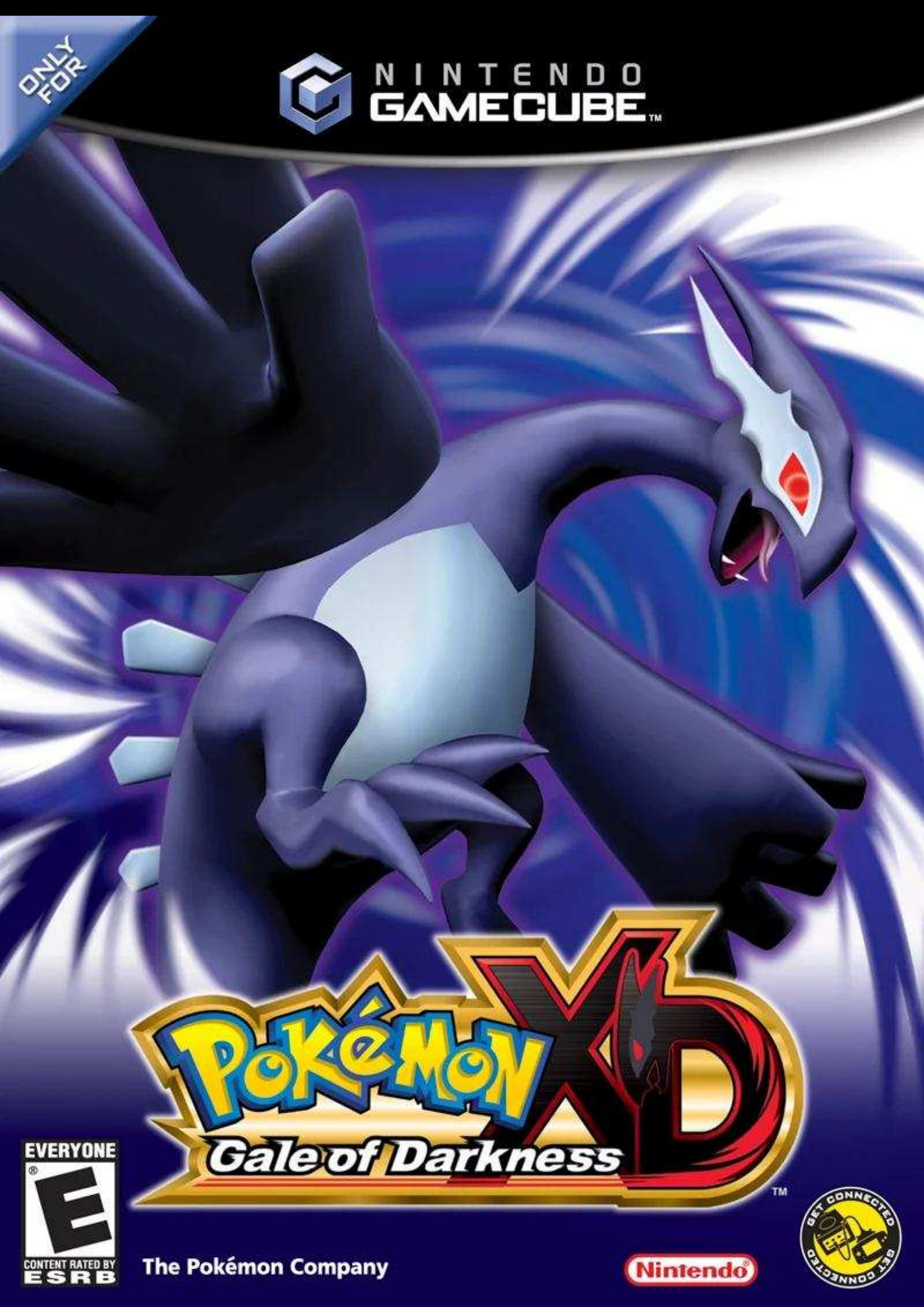

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Pokémon Colosseum & XD: Gale of Darkness

A Jumpchain CYOA by WoL_Anon

Ver. 1.5

Welcome to the Orre region, Jumper! This part of the Pokémon world is notably arid, making it inhospitable to wild Pokémon. Nonetheless, Trainers still abound, importing their Pokémon from other regions. Johto and Hoenn region Pokémon make up the majority, but not the entirety, of this importation. Doubles Battles are the dominant format in this region, to the extent that it is considered fair to use two Pokémon against one if a Trainer only possesses a single Pokémon.

