

[7] Aether Paradise

An artificial island constructed for the purpose of conservation. A jamming system prevents the Pokémon that live here from being caught by Poké Balls. Perhaps not everything is as it seems, however?

Fortunately, if you start at this location, you will quickly be offered a free ferry ride to the island of your choice, even if you happen to be a Pokémon.

[8] Free Choice

Lucky you! In addition to any of the above seven locations, you may also choose to begin at: Paniola Town, Tapu Village, Po Town, or the Battle Tree. If you've taken the Version Exclusive toggle to visit a world that incorporates Pokémon Ultra Sun and/or Pokémon Ultra Moon, you can also choose to begin at Ultra Megalopolis.

-Perks-

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

Rookie Trainer Perks

[100cp, Free for Rookie Trainers] Pose Prodigy

If you couldn't already, you now know how to perform any poses associated with all Z-Crystals appearing in Pokémon Sun, Moon, Ultra Sun, and Ultra Moon. If the Personal Z-Crystal item was acquired, even if not by you (such as if a companion got it), then you also know how to perform the pose associated with it as well.

Additionally, you have become quite skilled at emulating poses you have seen performed by others. As long as you are physically capable of it, seeing it just once is enough to get it right.

[100cp, Free for Rookie Trainers] Watchful Eye

You are quite observant Jumper, alert to the world around you.

This will prove to be an asset in at least a couple of your trials, and will help you notice good photo opportunities when they present themselves. Perhaps it may even allow you to command Pokémon more effectively, as you keep better track of changes to the battlefield.

[200cp, Discounted for Rookie Trainers] Flute Fun

A surprisingly common skill amongst young, prodigal Trainer types is the ability to play the flute. Now, you too can be counted amongst their number, as you have become quite talented when it comes to playing the flute, and similar instruments.

Who knows, perhaps a talent like this will end up becoming a vital skill on your adventure in the Alola region?

[200cp, Discounted for Rookie Trainers] Island Scan

Once a day, right after you have scanned a QR Code, or similar image, with a device (or yourself if you are somehow capable of it), you can elect to perform this special ability known as Island Scan.

When this power is activated, somewhere within the range of an island a rare Pokémon that is not normally found in the area will spawn. You will be alerted to the approximate location of the Pokémon, within a smaller range about that of a normal Route, but actually tracking it down will be up to you. If the Pokémon is not caught by a Poké Ball, or made into a follower or companion, it will disappear after an hour has passed.

The Pokémon that appear due to this power change depending on the day of the week, but are otherwise fixed for each island-sized area. Legendary or Mythical Pokémon will never spawn due to this power.

[400cp, Discounted for Rookie Trainers] Alolan Hospitality

There's just something about you that seems to ignite the generous spirit of strangers.

The reasons may vary case to case. Sometimes the stranger will want to spoil you for being a cute kid. Other times they'll give you something as thanks for listening to them for a few minutes. What will be given to you depends on the stranger, in this world it might be as little as a Potion or as much as a TM or a special Z-Crystal. In other worlds the loot will be completely different, reflecting the nature of the setting in question. In any case a stranger will never part with anything truly precious to them, or that they couldn't afford. It also won't work on absolutely every person you meet, though it certainly seems to trigger more often than not. Finally, this perk will never trigger on the same stranger multiple times; after all, they're no longer a stranger at that point!

Despite these limitations, you'll find yourself amassing a nice haul if you wander into a new settlement and take the time to say Alola to the locals.

[400cp, Discounted for Rookie Trainers] Reverse World

At the start of each jump, you can choose to arrive in a version of the world where the natural circadian rhythms of intelligent beings are flipped (for example, most human would be awake at night and sleep during the day). No one will find this strange. Pokémon, and wild animals generally, are unaffected by this change. Post-chain, you can elect to flip the natural circadian rhythms of your current world every ten years, with no one noticing the change unless you point it out to them.

Additionally, once per week, you are able to automatically skip ahead 12 hours from your current time, a quick and dirty way of adjusting your own sleep patterns. You cannot use this ability during combat, or when you are otherwise in imminent danger. When skipping forward, you are unaccounted for during the time skip, and that time skip never counts towards jump duration.

[600cp, Discounted for Rookie Trainers] First-ever Champ in The Making

While the island challenge is commonly attempted by the youth of Alola, few are those that can make their way to the end. Even amongst those, you are in rarefied air, a true generational prodigy.

Pokémon that are being trained by you will grow at a much faster rate with you than they would with others. The kind of progress that would ordinarily take Pokémon a lifetime may be achieved by you during the course of a single regional journey, if you put forth the effort.

Additionally, you have a natural aptitude for commanding Pokémon in battle. This is the kind of skill that would make you a match for the like of Red and Blue, or help you defeat what could be considered the most powerful villainous team ever to appear in the world of Pokémon.

These talents are not solely limited to Pokémon; with some adjustments you can learn how to train and command other creatures with similar effectiveness.

Veteran Trainer Perks

[100cp, Free for Veteran Trainers] Pose Professor

If you couldn't already, you now know how to perform any poses associated with all Z-Crystals appearing in Pokémon Sun, Moon, Ultra Sun, and Ultra Moon. If the Personal Z-Crystal item was acquired, even if not by you (such as if a companion got it), then you also know how to perform the pose associated with it as well.

Additionally, you have become strangely talented at teaching poses to others. As long as they are physically capable of it, merely seeing you perform the pose one time is enough for an observer to replicate the pose themselves. You can toggle this effect on or off as you like, just in case you ever felt less generous.

[100cp, Free for Veteran Trainers] ***What a lot of hassle…***

Sometimes, a job is just a job, not a way of life. Unfortunately, other people often forget this, asking for more and more of your time and effort as you meet their expectations.

From now on, as long you are meeting the actual requirements of a job, not going into the office or not going beyond these requirements will not be held against you by your superiors. You will also not suffer any social penalties for not attending out of work gatherings with colleagues; not attending these events will simply become a quirk of yours, and you will still be welcome the times you do choose to show up.

[200cp, Discounted for Veteran Trainers] Lana's Lines

In this world perhaps more than any other, fishing is a hobby that will lead to you making new friends. Lucky for you, you have the necessary skill, and patience, to excel at it.

Additionally, you are also quite adept at making fishing rods of your own. Where the rods of other regions might deter Pokémon for being too low or too high quality, yours always manages to attract

the widest possible range of Pokémon that are available to catch. Should you choose to sell or share your rods, you will likely make quite the name for yourself here.

[200cp, Discounted for Veteran Trainers] Mallow's Meals

The way to a Pokémon's heart is through their stomach, as you'll soon discover with these skills.

You have a keen eye and sharp intuition that allows you to easily forage food and high-quality ingredients from dense jungles and other wilderness environments. You can't create a meal from nothing, after all.

You also happen to be a talented cook, and can whip up dishes with minimal ingredients that can satisfy human and Pokémon alike. These dishes tend to put off powerful yet appetising smells, making them effective lures for wild Pokémon. With deeper knowledge of an area, you can even create dishes meant to lure out specific Pokémon, though dishes made for this purpose, while still edible, may occasionally be too spicy or sweet for humans to properly enjoy.

In other worlds, you may learn to adapt your cooking to attract and satisfy other creatures, though you'll likely need a good level of knowledge of said creatures before you can pull such feats off.

[400cp, Discounted for Veteran Trainers] Rotom Tech

Rotom. A strange ghost Pokémon that has the ability to possess some kinds of technology. While its existence is not exactly new, only recently have humans begun to create technology specifically intended to house it whilst providing helpful functions to a Trainer. A phenomenon that will surely become more widespread in the years to come.

Right now, you know how to create special microwave ovens, washing machines, refrigerators, electric fans, lawn mowers, and even Pokédexes that are intended to house Rotoms. With this knowledge as a baseline, and with time and effort, you may develop or adjust other kinds of technology to house this strange creature. You may even learn to adapt this process in order to create or adapt technology to accommodate the kinds of ghosts you may meet in other worlds.

[400cp, Discounted for Veteran Trainers] Battle Royal Specialist

You're an experienced Trainer, and it shows. You can effectively command Pokémon of any type in battle.

Where your true talent lies though, is in the Battle Royal match type. You are able to give clear orders that cut through the noise of a free for all, and can devise strategies to help your Pokémon battle multiple opponents at the same time. You also have a good intuition for when it is wise for your side to sit back or stall, and when they can press for easy victories.

These talents are not solely limited to Pokémon; with some adjustments you can learn how to command and communicate with other creatures with similar levels of success.

[600cp, Discounted for Veteran Trainers] Chosen by the Tapu

There is something intrinsic to your being that guardian deities, and creatures of a similar nature, find greatly appealing.

Such creatures will often go out of their way to elect you as their chosen. Here in Alola, if you spend any significant time on Poni Island, you may well be made kahuna instead of Hapu, and if not, you are likely to be the next kahuna in line if one retires. Fortunately, you will always be given the opportunity to reject or defer such appointments without offending such creatures, though if they need the role filled, they will look elsewhere instead of waiting on you indefinitely.

Should you elect to take such a position, you won't be left empty-handed. Just as the Tapu provide special stones that can be crafted into Z-Rings to their chosen, other creatures will provide you with their own boons, dependant on their power and the level of responsibility being given to you.

In general, you will also find that such creatures are positively disposed to you, and will leave you undisturbed unless provoked, even if they would normally be hostile to those around them.

Team Member Perks

[100cp, Free for Team Members] Uh! Uh! Skull!

You have gained access to six original music tracks, suited to your tastes. These tracks are an encounter and battle track for grunt, admin, and boss levels of membership. They share an overall motif, with the higher levels sounding more epic.

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) as well. Finally, when sharing a faction or organisation with someone, you can cause the tracks at their approximate level of membership to automatically play near them during appropriate situations. You do not need to be nearby when this occurs, and can toggle this effect on or off for specific allies. Optionally, no one will find this odd unless you point it out to them.

What's a villainous team without style, after all?

[100cp, Free for Team Members] ***I'm already over 40!***

You are more attractive than you used to be, thanks to this perk. Whether this takes the form of masculine handsomeness, feminine beauty, or a youthful cuteness is up to you, chosen upon purchase of this perk.

Additionally, you will naturally age incredibly gracefully, minimising sag and preventing unwanted wrinkles from appearing. Maybe you'll get some great enjoyment out of the surprise others have when they discover your true age?

[200cp, Discounted for Team Members] ***Time for us to break out, yo!***

It's common, and quite expected, for the average grunt to get destroyed in battles with a halfway talented Trainer. You've learned that when the going gets tough, wise grunts like you get outta there!

In order to facilitate this wisdom, you've learned to spot good opportunities to make your escape, and can even sometimes create your own by confusing that would-be hero with some pointless gibberish or bad rap. You've also become a bit faster, ensuring that you can outrun most humans if you couldn't before.

[200cp, Discounted for Team Members] Ultra Reconnaissance

Investigations into other worlds can present various challenges. Now, you'll have an easier time meeting them.

First, you have an easier time adapting to different cultures, as well as learning about them without accidentally picking up strange understandings.

Additionally, others will tend to treat strange behaviours that you demonstrate as mere quirks of character as long as they are not harmful to others. Should you tell others about your otherworldly nature, you are far more likely to attract interest and offers of partnership than hostility or attempts to capture and study you.

[400cp, Discounted for Team Members] Faller with Style

Whether it's a result of your nature as a Jumper, or for some other reason entirely, you have avoided the pitfalls of otherworldly travel.