You will be staying here for the next ten years.

You have 1000 choice points (cp) to spend.

-Starting Time-

Before anything else, you must determine *when* you will be arriving here. Regardless of your choice, your total time in this world will not be affected. There are two options:



In this time both Team Snagem, and arguably Cipher, are at their heights, with entire towns under the control of the latter. Wild Pokémon are completely unheard of. Starting at this time may present more of a challenge, but allows you to experience the whole story.

You arrive in this world as Wes reaches the Outskirt Stand.



Five years later, and Cipher is set for a resurgence, with the power of a Shadow Lugia behind them. Wild Pokémon have recently been sighted, but only in very small numbers, in very specific locations. Starting at this time might be better for those that want to start at the bottom and work their way up as a Trainer or a Pokémon.

You arrive in this world as Michael finishes up a training simulation.

-Age and Gender-

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

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

-Species-

You may choose to be either a human or a Pokémon. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will.

[Free] Human

You are an ordinary human. Nothing special to note here.

[Varies] Pokémon

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

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

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

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

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

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

Additionally, due to its special role in this region, you may elect to be Eevee for Free.

You can only choose to be an officially recognized Pokémon species. Unless you take the ‘A Fairy Tale’ toggle, you cannot elect to be any Pokémon introduced in the sixth generation or later (Pokémon X/Y onwards) that possess the Fairy type.

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

Trainer

Requires the Human species.

Like many in the Orre region, you've taken to Pokémon battles. Whether you are just a hobbyist, or will become a hero for the region remains to be seen.

Criminal

Requires the Human species.

Across the Pokémon world, there are those who see Pokémon as mere tools, and exploit them for nefarious purposes. In the Orre region, two criminal syndicates are of note: Team Snagem and Cipher. You may choose to be a grunt member of either of these two groups, or to work for yourself.

Pokémon

Requires the Pokémon species.

As a Pokémon, you might be one of the few wild ones that scrape by in this inhospitable region. More likely, you have been imported from elsewhere and are allied to a human. Whether this means acting as a companion, or battling other Pokémon on their behalf is up to you to decide.

-Location-

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

-Perks-

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

Trainer Perks

[100cp, Free for Trainers] ***Now you're all set for a real battle!***

Whether it be via a battle sim, or just some old-fashioned instruction, you've learnt the basics of Pokémon battles. You understand type matchups, how various status ailments can affect Pokémon, and how the weather can play an important role in battles. You even know a handful of singles and doubles battle combos.

[100cp, Free for Trainers] Supreme Snagger

Throwing a Poké Ball already requires a certain level of skill, but the difficulty spikes immensely when doing so in the middle of a Trainer battle. You have developed exceptional aim and spatial awareness, allowing you to consistently hit your target Pokémon even in the chaos of a Double Battle. Now, let's hope it doesn't break free…

[200cp, Discounted for Trainers] CALL

You've mastered a technique favoured in the Orre region – CALL. By calling out to an ally, you will easily wake them from their sleep, or bring them to their senses if they are experiencing some kind of berserk state. If you call out to someone without either of these conditions, they will even find their attacks being more accurate for a short period of time.

[200cp, Discounted for Trainers] Black Aura Sight

Like Rui, you are able to see a black or purple aura emanating from Shadow Pokémon, allowing you to distinguish them from the regular kind.

In future worlds, those who have been corrupted or who have had their mind altered by similar processes will also show up with a similar aura, allowing you to notice them as well. You may toggle this effect whenever you like, in the event you find it too distracting.

[400cp, Discounted for Trainers] Door To Their Heart

Pokémon are not just mere tools to be exploited. They are your friends, and the strength of your bonds are reflected in how powerful they become.

Fortunately, you have an amazing talent for forming and maintaining friendships. This can allow you to easily reach those who have turned away from such relationships. In this case of Shadow Pokémon, and those afflicted with similar conditions, this manifests as a 'Heart Gauge', which you can choose to see floating above their head whenever you like. The Heart Gauge will inform you how close the target is to opening themselves up to others. In order to see it, you must first correctly

identify that the target is in fact a Shadow Pokémon, or afflicted with a similar condition. You can notice this yourself, or have it relayed to you by another, as long as it is correct.

Lastly, there seems to be no limit to the number of meaningful relationships your heart and mind are capable of sustaining. No matter how many Pokémon you end up with, you'll be able to befriend them all!

[400cp, Discounted for Trainers] Team Trasher

The people of the Orre region fear villainous organisations, be they Cipher or Team Snagem. Now, those organisations should fear you.

First, you have amazing fortune when it comes to tracking down these Teams. If you have no leads, a rumour or a stray word from a stranger will point you to one of their members. If you defeat a grunt, they will provide some kind of clue to a local base, whether or not they mean to. Taking down a base will lead to another base, or perhaps to the location of a high-level member.

Second, you have a sixth sense for how much damage you are doing to these groups. If the base you just took down was a key location for them, you'll know. If that villain you just defeated was just a high-level figure, and not the true mastermind, you'll know that too.

Finally, the good work you do seems to stick. While wiping out all organised crime in a given location may not make it truly crime-free, it will at least guarantee that no organisation will rise to fill the void, unless you go out of your way to set them up yourself.

Now get out there and stomp some peons, hero!

[600cp, Discounted for Trainers] BTLMASTER

In the Pokémon world, there are a handful of Trainer prodigies. You can now count yourself among their ranks.

Put simply, you have an immense amount of raw talent for training and battling with Pokémon. For you, there is no such thing as a worthless Pokémon. With time and care, you can bring any Pokémon to a level where they can compete against Area 10 Mt. Battle Pokémon, perhaps even further beyond that. Of course, this talent isn't solely limited to Pokémon; with some adjustments you can learn how to train and command other creatures with similar effectiveness.

In other regions, this talent might make you a Champion, or at least a serious contender for it. Here, you'll have to settle for conquering Mt. Battle. Or perhaps you could use this gift to defeat the criminal organisations plaguing the region?

Criminal Perks

[100cp, Free for Criminals] Ridiculous Hair

What's that thing attached to your head? Oh, it's just your hair.

Upon purchase of this perk, designate a preferred hair style. It can be something simple, something typically high maintenance like long twin tails, or something truly out there like a massive afro

resembling a Poké Ball. Your hair will naturally grow into this style, will be easy to maintain, and will never impede your movements (whether by getting caught on something or disrupting your balance).

You can toggle the effects of this perk off at any time, allowing you to try something different if you get sick of this look.

[100cp, Free for Criminals] Boss Theme

Whether it is something suitably ominous, or some funky disco tunes, you now have access to your very own theme music! If you already have a theme song, you may use it for this power. Otherwise, upon purchase of this perk, a personal theme song will be designed in line with your preferences, with the only limitation being it is solely an instrumental theme. You are able to play this theme 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). Should you allow others to hear this music, it will quickly become associated with you.

[200cp, Discounted for Criminals] ***I braced myself flat up against the ceiling!***

You have substantial upper body strength, allowing you to hang from, or brace yourself up against, a ceiling for hours on end with no ill effect. Perfect if you want to get the drop on an unsuspecting intruder. Hopefully one comes by… could get a bit boring up here otherwise.

[200cp, Discounted for Criminals] Two-Faced

You have access to two different special countenances, which you can switch in and out of with a small amount of focus at any time.