From now on, you will not be detected by powers, senses, or technologies, that would be able to determine that you originate from a different world, unless you would like to be. This includes detecting the energy that would be infused into your body as a result of traveling through an Ultra Wormhole. While this allows you to avoid dangerous Ultra Beasts, by only allowing some to detect you at once, you can also safely act as 'bait' without bringing more than you can handle down on your head. The International Police may wish to recruit you with a skill like this.

You also happen to be immune to memory loss that occurs as a consequence of travelling between worlds.

[400cp, Discounted for Team Members] Under the Rainbow Flag

Like Giovanni, you possess a powerful dark charisma.

With this, you'll find it easy to sway villainous types to your cause. Through a combination of cajoling, manipulation, and outright lying, you will even be able to keep villains with competing interests and ambitions working towards the same goal: yours.

You also have developed a sixth sense for when your allies mean to betray you; a vital skill when leading these kinds of organisations. The sense gives you a vague idea on how close these traitors are to actually moving on you, allowing you to make the most of their talent before you deal with them.

Why get your hands dirty when you can have that so-called hero take care of your problems for you, after all?

[600cp, Discounted for Team Members] Aether Science

The Aether Foundation has invented or innovated on several kinds of amazing technology, the knowledge of which has now been granted to you.

First is the technology behind Poké Balls. Not only can you make these amazing devices, you also know how to employ a jamming signal that prevents a Pokémon (or other creature) from being caught by them. Using this knowledge, you can even develop speciality Poké Balls for specific kinds of Pokémon or creatures from other worlds entirely. These specialty Balls will be expensive to produce, and horribly ineffective on those they aren't designed for, but in the right circumstances may prove to be well worth the cost.

Next is the creation of artificial Pokémon. With this, you could replicate the creation of Type: Null, or even design entirely new species of Pokémon. Be warned, such creations could easily go berserk, as was the case with the initial Type: Fulls, so proper precautions ought to be taken when relying on this technology.

Finally, you can reproduce the device that was used to activate and amplify Cosmog's wormhole generation powers. Such a device could hardly be described as ethical, as it stresses the Cosmog and can potentially even kill it. This technology may be able to be adapted to beings with similar powers, though it will take time and effort for you to do so.

Pokémon Perks

[100cp, Free for Pokémon] Ride Pokémon

Alola is far from the only region where Trainers use their Pokémon as transportation, but it is one of the regions where such acts are most prevalent, with a dedicated system in place to call upon Pokémon as mounts.

As long you can carry them in the first place, you have an easy time keeping them on you. For example, as a Sharpedo you could keep your Trainer on your back as you speed through the water and slam into boulders. Basically, unless the Trainer wanted off, you deliberately tried to get them off, or a third party forced them off you, you could keep them on you without having to slow down or adjust your movements.

Unfortunately, this perk does not provide any additional strength, so a smaller Pokémon may not get much use out of this talent. Perhaps an evolution is in order?

[100cp, Free for Pokémon] Dance Style

Whether it be Alolan Marowak, known for its fire dances, or Oricorio, which changes both form and dance style depending on the nectar it consumes, dancing is a common skill amongst the Pokémon of Alola.

Thanks to this perk, you'll fit right in, as you are now a bit better at dancing than you were previously. Additionally, you have an easier time learning new dances, or techniques which incorporate dances into them.

[200cp, Discounted for Pokémon] Ambush Pokémon

While other wild Pokémon are content to wait for a Trainer to engage them at their own pace, or even allow them to pass by, you have learned how to take a more aggressive approach.

You have picked up a knack for finding hidey-holes from which you can easily get the drop on unsuspecting opponents. Attempts at rushing the enemy to get the advantage are also more likely to be successful than normal.

Of course, attacking an opponent much stronger than you is still not going to go well, so use proper discretion when employing these skills.

[200cp, Discounted for Pokémon] SOS

Another tactic commonly employed by wild Pokémon in the Alola region is simply to call for help when things get tough.

By giving a large shout, you are able to call nearby Pokémon to assist you. This technique will not always work, but the worse health you are in, the more likely this is to succeed. Using it over and over repeatedly also increases the chance of success. Pokémon of the same species, or of a related species, are most likely to show, assuming there are any nearby.

While you can call Pokémon many times in a single battle, only a single ally can appear at a time; you must wait until they are defeated or until the next battle for the technique to work again. You cannot use this technique outside of battle. Once a battle ends, any allies that have shown up as a result of this technique will attempt to leave as quickly as they came. You only use this technique when you mean to, so there's no need to worry about shouting for unrelated reasons.

In other worlds, your shout will also attract other kinds of wild animals or creatures; though depending on the nature of these creatures they may make less reliable allies.

[400cp, Discounted for Pokémon] Z-Power!

Your body has been imbued with a great deal of Z-Power, Jumper!

To start, you are now capable of performing a special Z-Move. The type and capabilities of this move is chosen by you on purchase of this perk, but must remain in line with the Z-Moves demonstrated in Pokémon Sun, Moon, Ultra Sun, and Ultra Moon. You are somehow able to perform this Z-Move in any form, even non-Pokémon forms. You can even use it without the assistance of a Trainer and their Z-Ring, though it will significantly more exhausting should you choose to do so.

As you adapt to using your Z-Power, you may learn other applications for it. You may even become a Totem Pokémon, growing larger in size than is usual for your current form, as well as cloaking yourself in an aura of Z-Power, which enhances one or more of your body's 'stats' (such as Attack or

Speed). As a special consideration, any size increase caused by this effect will be treated as a transformation which you can toggle on or off as you like.

[400cp, Discounted for Pokémon] Regional Variant

A phenomenon that you may not yet have experience is that of regional variants, otherwise known as regional forms. Pokémon of the same species may develop completely different based on the region in which they grew.

Emulating this phenomenon, each Pokémon form you possess is now capable of a special transformation. This includes forms you might receive in the future, so it may be of value even if you haven't collected one yet.

During this transformation the types of the form change, with its appearance changing to reflect that. The overall power of the form remains the same. If you like, moves you could previously use prior to the transformation may be 'reflavoured' into type appropriate but approximately equal strength moves.

For each form, you can decide to use a 'canon' regional form, or to devise something entirely new. This decision is made when you first attempt to use the transformation on a particular form; once chosen, this transformation is fixed and will remain that way from then on. Should you evolve one of your Pokémon forms that already has a transformation locked in, then that evolved form's transformation must use the same theming as the previous one, though if the base form undergoes a change in typing, the transformation can similarly adjust in typing. For example, if you were to be a Charmeleon with a transformation that made it Ice type, then as a Charizard the transformation could make it Ice/Flying.

If you are using a canonical regional form that has an exclusive evolution, then you can evolve into the form, but only while transformed. Once this occurs, the evolved form replaces your previous transformation for that form. If the base form were to then evolve, the transformation for that form would not change.

Maintaining this transformation is effortless, but you can only enter or leave it outside of battle.

[600cp, Discounted for Pokémon] Ultra Wormhole Generator

Like Nebby, you are able to call forth Ultra Wormholes. These portals are able to transport you and others to Ultra Space, and to worlds beyond.

At first, you may struggle to open a single wormhole. By stressing yourself you will have an easier time, but be careful not to push too hard, as it could potentially be fatal.

As you grow more powerful, and practice this ability, you will have more control over where the Ultra Wormholes connect to, how long you can maintain, and even how many you can open at once.

Be warned that in this setting opening up an Ultra Wormhole risks calling forth powerful and dangerous Pokémon known as Ultra Beasts, and may make you the target of law enforcement and criminal gangs alike. In other settings, where your Ultra Wormholes can connect may vary, depending on the nature of the setting, but they can always connect *somewhere*. During the chain, your Ultra Wormholes will never allow you to escape the local multiverse.

General Perks

[100cp] Alolan Album

You gain a mental library of all music featured in Pokémon Sun, Moon, Ultra Sun & Ultra Moon. 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 the fun you had in Alola, Jumper!

-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.

Rookie Trainer Items

[100cp, Free for Rookie Trainers] Bag

This sturdy bag, in a design of your preference has an immense storage capacity, far more than one might initially suspect. Despite this, it doesn't get much heavier even when full to the brim with hundreds of different items. It features many different pouches and pockets, making dividing your items by type a snap. Not that that will present much of a concern anyway, as you seem to be able to quickly retrieve anything in the bag almost instantly if you are meaning to pull it out. You can even have a small creature, such as a Pokémon, travel in the bag. They will find it comfortable, but their presence will not damage or interfere with the other items, prevent you from taking out what you like, or even count towards the normal carry capacity.

Optionally, you may have an island challenge amulet attached to the outside of your bag. This amulet indicates to the people of Alola that you are a trial-goer. It will get you into some places that you would normally be barred from, but at the same time it may cause trial guides to prevent you proceeding in certain directions until you've cleared the requisite trial. Outside of the Alola region, it will serve as nothing more than a neat-looking trinket.

Should the bag be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. If you elected to receive the amulet and it is lost or destroyed, a replacement will appear attached to your bag after 24 hours.

[200cp, Discounted for Rookie Trainers] Pokémon Refresh

A kit of items intended for post-battle care use on Pokémon. It includes things to take care of messy or wet fur, as well as dirt or sand that your Pokémon has picked up during battle.

More importantly, it comes up with a refilling supply of a special medicine that can be used to treat common “status conditions” a Pokémon might pick up during battle, such as being burned, poisoned, or paralysed. Unfortunately, this medicine is too hands-on for a Trainer to employ during battles, but it will nevertheless be a boon when you are out exploring the world.

Best of all, these items are comfortable to Pokémon, and regularly treating them with this kit is a sure-fire way for a Trainer to develop a strong bond with their team.

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

[400cp, Discounted for Rookie Trainers] Ride Pager

The people of Alola do not use HMs. Instead, they relying upon Pokémon trained for transport instead of combat.

How do they do this? Well, this remarkable piece of technology is how. With the consent of its Trainer, a Pokémon can be registered to this Ride Pager. Once this has occurred, the Pokémon can be summoned to the user at any time, anywhere within the same region. When the rider is done with the Pokémon, it can be sent right back where it came from without issue. Only a single Pokémon can be summoned at a time. Optionally, the Ride Pager can summon appropriately sized riding wear over the user for the duration of the Pokémon summon.

Of course, in other worlds having access to Pokémon in the first place may present issues, so this Ride Pager is special. It is pre-loaded with various simulacrums of transport Pokémon that you can summon and dispel as you please. For land transport, Tauros, Stoutland, Mudsdale, and Machamp are available. For movement over water, Lapras, Sharpedo, and Mantine are available. Finally, you can summon a Charizard to fly through the air. These pseudo-Pokémon are not combat trained, and will easily be defeated. Should that occur, they will simply disappear and can be resummoned at your convenience, good as new. You are still limited to one at a time, between both real or fakes, and you can still choose to acquire the riding wear when bringing out the simulacrums.

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

[600cp, Discounted for Rookie Trainers] Festival Plaza

This secret space is now connected to either your Warehouse or a property you own.

Here, you will find a small, castle-like building, surrounded by a single, circular street. Using the receptionist inside the castle, you will be able to construct various facilities on the street outside. Doing so requires Festival Coins (FC), with superior versions of facilities costing more FC.