The first is a gentle, kindly expression. When people see you like this, they are inclined to think the best of you. Without direct evidence, you remain clear of general suspicion, and people will find it easy to think of you as harmless.

The second is a creepy, menacing expression. You may even have your eyes glow yellow or red (decided upon purchase of this perk) when in this state. When people see you like this, they are inclined to think that you are scary, and intimidation tactics against them will be more effective than usual.

[400cp, Discounted for Criminals] Recruitment Drive

These villainous organisations keep sprouting up all over the Pokémon world, don't they? How do they even find so many willing recruits? Maybe they were using this perk.

You have a 'sixth sense' when it comes to discerning which people can be brought under your sway with promises of power or wealth, allowing you to easily find new recruits, or just those susceptible to bribes. This sense will also alert you when such an offer would be a very bad idea, like if the individual was an undercover cop, or an heroic type. Unfortunately, this will not guarantee that your recruits are competent. Perhaps you ought to look closer to home for really powerful allies?

If you took a background in this world with the Criminal Origin, you have likely already made use of this talent. Instead of being a grunt member of your preferred Team, you may instead elect to be an Admin level member, with a small retinue of peons under your command.

[400cp, Discounted for Criminals] Second Chance Boss

The hero defeats the villain, but some of his monsters escape, avoiding capture. Where do they go? Why, they end up with you, of course!

From now on, when Shadow Pokémon, or evil or corrupted monsters, escape their owner (typically a result of their owner being defeated, but this is not strictly necessary for this perk to activate) they will eventually stumble across you. As you might expect, the further away you are, the longer this will take. This effect will not extend beyond a continental range.

Once they have found you, they will be strongly inclined to accept you as their new owner. While initially loyal to you, creatures that have submitted to you via this perk will eventually depart if it would be in their nature to do so. This perk will not apply to your own creatures that have escaped, or those of your companions.

Be careful not to let hero types learn about this ability, lest they use you as a second chance to capture any creatures they let escape before.

[600cp, Discounted for Criminals] Shadow Production Process

You have learned the process of artificially closing the heart of a Pokémon, transforming it into a Shadow Pokémon. In addition to granting it additional power, this ensures its loyalty to you or to whoever you assign it to. See the Notes section for more information on this.

With time and effort, you will be able to refine the process, allowing for the mass production of Shadow Pokémon, the production of difficult to purify Shadow Pokémon such as XD001, and even how to adapt the process to work on other creatures, including humans.

Pokémon Perks

[100cp, Free for Pokémon] Cute But Strong

It's not the size of the Pokémon in the fight, but the size of the fight in the Pokémon that matters. Some of the strongest Pokémon out there are among the smallest.

You have learned to embody this philosophy within yourself. From now on, you can adjust how your body displays your muscles, without any impact on the level of strength your body is capable of. This allows you to retain a lithe form even as you train up your Attack. Of course, you could always go the other way, perhaps you wish to use them to Intimidate your foes?

[100cp, Free for Pokémon] Pokémon Cry

It's unfortunate, but most Pokémon are incapable of human speech. Still, many are nonetheless able to form deep and genuine relationships with their Trainer. This perk is sure to make such a thing possible for you as well.

You have an amazing talent for conveying your thoughts and feelings to others, using only a combination of body language, and a single word or noise. While this may not prevent those unused to such communication from finding it odd, they will nonetheless grasp what you are trying to tell them. Language out not to be a barrier to true friendship, after all.

[200cp, Discounted for Pokémon] A Helping Hand

In the Orre region, Double Battles rule. This means that a successful Pokémon must not only bond with their trainer, but also learn to fight beside other Pokémon.

When fighting alongside another, you will quickly develop a 'sixth sense' for their positioning for the duration of the battle. Your sense of timing has also improved. In combination, these qualities will allow you to consistently set up or execute combination attacks, as well as run defence for an ally in danger.