How do you get FC? Well, on the street various Trainers will appear from time to time. These Trainers will make various requests, such as answering a question or doing a small favour for them. In return, these Trainers will reward you with FC. You can also battle these Trainers, or just chat with them. These Trainers change every so often, so check back regularly if you need more FC. Occasionally, Trainers you met in your travels will even show up, though you will never get anything out of them beyond a battle or a conversation.

There are eight different types of facilities that can be constructed outside the castle. Lottery shops will allow you to draw a number once a day, occasionally twice. Normally the rewards are not great, but if you get really lucky you might end up with a fantastic prize such as a Master Ball or a Rare Candy. Bouncy houses somehow allow Pokémon to train their various stats, but only allow you to use each course once a day. Superior bouncy houses provide better training. Haunted houses charge FC for admission, and provide a small adventure for a Pokémon. If you're lucky, your Pokémon might return with a rare item such a Sacred Ash. Better houses make it more likely to get these rare items. Food stalls allow you to bond with your Pokémon by sharing a meal, and in some cases may even cause their stats to improve, but only sell a limited number of meals each day. Goody shops have limited inventory that changes each day, but will allow you to buy useful items for Trainers, such as Poké Balls, Potions, and training supplements in exchange for FC. Fortune teller tents may be visited once a day, and can improve outcomes at the lottery shop or haunted house. Finally, Switcheroos can shuffle the Rental Pokémon available at the Battle Agency (more on that in a bit). Better Switcheroos can do this more times a day.

Lastly, on the street outside the castle is the Battle Agency. Unlike the facilities you can construct, this can't be removed, and you can't construct additional copies of it. Here, you can use Rental Pokémon to battle visiting Trainers in an entirely new way.

Support staff appearing in the Festival Plaza count as followers, but cannot leave the plaza. Visiting Trainers (and their Pokémon) cannot be made into companions or followers.

At the start of each jump, you may choose whether the gateway to the Festival Plaza will be relocated to your Warehouse (if it wasn't there already) or another property you own. Post-chain, you can make this decision once every ten years.

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

Veteran Trainer Items

[100cp, Free for Veteran Trainers] The Masked Jumper

A special wrestling mask. Its design is up to you, chosen on purchase of this item.

While imperfect, wearing the mask serves as a surprisingly effective disguise. It does not work on everyone, but even without changing your voice or mannerisms, or making an effort to disguise the rest of your body, you can fool even those who spend large amounts of time around you.

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

[200cp, Discounted for Veteran Trainers] Malasada Shop

This small store sells various kinds of malasada, a food popular in the Alola region. It is found either close to your starting location, or connected to your Warehouse or a property you possess.

There are seven different kinds of malasada on offer. The first six are smaller, flavoured malasadas: Sweet, Sour, Dry, Spicy, Bitter, and Mythic. These offer no special effects, though perhaps sharing with a friend may help the two of you deepen your bond. The last type, Big Malasada, has curative properties when consumed by Pokémon, allowing them to recover from unwanted "status

conditions" they might pick up during battle. However, the store will only sell a single Big Malasada to each customer a day.

At the start of each jump, you may choose whether the store will be relocated to somewhere close to your starting location, or have it be connected to your Warehouse or another property you own. Post-chain, you can make this decision once every ten years.

Should the store 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 be connected to your Warehouse.

[400cp, Discounted for Veteran Trainers] Totem Lair

Somewhere close to your starting location is this special place (if you are starting at Aether Foundation or in Ultra Space, it will instead appear somewhere on one of the four major Alolan islands).

The nature of this location is chosen by you on purchase of this item. It could be a grotto, a cavern, a small jungle, or something entirely different. As long as it is no bigger than a modern-day supermarket, and provides no additional advantages, anything is fine.

Deep within this location is a pedestal, guarded by a Totem Pokémon. The species of this Pokémon must be appropriate to the location, and cannot be a Legendary or Mythical Pokémon, but is otherwise up to you. It is loyal to you. The pedestal can provide you an infinite supply of a single kind of Z-Crystal. The Z-Crystal is also up to you, but must be a "type" kind of Z-Crystal that matches with a type of the Totem Pokémon. While you may claim as many of these crystals as you like for yourself, only others who have claimed victory over the Totem Pokémon may retrieve a Z-Crystal from the pedestal, and only one. Finally, the location may also be home to a few different species of wild Pokémon, which will spawn naturally here. These Pokémon must also be appropriate to the location, and cannot be Legendary or Mythical.

A human who is not a trial-goer who purchases this item can choose to become a trial captain on arrival in this world. They are free to design a unique trial to accompany the location, as long as it remains in line with the trials shown in Pokémon Sun, Moon, Ultra Sun, and Ultra Moon. If a custom trial is not designed, the challenger must simply get to the pedestal and defeat the Totem Pokémon to pass.

Pokémon included by this item cannot leave this location, unless made into a follower or companion by some other means.

In future worlds, you may choose for the lair to be attached to your Warehouse via a special gateway, or to be placed somewhere appropriate, close to your starting location. If you are visiting a Pokémon jump with an established Pokémon League, and you are placing the lair out in the world, you can elect for your trial to be included in that region's Pokémon League, counting as an additional, alternative Gym. Z-Crystals earned from this trial likewise will count as a Gym Badge.

Should the lair 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 Veteran Trainers] Battle Royal Dome

This special facility exists to celebrate a battle format unique to the Alola region, the Battle Royal.

When you first step inside, you'll be in the reception area. Here, you will be able to sign up for Battle Royals, exchange Battle Points (BP) for various prizes, or simply take the staircase up to the stands, where you can spectate other battles.

Battle Royal matches are four-way Pokémon battles, with each Trainer using up to three Pokémon (one at a time). When one team is out of useable Pokémon, the match ends, with the result determined on a point system; points are granted for each KO a team earns, and each member still standing at the end of the match.

In order to begin, just talk to the receptionist, and they will let you through once you have declared who will be participating, and which rules are to be used. While normally these battles are limited to Pokémon doing the fighting, you are free to declare anyone as a combatant, in the event you wanted to train a non-Pokémon. You must declare at least one combatant in order to begin. You are able to pick three combatants for each team, and declare a single non-combatant to act in a Trainer-like role for a team that has at least one combatant assigned. Teams without combatants will be filled out with other Trainers and their Pokémon Teams; you must choose whether these teams will be at a fixed level of strength, or scale to match the strongest combatant being entered. True death or chain failure cannot occur as a result of these battles, so feel free to test your limits.

Trainers used to fill the rest of the match are selected from a pool, though occasionally you may also encounter a Trainer you have met in the past, with an appropriate team assigned to them. A team that enters by themselves and racks up consecutive wins will increase the chance that one of these past Trainers appears. You will never get anything out of the Trainers auto-filled by this item, other than the battle and a pleasant conversation.

Should only a single team be entered in a match, then that team's Trainer (or lead combatant if no Trainer was used) will earn BP based on their performance. BP can be exchanged for items that are useful to a Trainer, including supplements, training weights, and other useful 'Hold Items'.

Support staff appearing in the dome count as followers, but cannot leave the plaza. The Trainers appearing in Battle Royals (and their Pokémon) cannot be made into companions or followers.

In future worlds, you may choose for the Battle Royal Dome 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 dome 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.

Team Member Items

[100cp, Free for Team Members] Team Uniform

You wouldn't be part of a team without a uniform, right?

On purchase, you can determine the appearance of this outfit. It could be something appropriate to Team Skull or the Aether Foundation, or something entirely original for those wishing to make their own team.

Your outfit is self-cleaning and self-repairing, meaning you could wear it every day without it getting stinky or gross. Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp, Discounted for Team Members] Beast Ball Set

You have gained a supply of specialty Poké Balls known as Beast Balls. These Balls are both rare and expensive to produce, making them a valuable commodity. In fact, depending on your timing, you may prove yourself a great ally to either the Aether Foundation or Ultra Recon Squad by allowing them to analyse these and create their own ahead of schedule.

When used on a Pokémon, a Beast Ball is about a tenth as effective as the standard Poké Ball, making them a subpar choice. However, against Ultra Beasts, which traditional Poké Balls struggle to even recognize as Pokémon and thus catch correctly, these balls are extremely effective.

This item provides you with ten Beast Balls to begin with. Once a week, you can elect to receive an additional ten Balls, allowing you to maintain a constant supply.

[400cp, Discounted for Team Members] Team Jumper

At the start of each jump, you will quickly encounter a small force of subordinates, somewhere around thirty. From next jump onwards, you can elect for this not to occur for a particular jump.

These subordinates are loyal, but not particularly competent. They have a tendency to refer to themselves as grunts, acknowledge that they aren't particularly talented, and comment on how they look similar to each other. They will either be human, or the closest equivalent for settings without humans. If you have also purchased the *Team Uniform* item, then they will be wearing either the same or similar type of outfit; otherwise, they will be wearing generic 'punk' attire.

Each grunt will begin with a handful of Pokémon at their disposal, usually between two or three. These will never be Legendary or Mythical Pokémon, and will not even be particularly special. In Pokémon settings, they are likely to be region appropriate.

By default, your grunts and their Pokémon will not follow you between jumps, unless made into a follower or companion in some other way. However, on purchase of this item, you can instead choose for the grunts and their Pokémon to be treated as followers and continue on with you; in this case you will only receive new grunts and Pokémon in order to replace those that have been lost along the way, which arrive at the same intervals as new batches would. As with the default option, you can choose to prevent replacements appearing if you prefer; you can still receive them at a future opportunity if you do this.

Post-chain, new subordinates and their Pokémon (whether replacements or not) can show up at your location every ten years if you would like them to.

[600cp, Discounted for Team Members] Jumper Paradise

This very large floating structure serves as your own personal artificial island!

The docks of your island contain a number of ferries, which can be used to travel to and from the island. The island also possesses a couple of basement levels, which could serve as proper lab space, or be put towards some other task.

The island also features a dedicated conservation area. A jamming signal is built into this section, which you can turn on or off as you like. While active, the jamming signal prevents empty Poké Balls being used to capture Pokémon. The conservation area will expand as needed internally, without taking up additional external space, allowing you to collect as many exotic creatures as you like. Pokémon, as well as creatures with sub-human intelligence, that are secured in the conservation area when a jump comes to an end may follow you on your chain, but are unable to leave the island.

In addition to sufficient living space for staff that might work here, the island features a lavish mansion for your personal use. If you prefer, this mansion may instead be in the style of a castle, but it possesses no extra functionality.

Finally, the island comes with sufficient support staff to keep it maintained and cleaned, as well as run the ferries. They count as followers. Inactive companions may even stay here, provided they remain on the island.

In future worlds, you may choose for the island to be attached to your Warehouse via a special gateway, or to be placed somewhere appropriate, close to your starting location.

Should the island 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] Ride Gear

You've acquired a set of gear intended to help you act as a Ride Pokémon.

The specifics of this gear will depend on your form, and in fact it will automatically change to suit as you change form. For forms that can act as mounts for humans, it will typically take the form of some kind of saddle. For more humanoid forms, like Machamp, it might take the form of gloves.

Whatever the case, the gear is very lightweight, is comfortable to both you and the person or persons riding you, and it does a great job distributing weight appropriately across your body.

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

[200cp, Discounted for Pokémon] Poké Beans

You have an endless supply of Poké Beans, a special kind of food that can be found in the Alola region.

Your Poké Beans come in fifteen different types. The first seven are Plain Beans, coming in red, indigo, blue, green, yellow, violet, and orange. The beans are generally considered the least tasty and valuable, but are still enjoyable in their own right. The next seven are Patterned Beans, which come in the same colours as the Plain Beans, but have detailed patterns on them. These are a step up, both in taste and in rarity. The final bean type is the Rainbow Bean, the ultimate in both taste and rarity.

You can retrieve a Poké Bean at any time, no matter how improbable that might be. When retrieving a Poké Bean, you may choose to retrieve a specific one, a random one of specific quality, or a completely random one.

Poké Beans can be eaten by humans and Pokémon alike. They can be used in other ways as well, such as roasting them to make coffee. Should you plant one in the ground and help it grow, it will eventually sprout a Poké Beanstalk, which will produce Poké Beans of all types.

[400cp, Discounted for Pokémon] Altar of the Jumper

A strange altar, as well as a pair of flutes. You can decide upon the design of the flutes on purchase of this item, provided they mirror each other in some way. By default, one references the sun whilst the other references the moon.

Once per jump, when both flutes are played at the altar at the same time, while you are also present, you will be imbued with a large amount of energy, restoring you to perfect health. If you are in a Pokémon form capable of evolution, you can choose to immediately evolve at this time, bypassing the normal evolution requirements for doing so. Post-chain, this can be done once every ten years.

Additionally, should you possess the *Ultra Wormhole Generator* perk, or similar powers, you will find that the altar assists your usage of them. While you are nearby, you will find it easier to use the power in the first place. You will also find it serves as an effective anchor, allowing you to more easily find it and open a portal nearby, helping to ensure that you will be able to return to your world if you choose to go exploring Ultra Space or other worlds.

At the start of each future jump, you may choose whether the altar appears out in the world, or is connected to your Warehouse by a special gateway. Post-chain, you can make this decision once every ten years.

Should the altar 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 available, it will instead be connected to your Warehouse by a special gateway. Should either flute be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[600cp, Discounted for Pokémon] Poké Pelago

This set of uninhabited islands have been renovated into your very own Pokémon resort!

There are a total of five islands. Each island has a special crate on it, which cannot be moved. Leaving Poké Beans inside it will cause an effect, dependant on the island. These beans will be consumed to fuel the effect, so you need to keep using them if you want to maintain the benefit.

The first island is Isle Abeens. It is dominated by a fully grown Poké Beanstalk, which produces Poké Beans of all types. Occasionally, wild Pokémon will arrive on this island, even in worlds that do not possess Pokémon. These Pokémon will never be Legendary or Mythical. If you have a means of turning a wild Pokémon into a follower or companion, you may do so. Otherwise, the wild Pokémon will disappear to parts unknown after a day of visiting the island. The crate here increases the rate at which new wild Pokémon visit the island.

The second island is Isle Aplenty. It has been designed to grow berries, with eighteen plots available for this purpose. The crate here speeds up the rate at which the berries planted in the designated plots grow.

The third island is Isle Aphun. It features mysterious caves that Pokémon can explore. Rare items such as Pokémon fossils or evolution stones can sometimes be found inside these caves. The crate here somehow causes searching these caves to progress faster.

The fourth island is Isle Evelup. It has been renovated for the purpose of training Pokémon. Up to eighteen Pokemon can make use of the island at a time, undergoing various training regimes and drinking stat enhancing drinks. The crate here makes these sessions progress twice as quickly.

The final island is Isle Avue. This item feature luxurious hot springs, where Pokémon can relax. Just don’t stay too long; you might overheat and get dizzy! Pokémon Eggs can even hatch faster if left in the hot springs; you don’t have to worry about these overheating. The crate here somehow causes the hot springs to become even more relaxing.

Your inactive companions can even stay here, provided they remain on one of the islands.

At the start of each future jump, you may choose whether these islands appear out in the world, or be connected to your Warehouse by a special gateway. Post-chain, you can make this decision once every ten years.

Should the islands be destroyed, a replacement will appear in the same location after 24 hours. If placed out in the world, and that location is no longer available, they will instead be connected to your Warehouse by a special gateway.

General Items

[Free, Exclusive to Humans] Trainer Passport

This passport will serve as ID in this region. It is also used by trial-goers, who have island kahunas stamp it when they succeed in a grand trial, partially replacing the Badge system found in other regions.

Strangely, the photo on the passport always remains up to date, even when your appearance change is as minor as a new outfit. No one will consider this unusual unless you bring it to their attention.

Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. A replacement will preserve any stamps earned over the course of an island challenge.

[Free/300cp, Exclusive to Humans] Rotom Dex

A piece of cutting-edge technology, this special Pokédex houses a Rotom.

Like all Pokédexes, it 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 Sun, Moon, Ultra Sun, and Ultra Moon. While Pokédexes from other regions are valid import choices for this item, as a special service you can also simply choose for your Rotom Dex to automatically fill with the entries you have obtained on other Pokédexes, without having to import them.

In addition to these usual Pokédex functions, your Rotom Dex has a map of the Alola region installed, a handy feature for those new to the area. It also has a Poké Finder installed, a camera used for taking photos of Pokémon, and can read and create QR codes, which can be used to quickly transfer Pokédex entries between two Rotom Dexes.

The Rotom inside the Dex is loyal to you, and has a personality that meshes well with yours. While inside the Dex, the Rotom becomes capable of human speech, and can cause the Dex to fly about. It can take photos on its own, and can upload photos taken with the device to any social media accounts you might control.

For an additional 300cp, your Rotom Dex has gained an extra function: the Roto Loto. Every so often, the eyes of the Rotom Dex will glow, and you can attempt the Loto. This causes the Rotom Dex to produce a randomly selected Rotom Power, which can be used by the Rotom Dex at a later time in order to provide a benefit to you or your allies (see the Notes section for a full list of Rotom Powers). Only one Rotom Power can be used at a time. Should you develop a strong bond with the Rotom, then using a Rotom Power in battle will allow the Rotom to use Z-Rotom Power; this enables you to use a Z-Move without strain on you or your Pokémon, essentially enabling a second Z-Move in that battle. Naturally, if you aren't able to perform Z-Moves with your team, then this does nothing. Z-Rotom Power can only be used once per battle.

Should your Rotom Dex 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 an intelligent item into this option, you may choose for the intelligence 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. An intelligence 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 5 Potions and 10 Poké Balls. These items will not respawn, so think carefully about their use.

[50cp] Pokémon Sun & Moon Game Bundle

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

- A Nintendo 3DS (or 2DS if you prefer), and charger cable.
- A copy of Pokémon Sun, Moon, Ultra Sun, and Ultra Moon.
- Permanent access to all Pokémon Sun, Moon, Ultra Sun, and Ultra Moon event distributions. Receiving the same distribution multiple times will require starting a new save file.
- A lifetime subscription to Pokémon Bank. Your Pokémon Bank account has all Pokémon Bank event distributions stored and ready to transfer.

Should any of these be lost or destroyed, a replacement will appear in your Warehouse 24 hours later. Your Pokémon Bank 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] Potion Set

Want to keep your Pokémon healthy? This small but consistent supply of items will help you do so.

Each purchase of this item provides you with 5 Potions, 2 Super Potions, 1 Hyper Potion, 1 Max Potion, and 3 Full Heals. Once a week, you will receive a replacement for any item you have lost, destroyed, or used.

[50cp] Poké Ball Set

A small but consistent supply of various Poké Balls. Helpful for new Trainers adding to their team, or those that wish to reverse engineer this fascinating piece of technology.

Each purchase of this item provides you with 5 Poké Balls, 2 Great Balls, 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] Totem Stickers

You have an infinite supply of these special looking stickers, which you can produce whenever you like, no matter how improbable that might be. In the Ultra Sun & Ultra Moon versions of the setting, these stickers have been placed around the Alola region by the trial captains, acting as an additional but optional component of the island challenge. Whether you want to emulate that, or find some other use for them, is up to you.

The adhesive on these stickers is strong enough to ensure it stays in place, but the sticker can easily be cleanly peeled off by those meaning to do so all the same.

[100cp/200cp] Customisation Collection

You have a wardrobe that is magically bigger on the inside. It contains a copy of both the male and female protagonists' outfits, as well as every item canonically sold in Pokémon Sun, Moon, Ultra Sun, and Ultra Moon's clothing stores. This includes accessories as well as bags (these are ordinary bags). For an additional 100cp (200cp total), it also contains a copy of every other outfit canonically appearing in Pokémon Sun, Moon, Ultra Sun, and Ultra Moon, excluding riding wear.

When someone attempts to open the wardrobe, all items inside (that come with this purchase) are resized to fit the opener perfectly. Should an item go missing, or be destroyed beyond repair, a new copy of it will appear in the wardrobe in 24 hours.

[200cp] Nice Boat

Want to move between the islands of Alola without depending on Pokémon, or on others?

This small yacht is of high quality, and is painted with a design of your preference. It never seems to run out of fuel, and general upkeep is not necessary, allowing you to use it whenever you like.

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

[300cp] Z-Ring

This is a special armband that was crafted using a sparkling stone provided by one of the Tapu. In combination with a Z-Crystal, it will allow Pokémon to perform a powerful technique known as a Z-Move.

According to Professor Kukui, this process heaps all of a Trainer's feelings onto a Pokémon, which explains why it tends to tire Trainer and Pokémon alike, preventing a Trainer from using multiple Z-Moves in a single battle, even across multiple Pokémon. Should you or your Pokémon possess powers or abilities that draw from your feelings towards them, the Z-Ring may be used as a focus when using them.

You can choose whether your Z-Ring has the Z-Ring or Z-Power Ring appearance; in either case it will have no issues working with any kind of Z-Crystal.

You can import this item into an accessory housing a Key Stone, and this item can have an accessory housing a Key Stone imported into it, even if that accessory is not an armband or bracelet.

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

[100cp, First free with Z-Ring] Z-Crystal

The Z-Crystal is the counterpart to the Z-Ring, held onto by a Pokémon in order to enable the use of a Z-Move.

There are a wide variety of Z-Crystals. The majority of these correspond to a specific type; any Pokémon that knows a move of that type will be able to use a corresponding Z-Move. Other Z-Crystals are only meant for specific Pokémon, turning specific moves into their Z-Move counterparts. Each purchase of this item will provide one specific Z-Crystal that canonically exists.

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

[200cp/300cp] Z-Crystal Collection

Looking to outfit multiple Pokémon with Z-Crystals, or provide multiple options to your heavy hitter? This item might be for you.

This convenient carry case contains one of every "type" Z-Crystal that exists with Pokémon Sun & Moon. However, these crystals cannot be removed from the case. Instead, when a Pokémon touches a crystal that they are capable of using, a copy will appear somewhere on their body, attached to a simple accessory that keeps it in place. An individual cannot receive a copy Z-Crystal whilst they are already equipped with a 'Hold item' (such as another Z-Crystal, a Mega Stone, or another battle tool employed by a Pokémon; merely picking an object off the ground for moment or two will not count). If a Z-Crystal is removed from that individual, then it (along with the accessory) will disappear. Likewise, if they are equipped with another 'Hold Item', the Z-Crystal and accessory will vanish.

For an additional 100cp (a total of 300cp), this case not only carries every "type" Z-Crystal, it carries every single kind of Z-Crystal that canonically appears in Pokémon Sun, Moon, Ultra Sun, or Ultra Moon.

Individual damaged crystals inside the case will automatically be replaced, but attempts to store anything else in it will invariably fail. Should the case itself be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[Free, Exclusive with the Z-Power! Perk] Personal Z-Crystal

This isn't just any Z-Crystal, it's *your* Z-Crystal!

This is the Z-Crystal required if you are accessing the Z-Move granted by the Z-Power! perk with the assistance of a Trainer. It can only be used by you.

As with the standard Z-Crystal 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 form you come to possess, but also that it matches your preferred aesthetic.

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

-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 Trainer for Pokémon, but does not have to be. Companions cannot use this option.

[200cp] Full Party Discount

Looking to fill out of 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 Sun or Pokémon Moon along on your journey as a companion. If you've taken the Version Exclusive toggle to visit a world that incorporates Pokémon Ultra Sun and/or Pokémon Ultra Moon, you may recruit a named character appearing in these games as well. In order to successfully recruit the character, 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 Munchlax

If you'd like, you may collect this special Munchlax as either a companion or follower (if claimed by a companion, it must be a follower). It comes in a Cherish Ball, and also comes with a free Snorlium Z, which will allow it to use a special Z-Move when fully evolved, as long as you have a Z-Ring or Z-Power Ring.

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

[Free] Gift Rockruff

If you'd like, you may collect this special Rockruff as either a companion or follower (if claimed by a companion, it must be a follower). It comes in a Cherish Ball, and can evolve into Lycanroc in its Dusk Form, a rarity in these parts. It also comes with a free Focus Band.

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

[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 anywhere where it would be possible for a Trainer to access their Pokémon Storage, in this and future Pokémon worlds.

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, ignoring all other parts of this option.

-Drawbacks-

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

[0cp] Version Exclusive

By default, this jump assumes that the world you will be visiting is a hybrid of the worlds depicted in Pokémon Sun and Pokémon Moon. With this toggle, you may choose to instead visit a specific game's world (Sun, Moon, Ultra Sun, or Ultra Moon), or visit a hybrid of the worlds depicted in Pokémon Ultra Sun and Pokémon Ultra Moon.

[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 your 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. These choices will not impact the protagonist's personality or general behaviour.

[0cp] Protagonist Replacement

Requires Human species, as well as the Z-Ring item. Cannot be taken with Protagonist Selection.

With this toggle, you have taken on the role of protagonist yourself. Your starting location is fixed to the protagonist's house on Melemele Island.

You will not have access to your Z-Ring (and Rotom Dex if you also purchased that) immediately; instead, you will find them in the same places the protagonist canonically received them. Should you somehow miss them, not to worry – they will appear in your Warehouse at the end of the jump if you did not collect them. Despite these items being made and presented to you during the jump, imports are still okay, and no one will notice the extra functionality or complete change of forms of these items from what is typical unless you point it out to them.

[+100cp] Regional What?

For one reason or another, you can't help but get Pokémon and their regional variations mixed up in your head. This includes their typings, moves, and evolution requirements. This will make battling these Pokémon a challenge, and make using them an even bigger one.

The sole exception to this drawback is yourself, should you possess a form that would normally come under this drawback. However, this exception applies to you specifically, so you may still mix up other members of your species.

[+100cp] Lost Like Lillie

You have a bad habit of getting lost, Jumper. Even a task as simple as getting to a library within the same city may result with you wandering off-track and having to ask for assistance.

Unfortunately, things like maps have a habit of disappearing on you and electronic devices like a GPS or the Rotom Dex may even glitch or lose signal from time to time, making it difficult for you to rely on them to get to your destination.

On the plus side, the Alolan people are quite helpful, so you shouldn't be lost for too long. You might even make a new friend or two during your unplanned detours.

[+100cp] ***Oh my… How terrifying…***

Like Team Skull, it seems that most people you encounter simply refuse to take you seriously. A trial-goer would have to work extra hard to earn the approval of the captains and kahunas, an employee

would get regularly passed over for promotions and raises, and a criminal will be openly mocked by the average citizen.

Unfortunately, people will not underestimate you when it would be helpful because of this drawback, so don't expect your opponents to go easy on you in battle just because they think you are a joke.

[+200cp] Mommy Issues

Whether adoptive or biological, you have a mother waiting for you in this world.

Unfortunately, she's more than a little nuts, and will actively work against your general goals here. She also wields an impressive amount of power; whether that takes the form of personal power as a Pokémon, or social power through money and position, will depend on your species choice.

If you can reconcile with her, and can prevent her from befalling a disastrous end, she will mellow out a bit, and you will be given the option to take her along on your chain as a companion.

If you are a human of appropriate age, and are not replacing the protagonist, you can elect for Lusamine to be your mother.

[+200cp] SOS – Spam Our Shout

When you are involved, wild Pokémon are far more likely to call for help during battle, and other Pokémon are also more likely to respond to such calls.

This will regularly cause battles to drag out much longer than they would normally. Unfortunately, you or your Pokémon do not seem to gain any battle experience out of defeating the wild Pokémon that are called in mid-battle, and such Pokémon are never anything particularly special either.

[+200cp] Type Specialist

While raising many different types of Pokémon provides a Trainer with advantages in many situations, it is nonetheless common for a Trainer to focus on a single type, due to the difficulties present in raising multiple types. Difficulties that will now be extra prevalent for you, after taking this drawback.

If you chose to be a Human here, you must select a single Pokémon type on taking this drawback. Unless a Pokémon has this typing, you will find it very difficult to train it and command it in battle. Pokémon with dual-typing are okay as long as one of their types is the chosen one. Should a Pokémon change its typing mid-battle, such as by a form change, it will temporarily get easier or harder to utilise if it moves in or out of the chosen type.

If you chose to be a Pokémon here, you will find it much harder to learn and perform moves that do not match your natural typing. This is solely based on the types possessed by your new form on purchase; evolution or alt-form switching that changes your natural typing will not change which moves are harder for you.

[+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. Additionally, you are limited in the amount of new Pokémon that you may acquire. You may only catch the first wild Pokémon in each route or settlement that you come across. If you lose track of it before capture, you will miss out on any new Pokémon for that area. Gift Pokémon, or those received from trades, will automatically be lost for the remainder of the jump.

If at any point you do not have any 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 Trainer, they must lead with you in battles, and cannot switch you out.

[+300cp] Jumper Cube

You are reduced to your Body Mod, losing access to your other perks, powers, or innate capabilities.

Want to get your powers back? Well, there is a way, and it has to do with that strange looking cube you've been provided with. Spread across the Alola region are one hundred "Jumper Cells", strange looking creatures that can be sucked up by the cube. Most of these cells are in hard-to-find locations, and nearly half will only appear either during the day or at night only.

Once you've sucked up ten of these cells, you will recover any perks or powers that you purchased here. At fifty cells, half of your total power will be restored to you, chosen randomly. With all one hundred cells in the cube, you will regain all of your lost power. Attempts to copy the cells will fail; you must put in the effort to find all of them if you want your power back early. On the plus side, no one but you can see or interact with these cells, and you don't have to worry about them moving from their hiding spot other than into your cube.

At jump's end, you regain all this drawback has taken from you, if you had not reclaimed it already. All cells will disappear at this time. You may also elect to keep the cube as a memento of this task; should you do so, a replacement of it will appear in the Warehouse 24 hours after it is lost or destroyed.

[+300cp] Team Rainbow Anti-Jumper

Oh no! Enemies from your past have appeared in this world, and have formed an organisation to stop you!

This group is made up of your greatest opponents and rivals from across your chain, from timelines where they were more successful and became more powerful than when you faced them. If you lack sufficient enemies to fill out this group, then copies of members of Team Rainbow Rocket, complete with their Pokémon teams, will be added until the group is at least as large as the original Team Rainbow Rocket.

The goal of this team is simple: to make sure you fail your chain. In addition to the usual method, if this group has you imprisoned at the end of the jump, or can keep you imprisoned for more than five cumulative years, you will fail your chain. This extra method may be employed by those of your opponents that would normally be hampered by their personal codes.

Surprisingly, this group manages to work together reasonably well despite their various origins, making it difficult (but not impossible) to set those with competing worldviews or aspirations against each other.

-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 Fallers, Jumpers, and the Faller with Style perk:

A Faller is a person who has travelled through an Ultra Wormhole, often from another world. Simply being a Jumper will not automatically make you count as a Faller. The Faller with Style perk is only needed to avoid Ultra Beasts detecting you if you end up passing through an Ultra Wormhole. It can be used to prevent others detecting your Jumper nature, should you encounter someone capable of doing that.

The memory loss protection of Faller with Style does not apply to memory loss drawbacks, even if you consider drawbacks a consequence of travelling between worlds.

On Z-Moves and the Z-Power! perk:

The Z-Power! perk is not a requirement for Pokémon to use Z-Moves in the normal way; it simply provides an opportunity to create a custom Z-Move, allows Z-Moves without a Trainer, and may allow the Pokémon to learn additional applications of Z-Power.

The Z-Power! perk acquired in this jump will not interfere with other sources of Z-Moves, be they in-setting or perks and items from other jumps.

On Rotom Powers and the Rotom Dex item:

Here is the full list of Rotom Powers that can be received from Roto Loto (requires the 300cp version of Rotom Dex):

- Roto Bargain: the target will receive a discount on purchases for the next few minutes. This is a mind-affecting power, and can be ignored by traders with immunities or resistances to such things.
- Roto Boost: all of the target's stats are raised for a short time.
- Roto Catch: the target will find it easier to catch Pokémon for the next few minutes.
- Roto Encounter: you will encounter Pokémon more often when outside of settlements. This power cannot be used on others, and will do nothing in settings without Pokémon.
- Roto Exp. Points: the target will find training to be more effective for the next few minutes. If the target is a Pokémon Trainer, this power will also benefit any Pokémon they have with them.
- Roto Friendship: the target will have an easier time befriending others for the next few minutes.
- Roto HP Restore: Fully recovers the target from any damage they may have taken.
- Roto Hatch: eggs held by the target will hatch faster than usual.
- Roto PP Restore: Fully recovers the target's stamina.
- Roto Prize Money: the target will find more money than usual for the next few minutes.
- Roto Stealth: you will encounter Pokémon less often when outside of settlements. This power cannot be used on others, and will do nothing in settings without Pokémon.

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. Paradox Pokémon do not appear in Sun & Moon, but Ultra Beasts play a prominent role.

Major differences between Sun & Moon and Ultra Sun & Ultra Moon:

- The Ultra Recon Squad, a group that came to Alola from Ultra Megalopolis, a city situated in Ultra Space that has had its light stolen from it by Necrozma. Their presence leads to some plot elements being revealed to the protagonist earlier than normal. They only appear in Ultra Sun & Ultra Moon (USUM).
- Lusamine's motivations are changed in USUM. Rather than wanting to collect Ultra Beasts, she needs Cosmog to open the Ultra Wormhole so she can go into Ultra Space and defeat Necrozma before it can threaten her world. When confronted at Aether Paradise, she only creates the single wormhole instead of opening many across Alola. As she never fuses with Nihilego, she does not have to return to Kanto to recover, and remains in Alola with Lillie.
- In USUM, when Solgaleo/Lunala opens the Ultra Wormhole to pursue Lusamine, Necrozma comes through instead, throwing out Guzma and Lusamine as well. It defeats Solgaleo/Lunala, and fuses with it. This is when many wormholes are opened over Alola. The protagonist travels into Ultra Space and defeats Necrozma.
- In USUM, Gladion leaves for Kanto instead of Lillie, and returns a month later with a fully evolved Kantonian starter on his team.
- In USUM, Mina actually has a trial instead of just handing over her Z-Crystal.
- In USUM, Molyane is a member of the Elite Four instead of Hala. Instead of Kukui, Hau challenges the protagonist for the position of Champion.
- In USUM, after the protagonist becomes Champion, Team Rainbow Rocket appears, taking over Festival Plaza, and later Aether Paradise with Faba's help, turning Lusamine's mansion into a castle. Team Rainbow Rocket is led by Giovanni, with Team Magma's Maxie, Team's Aqua's Archie, Team Galactic's Cyrus, Team Plasma's Ghetsis, and Team Flare's Lysandre acting as admins. These villains are alternate universe counterparts that were successful in their plans. Once the protagonist defeats Team Rainbow Rocket, Colress will return everyone back to their proper world, and revert the castle back to its prior appearance.
- USUM has new areas, the important ones being the various beaches where you can Mantine Surf, and Ultra Megalopolis.
- Various changes to wild Pokémon appearances and Pokémon used by Trainers.
- Different Pokémon are used as Totem Pokémon in some places.

So, what exactly happens here, anyway?

Note: This synopsis is based on Sun & Moon. Ultra Sun & Moon has various changes to the plot, which are covered in the *Major differences between Sun & Moon and Ultra Sun & Ultra Moon* note.

The game begins with Professor Kukui sending the protagonist a message, in which they help to finalise the protagonist's passport. Meanwhile, a blonde-haired girl escapes from some pursuers with the help of a strange Pokémon.

Three months later, the protagonist and their mother finally arrive in the Alola region (they are originally from the Kanto region). After being woken up by their mother's Meowth, the protagonist heads downstairs. After a brief chat with their mother, the family gets a housecall from Professor Kukui. Kukui tells the protagonist that it is time for them to meet the Island Kahuna and receive their first Pokémon.

Kukui leads the protagonist to Iki Town. There, he explains that Iki Town is where people come to worship Tapu Koko, who keeps Melemele Island safe. The Island Kahuna hasn't arrived yet, so Kuki asks the protagonist to go look for him while he makes sure the Island Kahuna doesn't miss them. Going north, the protagonist notices the blonde-haired girl from earlier head in to Mahalo Trail on the way to Tapu Koko's ruins, and decides to follow her. The girl's strange Pokémon escapes from her bag and moves ahead of her across a bridge, but is attacked by wild Spearow. The girl asks the protagonist to save "Nebby", her Pokémon, from the Spearow. The protagonist shields Nebby with their body, but before they are harmed by the Spearow Nebby uses a strange power. This drives the Spearow away, but destroys the bridge, causing the protagonist and Nebby to fall. Suddenly, Tapu Koko arrives, rescuing the pair, before leaving. Nebby notices a sparkling stone on the ground, which the girl assumes belongs to the protagonist, giving it to them and thanking them for their help. The girl asks that Nebby be kept a secret. Heading back to town, Kukui explains that the girl is his assistant, and she introduces herself as Lillie. The Island Kahuna, Hala, arrives, and Lillie explains what happened to him. Hala provides the protagonist with their first Pokémon. Kukui then provides the protagonist with both a Pokédex and a Trainer Passport.

Before the protagonist can return home, the grandson of Hala, Hau, arrives and challenges the protagonist to their first Pokémon battle. After the battle, the sparkling stone in the protagonist's bag starts glowing, and Hala asks to have a look at it. The protagonist explains how they got the stone, and Hala asks to borrow it for a bit. The protagonist returns home and shows their mother their new Pokémon.

The next day, Professor Kukui out to Route 1, and teaches them about catching Pokémon. He provides the protagonist 10 Poké Balls and 5 Potions to start with. The protagonist makes their way back to Iki Town through Route 1. A festival is being held here; Hala explains that it is to give thanks to of the guardian deities that protect the four islands that make up the Alola region. The protagonist battles Hau again at the festival, which earns the approval of Tapu Koko that it expresses with a loud cry that can be heard by those attending the festival. Afterward, Hala presents the protagonist with a Z-Ring, which he crafted from the sparkling stone the protagonist had given to him. It is suggested to the protagonist by both Kuki and their mother that they should attempt the Island Challenge.

The next day, Lillie meets the protagonist outside their house; she was asked by Kukui to bring the protagonist to the Pokémon Research Lab. Along the way, Lillie explains that Nebby is in fact a Cosmog, a very rare Pokémon from far away. She also states that she has been acting as Kukui's assistant for the past three months.

At the Lab, Kukui explains that the protagonist's Pokédex is actually home to a Rotom. This Pokemon can inhabit and control kinds of technology, and the dex has been designed to house it properly. Kukui upgrades it with some new parts that he had just got his hands on, which allows the Rotom to communicate. Kukui asks that the protagonist take care of the Rotom Dex; being new to the region, he believes it will be very helpful for them. Hau arrives soon after, and Kukui and Lillie explain the Island Challenge, over the four islands there are seven trials that must be completed. Kukui provides the protagonist with an amulet that indicates that they are participating in the challenge; Hau explains that he already got one from his grandfather. Kukui suggests that Hau and the protagonist

start by visiting the Trainers' School and learn the basics. Lillie is assigned to help the protagonist get around until they get a hang of their Rotom Dex.

First, Lillie takes the protagonist to the nearby Pokémon Center, and explains its functions. Afterwards, Lillie and the protagonist head to the Trainers' School. There, they meet Professor Kukui, who had somehow passed them. He gives the protagonist an Exp. Share, and says that they will have to defeat four Trainers here, instructing the teacher to put the protagonist through the wringer. After the four victories, the protagonist is called up to the teacher's office, where they are challenged by the teacher as well. After this, they encounter Kukui and trial captain Ilima. Trial captains are those assigned to oversee the various trials of the island challenge.

Lillie takes the protagonist into Hau'oli City. On the way, they meet Hau and Hala, who are collecting a rampaging Tauros previously blocking the path. Hau chooses to tag along with Lillie and the protagonist. Hau shows the protagonist the tourist bureau, where they are given a Poké Finder (camera) upgrade for the Rotom Dex. Later, the protagonist comes across Lillie, who gives them a Lens Case (as well as a Makeup Bag if they are a girl) that they won an extra of. The protagonist also overhears some people talking negatively about Team Skull, and sees Hau at the malasada shop.

At the marina, the protagonist runs into Ilima again, however they are quickly confronted by two members of Team Skull. The protagonist and Ilima defeat one each. After Team Skull flee, Ilima challenges the protagonist to see if they are ready for his trial. After winning, the protagonist is encouraged to come to Verdant Cavern and attempt the trial. Before leaving Hau'oli City, the protagonist runs into Lillie, who wishes them luck with the trial, and then Hala, who is still dealing with the Tauros.

Heading to Verdant Cavern, the protagonist moves through Route 2. There, they encounter the same pair of Team Skull grunts again, this time trying to steal berries from the Berry fields. The protagonist defeats one, causing them to flee, saying they will go bother Ilima again.

After another meeting with Hau at a nearby Pokémon Center, the protagonist meets Ilima at Verdant Cavern and attempts the trial. Here, the protagonist must defeat three Pokémon in their dens and then claim a Z-Crystal. The grunts from before show up and try to interfere, but inadvertedly help the protagonist pin down the last den Pokémon. When the protagonist goes to claim the Z-Crystal, they are confronted by a Totem Pokémon, a Pokémon that has grown larger and more powerful with Z Power. In Pokémon Sun this is a Gumshoos, while in Pokémon Moon it is an Alolan Raticate. After defeating it, the protagonist is congratulated by Ilima, and claims a Normalium Z, the Normal Z-Crystal. Ilima explains that he is the only trial captain on Melemele Island, and that the protagonist should see Hala.

Leaving the Cavern, the pair encounter Professor Kukui, who gives the protagonist a demonstration of Z-Moves. He asks the protagonist to help him look for Lillie, who he lost on Route 3. The protagonist finds her in the nearby Melemele Meadow, and reunites her with Nebby (who had wandered off ahead again). Afterwards, Hau shows up. Having also beaten the trial, he challenges the protagonist to a Pokémon battle. Professor Kukui arrives after this, and thanks the protagonist for finding Lillie. He explains that once a challenger has cleared all trials on an island, they must battle the island's kahuna in what is called a grand trial.

The protagonist returns to Iki Town and defeats Hala, earning a Fightinium Z. Hala stamps the protagonist's Trainer Passport, as proof of clearing all trials on Melemele Island. He also provides them with a Ride Pager, and allows them to use his Tauros as a Ride Pokémon. Lillie tells the

protagonist that she wishes to return Nebby to its home, and asks to accompany them to the next island.

Professor Kukui takes the protagonist, Hau, and Lillie, to Akala Island with his boat. They arrive in Heahea City, where they quickly encounter the island's kahuna, Olivia, and trial captain Mallow. After a chat, the group splits up. Soon after, the protagonist encounters Sina and Dexio from the Kalos region, and is challenged to a battle by one of them (Dexio in Pokémon Sun, Sina in Pokémon Moon). After the battle, they provide the protagonist with a Zygarde Cube, a device that safely stores Zygarde Cores and Cells.

The protagonist moves through Route 4 into Paniola Town. After a battle with Hau, they move on to Paniolo Ranch. There they meet Mallow again, who registers Stoutland to their Ride Pager. On Route 5, the protagonist comes across Hau losing to a Trainer named Gladion. Gladion realises who the protagonist is, and revealing he is a member of Team Skull, battles them. Afterwards, Gladion says that while Hau says he enjoys battling no matter the outcome, what he is really doing is covering for the fact he doesn't think he can beat his grandpa. Two additional Team Skull grunts show up, planning to cover for Gladion (and in the process revealing he is homeless), but Gladion forces them to leave instead. The grunts gripe, and say he isn't a true Team Skull member, just hired help. Nevertheless, they comply and leave.

The protagonist proceeds to Brooklet Hill, where they meet trial captain Lana. She asks them for their assistance with checking out various spot of splashing water, and registers Lapras on their Ride Pager to enable them to do so. Each turns out to be a Wishiwashi As she leads them further in, she reveals that this is her trial, and their final test is to defeat the Totem Wishiwashi. After the protagonist does so, she provides them with a Waterium Z, as well as a fishing rod.

On Route 6, the protagonist encounters a Trainer named Hapu, who is confronting some Team Skull grunts (in fact, these are the same two grunts that the protagonist dealt with on Melemele Island). The protagonist helps defeat them. Afterward, Hapu thanks them, and suggest they try a Battle Royal at the nearby Battle Royal Dome.

At the Battle Royal Dome, the protagonist runs into the Masked Royal (Professor Kukui in disguise). He explains the rules of a Battle Royal, a four-way battle format, and ropes the nearby Gladion and Hau in for a practical demonstration. Afterwards, trial captain Kiawe congratulates the protagonist on their performance and invites them to attempt his trial.

The protagonist makes their way to Wela Volcano Park via Route 7 to undergo this trial. First, Kiawe has the protagonist spot the differences between various dances, with Pokémon battles interspersed between them. The last dance has the Totem Pokémon Salazzle appear, and the protagonist defeats it. For winning, Kiawe presents the protagonist with a Firium Z, and registers Charizard to their Ride Pager.

After a brief encounter with Colress from the Unova region on Route 8, the protagonist moves on to Lush Jungle, where they take on Mallow's trial. Mallow has them collect ingredients within the jungle for her, with Lana and Kiawe showing up to provide additional ingredients. Cooking these ingredients draws out the Totem Lurantis, which the protagonist defeats. Mallows presents them with a Grassium Z. The spiciness of the food scares away Lana and Kiawe, and Mallow pursues them. Professor Kukui arrives, and asks the protagonist to visit the Dimensional Research Lab.

After the protagonist meets Lillie outside the Lab, the pair head inside, where they find Professor Kukui and Professor Burnet (from Pokémon Dream Radar, and the wife of Kukui). Hau soon joins as

well. After revealing to the protagonist that she found Lillie unconscious on a beach with Nebby three months ago, she explains the Ultra Wormhole – a strangle hole that sometimes appears in the sky over Alola. It is believed that the hole leads to another dimension; this belief is based off of legends of fearsome Pokémon emerging from the hole. These fearsome Pokémon are not quite the same as normal Pokémon, and are referred to as Ultra Beasts. Lillie explains to the protagonist that three months ago she was trying to bring Nebby to Burnet to learn more about it, but got lost on the way. Burnet got Kukui to set up a room for her at his lab, and the pair have been helping Lillie investigate Nebby and how it can get back home. Lillie says that Burnet is like a real mother to her. Leaving the way, the protagonist sees the Ultra Wormhole for just an instant.

The protagonist progresses into Diglett Tunnel. There they see Olivia, who asks them to meet her at her shop in Konikoni City. They also meet some members of the Aether Foundation, a conservationist group that is here to deal with Diglett activity caused by Team Skull. Finally, the protagonist encounters some members of Team Skull, and teams up with Hau to drive them away. The protagonist moves through Route 9 into Konikoni City.

When the protagonist enters Olivia's shop, they are given a letter to meet her at the Ruins of Life instead. On the way, the protagonist passes through Memorial Hill, where they come across Aether Foundation trying to stop Team Skull stealing a Slowpoke, and lend their assistance. An Aether Foundation member (Faba) thanks them and suggest they visit the Hano Grand Resort after they have completed the grand trial. Before reaching the Ruins of Life, the protagonist is confronted by Plumeria, an admin of Team Skull, but is able to defeat her.

At the Ruins of Life, Burnet drops off Lillie, who had gotten lost again. Olivia explains that Tapu Lele has summoned her here to clean up the ruins, which is why they needed to change the location. The protagonist defeats Olivia, and is presented with a Rockium Z. Hau arrives, saying that he too was invited to the Hano Grand Resort after he has completed the grand trial. Lillie stays behind with Hau to watch his battle, as the protagonist heads to the resort. At the resort, Faba tells them about Aether Paradise, a large floating structure out in the sea – an artificial island used by the Aether Foundation to protect Pokémon. Along with Hau (who shows up just in time), the protagonist is taken to Aether Paradise for a tour.

At Aether Paradise, Fab explains that the facility is used for the conservation of Pokémon, and a jamming signal is employed to prevent the use of Poké Balls. They encounter another Aether Foundation, Wicke, and Faba leaves the rest of the tour to her. Wicke takes them up to the conservation area, where Pokémon that are targeted by the likes of Team Skull or overhunted by other Pokémon are kept. This also happens to be the area Lillie was shown escaping from at the start of the game.

The protagonist and Hau meet Lusamine, the president of Aether Foundation. She says the she will protect Pokémon, even those from distant worlds, with her love, just like a mother. Hau is amazed that Lusamine is doing this when she seems not too much older than he is, but she explains that she is already over 40. She says the right style does wonders, and offers to get a better outfit for Hau, saying children would be happier if they listened to the adults around them. The conversation is interrupted by an explosion downstairs, followed by the opening of an Ultra Wormhole, from which a strange Pokémon (Nihilego) emerges. After the Pokémon is defeated, it disappears, causing Lusamine to state that she still needs *that* Pokémon. When pressed, she instead explains that the Pokémon that appeared was an Ultra Beast. Lusamine asks Wicke to escort the protagonist and Hau to the next island, whilst she checks with Faba downstairs. She says the newest and perhaps greatest duty of Aether Foundation will be the protection of the Ultra Beasts.

The protagonist and Hau arrive at Malie City on Ula'ula Island. Hau challenges the protagonist to a battle. Afterward, the pair inform Professor Kukui about their encounter with the Ultra Beast. He tells them that their next trial is up on Mount Hokulani, and that they will need to catch the bus from Route 10 to get there. The protagonist encounters Lillie, who asks for their help finding a book in Malie Library. On the way, the protagonist meets Samson Oak (cousin of Samuel Oak from the Kanto region). Outside the library, Lillie and the protagonist meet Hapu, who offers to take Lillie to the ruins. Lillie decides to check out the library first since she is already here, and inside she and the protagonist meet Acerola, who helps her find the book she was looking forward. It details how Solgaleo and Lunala, Legendary Pokemon, came from another world and left an 'heir' behind in this one. When Acerola explains that her father wrote the book, Lillie decides to stay awhile and listen to stories about the Alola region, whilst the protagonist proceeds to Route 10.

On Route 10, the protagonist stops some Team Skull grunts from trashing the bus stop, then Kukui arrives and the pair take the bus up to Mount Hokulani. On top of the mountain, Kukui explains that Hokulani is the second tallest mountain in Alola. He points out the tallest, Mount Lanakila, and tells the protagonist that his goal is to establish an Alolan Pokemon League, having the League staioned on top of Lanakila. He wants to have those who have completed the island challenge battle against the kahunas in order to become Champion. Kukui introduces the protagonist to Molayne, a former trial captain who manages the PC Box System in the region, as well as the Observatory on Mount Hokulani. Molayne challenges the protagonist to a battle to determine if they are ready to see Sophocles, which the protagonist wins. Inside the observatory, the protagonist meets trial captain Sophocles. Sophocles uses a new invention to call the attention of the Totem Vikavolt. Though successful, it uses too much electricity, and the protagonist is forced to answer security questions and battle Electric Pokemon, before finally defeating Totem Vikavolt. The power is restored, and Sophocles presents them with an Electrium Z, with Moylane returning and giving them a Steelium Z as well. Molyane also gives the protagonist Professor Kukui's mask, and asks them to return it to him as the Professor had already returned to Malie City.

Back at Malie City, Kukui arguing with Guzma, boss of Team Skull, when the protagonist returns. Guzma compares himself to Kukui, as neither was chosen to be captain, and agrees that the trial system is outdated, but thinks a Pokémon League is unneeded since he is obviously the strongest. Kukui states that unlike Guzma he never tried to be a captain. The protagonist defeats Guzma, which enrages him, and he leaves. Kukui gives the protagonist a Z-Crystal (this depends on starter choice; he always gives the one meant to be used by the final evolution of the starter). Lillie and Acerola arrive, and after a few words of encouragement, Kukui leaves to Mount Lanakila to prepare the Pokémon League. Acerola says that the next trial can be found up past Route 11.

Moving through Route 11 to Route 12, the protagonist meets Hapu, who registers Mudsdale in their Ride Pager. On Route 13, Hau catches up to the protagonist, revealing that he had beaten Sophocles' trial as well. Gladion shows up as well, telling the pair that Team Skull are looking for Cosmog, which is weak on its own but can potentially summon powerful Pokémon. He asks that if they know where it is, they protect it at all costs. Gladion also shows suspicion about Team Skull knowing about Cosmog in the first place. After Gladion leaves, Hau suggests they take the next trial in order to get stronger for both Lillie and Nebby. At Tapu Village, Hau points out construction workers, indicating a Pokemon League really is being made at the nearby Mount Lanakila. On Route 15, the pair reach Aether House, which is revealed to belong to Acerola. She soon arrives and tells them that she is the trial captain. Outside, Lillie is accosted by a Team Skull grunt, and the protagonist rushes out to rescue her. Lillie rests at Aether House whilst Acerola leads the protagonist to the abandoned megamart on Route 14, the site of the trial. Many Ghost Pokémon reside in the megamart, and the

goal is to take a photo of the Totem Pokémon by first drawing it out with photo taking of the other Pokémon. The protagonist draws out and defeats the Totem Mimikyu. Acerola presents them with a Ghostium Z.

The protagonist and Acerola return to Aether House to find it under attack by Team Skull. Hau and Acerola defeat grunts whilst the protagonist defeats Plumeria. After the battle, she says they have already got the Pokemon and the protagonist will have to go to Po Town if they want it back. It turns out what they took was not Nebby but rather an unrelated Yungoos, but nevertheless they did steal it. Acerola suggests that the protagonist talk to a man on Route 15 wearing a kimono if they need help getting there. That man turns out to be Grimsley from the Unova region, who registers Sharpedo to the protagonist's Ride Pager.

The protagonist moves through Routes 16 & 17, reaching Po Town. A mysterious man arrives after the protagonist defeats the Team Skull members guarding the front gate, and assists the protagonist in getting inside. The protagonist fights their way through Po Town, defeating Guzma and retrieving the Yungoos. Outside, they meet the mysterious man again. Acerola shows up, thanking the protagonist for rescuing Yungoos and the mysterious man, Nanu, for keeping an eye on Team Skull.

Unfortunately, on returning to Aether House it is revealed that the Yungoos was a distraction, and that Plumeria returned whilst the protagonist and Acerola were away, taking both Lillie and Nebby. Gladion barges in. Overhearing what happened, he is angry and battles the protagonist, but calms down afterward. He takes the protagonist to the ferry terminal in order to rescue Lillie and Nebby. Before Hau can arrive, Nanu does. He reveals himself to be the island's kahuna, and administers the protagonist's grand trial, presenting him with the Darkium Z afterwards. He leaves, confident in the strength of the protagonist. When Hau shows up, he asks where Lillie would have been taken, since the protagonist was already at Po Town. Gladion explains that she was taken to Aether Paradise.

The group make it to the harbor safely. Fighting their way to the elevator, they encounter Faba, who they defeat and coerce into giving them access to the lower levels. The group splits up, with Gladion heading to Secret Lab A and Hau and the protagonist heading to Secret Lab B. Fighting through researchers on the way to the lab, the protagonist learns that Aether Foundation are developing a new Poké Ball for Pokémon from another world, and that Cosmog is the key to opening Ultra Wormholes. Gladion will also mention that his Type: Null Pokémon was made in these Labs if talked to. A report in Lab B claims that Cosmog is an Ultra Beast (whether this is actually true is disputed). Aether Foundation plans to use a machine to manipulate the holes creates when Cosmog is subjected to extreme stress.

The three regroup. Gladion realises that Faba allowed them to go this way because Lillie and Nebby weren't here. The group moves up to the first floor, where employees sent by Faba ambush them. After they are defeated, Wicke shows up. She is not an enemy though; she refers to Gladion as 'young maser' and heals the groups Pokémon. After telling the group that Lillie is likely with Lusamine, the groups proceed onwards, defeating Faba and another group of employees. The next area is full of Team Skull members, further evidence of their collusion with Aether Foundation. Guzma defeats Gladion, but the protagonist defeats Guzma, and is able to move on.

The protagonist finally reaches Lillie and Lusamine. Lusamine is disappointed that the protagonist would interact with worthless people like Lillie. Lillie begs her mother not to summon the Ultra Beasts, as it will kill Cosmog. Lusamine refuses to acknowledge that she has any children, and says that maybe if Lillie was a better daughter, she would have listened to her. Lillie asks the protagonist to stop Lusamine. Further in, Lusamine shows Lillie and the protagonist a collection of Pokemon she

has had frozen to preserve them for all eternity. She says that she won't freeze the Ultra Beast; she will allow it to wreak havoc on Alola as it pleases. Gladion and Hau catch up, and Gladion asks her not to unleash the Ultra Beast. Lusamine says she will not listen to the daughter who stole her Cosmo or the son who stole her Type: Null.

Lusamine activates the device. Not only does an Ultra Wormhole appear nearby, summoning Nihilego, but Ultra Wormholes appear all over Alola, with other Ultra Beasts emerging as well. The Tapus appear and battle these Ultra Beasts. Guzma arrives and Lusamine instructs him to deal with the children, but Gladion says that he will deal with Nihilego, as Type: Null was created to be a beast killer. He tells Hau to battle Guzma and the protagonist to battle his mother, so she can't unleash more Ultra Beasts. Lusamine is defeated, but along with Guzma chooses to enter the closing Ultra Wormhole. Nebby changes form, evolving to Cosmoem, but stops moving. The group rejoins Wicke and discusses what happened. Gladion doesn't want to abandon his mother in the beast world, even considering her actions. In order to open up the Ultra Wormhole again, they will need to find the Alolan Legendary Pokémon.

The next day, Gladion presents Lillie with an item he found downstairs (the Moon Flute in Pokémon Sun, the Sun Flute in Pokémon Moon). He says that when both Sun and Moon Flute are played together, they can call the Legendary Pokémon. He also gives the protagonist a Master Ball. Gladion takes Lillie and the protagonist to Poni Island.

Arriving at Seafolk Village, Lillie asks the chief where they can find the island kahuna, and she is told to go see Hapu. The pair make their way to Ancient Poni Path, where they find Hapu. She says that Poni Island has no kahuna, but invites them to meet her at the nearby ruins. After she leaves, Hapu's gran appears. She thanks the pair for being friends with Hapu, and registers Machamp on the protagonist's Ride Pager. At the Ruins of Hope, Lillie and the protagonist watch as Hapu is chosen to be the kahuna by the Tapu. Hapu explains that kahuna are chosen by the guardians of the islands. The last kahuna of Poni Island was her grandfather, but when he passed away, she was not yet considered worthy, and set out on an island challenge of her own to become so. She tells the pair that the counterpart flute can be found on Exeggutor Island.

On Exeggutor Island, Lillie talks about her past and expresses a desire to become a Trainer when all of this is over. After retrieving the counterpart flute, the pair encounter a large group of Team Skull grunts on Ancient Point Path. The know that the pair have a plan to reach where Guzma is, and force the protagonist into battle. After the protagonist defeats them, Plumeria stops the grunts from obstructing them further. She apologises for her actions, and says that Guzma likes the president because she seemed to be the only one to acknowledge his strength.

Lillie and the protagonist meet Hapu in Vast Poni Canyon. She battles the protagonist for their grand trial, presenting them with a Groundium Z on their success. Later, the protagonist meets Mina, a captain. Surprisingly, she doesn't actually have a trial prepared, and just hands them a Fairium Z. She muses on what her trial could be like before departing. Finally, the protagonist comes across a trial without a captain. They challenge and defeat the Totem Kommo-o and earn a Dragonium Z.

Beyond the canyon is the Altar of the Sunne (Pokémon Sun) or the Altar of the Moone (Pokémon Moon). Lillie and the protagonist play the flutes at the altar, which causes Nebby to evolve into Solgaleo (Pokémon Sun) or Lunala (Pokémon Moon) and allows it to start moving again. Nebby takes Lillie and the protagonist into Ultra Space. Nebby tells them it has to stay at the entrance and they proceed without it. They find Guzma, who explains that when he tried to catch an Ultra Beast, it possessed him and scared him. He says that Lusamine has lost her mind over these Ultra Beasts, but

Lillie says she will go anyway. They find Lusamine, who says this world is a paradise for her and Nihilego, and wants Lillie to go away. Lillie tries reasoning with her, and then gets mad and tells her off for treating children and Pokemon as objects to collect. Lusamine then sends out the Nihilego she had caught with her special Poké Ball (Beast Ball), and fuses with it. The protagonist defeats her team of Pokemon, which are being enhanced by this fused form. Lusamine goes berserk, but Lillie calls on Lunala to defeat her. She is separated from the Nihilego, and appears to see the error of her ways. The place starts shaking, and more Nihilego appear. Lunala takes everyone back to Alola.

Hapu is waiting for them back at the altar. She has Guzma escort the weakened Lusamine back. Lillie talks to Lunala, and decides the best thing to do is to have the protagonist face and attempt to catch it, so it can continue to travel the Alola region and participate in fierce battles. After the protagonist catches it, Lillie leaves to see to her mother. Nanu arrives. He explains to the protagonist that normally after someone does all the grand trials, they have what is called a final trial where they face the kahuna back-to-back. This time will be different, as the Pokémon League has been finished. Nanu takes the protagonist to the base of Lanakila.

At the base of Lanakila, the protagonist encounters Gladion, who battles them as a way of saying thanks for their help. Further up, Hau catches up to them, battling them for the right of challenging the Pokémon League first. At the peak, they meet Professor Kukui, who wishes them luck and reminisces about their own attempt at challenging the Kanto Pokémon League.

The protagonist battles the Elite Four: Hala and Olivia are kahunas. Acerola is filling in for Nanu, who refuses to participate. Kahili is an island challenge champion who was invited to return to act as an Elite Four member by Kukui. The protagonist can battle them in their preferred order. Afterwards, the protagonist defeats Professor Kukui, becoming Alola's first-ever Champion.

A festival is held in Iki Town to celebrate the protagonist's success. Lillie pulls the protagonist away from the celebration to take them to the Ruins of Conflict now the bridge has been repaired. There, Tapu Koko appears before the protagonist, battling them and allowing them to catch it.

The next day, Hau rushes into the protagonist's house. It turns out that Lillie has chosen to return to the Kanto region, in order to help her mother recover, and to become a strong Trainer in her own right. Hau, Kukui, and the protagonist see her off.

Another day, the protagonist is given an enigmatic card outside their house, which instructs them to go to a guest room at a motel on Route 8. There, they meet Looker, a member of the International Police, and his boss Anabel (formerly a Frontier Brain of the Battle Frontier). She heads the UB Task Force. Looker asks if they had met UB-01 Symbiont – Nihilego. When they confirm that they had, they are told that another Symbiont was released when the Ultra Wormhole was opened, as well as several other types of Ultra Beast. Looker and Anabel have been sent to deal with the issue, and whilst the higher-ups would be fine with the destruction of the Ultra Beasts, the pair would prefer to protect them instead. As this would require catching them, they are recruiting the protagonist to assist them as they lack the necessary battle power. Anabel battles the protagonist to test if they are ready. Next, they are sent to Wicke at Aether Paradise. She tells the protagonist the reason why Lillie and Lusamine needed to go to Kanto was that fusing with Nihilego left toxins in her body and she has been unable to wake. In the past, a man named Bill from the Kanto region fused himself with a Pokémon, and was able to defuse with a Cell Separation System and that is what is being investigated. She provides ten Beast Balls, Poké Balls specialised for catching Ultra Beasts.

Back at the motel, the protagonist learns that there have been sightings of Nihilego, and they are sent to catch it. They can do so either at Wela Volcano Park or Diglett's Tunnel. On catching it and

returning to the motel, they are told have been granted permission to keep the Ultra Beasts they catch, with information on them being sent to both the International Police and Wicke. Before they can celebrate, another Ultra Beast sighting occurs. They regroup at the motel on Route 2, where Nanu arrives and provides information to Anabel. In Pokémon Sun, there are two Buzzswoles that need to be dealt with at Melemele Meadow, while in Pokémon Moon there are four Pheromosas that need to be dealt with in Verdant Cavern. Anabel tells the protagonist that Nanu was previously a superior of hers when she first joined the International Police. The protagonist is provided with additional Beast Balls, and leaves to deal with the Ultra Beasts.

Returning to the motel, the celebration is again cut short by Ultra Beast sightings, and the team regroups back at the Route 8 motel. This time Mina is the informant, and insists on a battle before she leaves. The protagonist is provided additional Beast Balls, and sent out to deal with two Xurkitrees, either at Memorial Hill or Lush Jungle. Returning to the motel, Anabel is showing increasing signs of fatigue, stating that the Ultra Beasts seem to target her as prey or as an enemy. Nanu appears and informs the group that more Ultra Beasts are on Ula'ula Island. Regrouping at the motel on Route 13, the protagonist is provided with more Beast Balls. In Pokémon Sun they have to deal with four Kartanas, whilst in Pokémon Moon they have to deal with two Celesteelas. Back at the motel, Anabel tells the protagonist that only one Ultra Beast remains. When she leaves, Nanu enters and he and Looker explain that those who have passed through an Ultra Wormhole are referred to as 'Fallers' by the International Police. The energy infused in their body passing through the wormhole makes them familiar to Ultra Beasts, who target them hoping to find a wormhole back to their own world. The International Police use Fallers as bait when hunting Ultra Beasts. The discussion is cut short by the return of Anabel.

The protagonist meets Nanu and Looker at the Floating Restaurant at Seafolk Village on Poni Island. Looker gave Anabel false information so she would keep out of danger. Continuing the conversation from before, they explain that both the protagonist and Anabel are Fallers, and that they found her ten years ago on Poni Island. She remembered she was named Anabel, that she was from Hoenn, that she protected some tower there (at the Battle Frontier), and that she was a strong Trainer, but could tell them nothing else. Nanu asks the protagonist to battle him, to ensure they are up to the challenge. Afterwards, Nanu leaves, and Looker says the plan is for Nanu to lead the last Ultra Beast, Guzzlord, to Resolution Cave. He provides the protagonist with some more Beast Balls.

The protagonist makes their way to Resolution Cave to deal with Guzzlord. Returning to the Floating Restaurant the protagonist finds Anabel and Looker, who say they will meet with Wicke for the final meeting. The protagonist regroups with them at Aether Foundation, but Looker arrives late, saying he has seen another Ultra Beast. Wicke and Anabel assure him that all Ultra Beasts are accounted for, and he relaxes (in fact he had seen Necrozma, whose status as an Ultra Beast is disputed, and who can be caught later by the protagonist). Anabel and Looker have their paid leave approved, and the protagonist is paid one million Pokédollars by the International Police for their help.

At some point the protagonist collects all of the Zygarde Cells, and uses them to reconstruct Zygarde. At some point after becoming Champion, Sina and Dexio teach the protagonist about Mega Evolution and give them a Key Stone.

-Changelog-

0.1
Created the jump.

1.0
(i) For **Uh! Uh! Skull!**, others finding the music odd or not is now a choice. (ii) Added a new item: **Nice Boat**. (iii) For **Team Jumper**, you can now choose if the grunts are kept between jumps or replaced.

1.1
(i) Removed exclusivity for **Gift Munchlax** and **Gift Rockruff**.

1.2
(i) For **Pokémon Storage**, the six per person limit has been removed; you can have as many of your Pokémon Storage Pokémon out as you like.

1.3
(i) Added Shiny option to **Pokémon species** choice.

1.4
(i) Pokémon Trainers acquired via the **Recruit** option can now take up to six Pokémon with them as followers.