[200cp, Discounted for Pokémon] Unsnaggable

Snagging. The act of stealing another Trainer's Pokémon, but replacing the Poké Ball it is linked to with one of yours. Such tactics are limited to this region, and even here snagging is relatively rare, but you have nonetheless been protected against it.

From now on, this 'snagging' process will always fail when used on you. Whilst this perk does not completely protect you from being caught as a wild Pokémon, you will also find that escape from attempts at capture, whether or not a Poké Ball is involved, is noticeably easier for you than it was before.

[400cp, Discounted for Pokémon] Trainer Safety

From now on, any attacks you perform can only damage their intended target. This does not mean that they are guaranteed to hurt, or even to land, but now you can fight on Mt. Battle with the confidence you won't accidentally destroy the floating platform keeping you from a dangerous fall, and use moves such as Earthquake without the risk of harming your precious Trainer. Additionally, you may extend this effect to any combatants you are sharing a battlefield with, be they ally or enemy, for the duration of the battle. This means that they will not harm things they do not mean to, not that they can't harm things unless you allow them to. Nonetheless, this may prove a boon if you are engaging in an honourable battle.

You can also toggle the effect of this perk off at any time, for those situations when you really want to just let loose.

[400cp, Discounted for Pokémon] Permanently Purified

Can you believe that criminals are turning innocent Pokémon into fighting machines by artificially shutting the doors to their hearts? Fortunately, you are immune to such a process, sparing you from such a cruel fate. Additionally, this immunity extends to corruptive energies, and other techniques which aim to control you by forcibly shifting your sense of morals.

[600cp, Discounted for Pokémon] Shadow Pokémon

What's that? You *want* to be a Shadow Pokémon? Well alright then.

Fortunately, the process that transformed you didn't quite work as usual, to your benefit. Most of the downsides of being a Shadow Pokémon, such as the change in personality, and inability to grow properly did not occur with you.

As a Shadow Pokémon, you have experienced a noticeable boost in power, which applies as long as you remain in this state. You also have access to Shadow Moves, powerful moves that are somehow able to bypass elemental resistances and immunities, ensuring that they will always be "Super Effective" unless used on other Shadow Pokémon (or those with this perk). This state also provides protection against these Shadow Moves, ensuring that they deal minimum damage when used against you. You have two of these moves to begin with, and may learn more over time. See 'On Shadow Moves' in the Notes section for more information on the kinds of moves available to you. Note that non-Pokémon who purchased this perk may not be able to access some of these moves due to a lack of appropriate physiology. They may still learn them eventually if they acquire a suitable Pokémon form later on.

While you are in this state, you may occasionally slip into a berserk mode in the middle of combat. This will increase your power further, but cause you to behave recklessly, even hurting yourself just to damage your enemy. Unlike most Shadow Pokémon, this berserk mode will not persist after a battle, but you may still be snapped out of it early in the usual ways.

You may choose whether or not this state has had an obvious effect on your body, causing a change in colouration to a darker scheme with black or purple as dominant colours. Regardless of your choice, while in this state you emit a purple or black aura that is generally unseen, but can be picked up with psychic powers or specific technologies.

Should you be purified in this jump, you will lose access to this state (and this perk) until the jump ends.

Post-jump, this instead becomes a transformation that you can switch in and out of at will. While you may still be purified, it will only knock you out of this transformation for a short period of time.

General Perks

[100cp] Orre-iginal Soundtrack

Want to take the feeling of the Orre region wherever you go?

You gain a mental library of all music featured in Pokémon Colosseum & Pokémon XD: Gale of Darkness. 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.

-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.

Trainer Items

[100cp, Free for Trainers] Cologne Case

A small case, designed to hold special scents that are meant to be massaged into a Pokémon. Pokémon find these scents appealing, and the act of massaging them into the Pokémon will deepen your bond with them. For Shadow Pokémon, this will also have the effect of decreasing their "Heart Gauge"; in other words, getting them closer to a point where they would be willing to be purified.

The case comes with three copies of each of the three different types of scents commonly available in the Orre region, each providing a different level of potency. The case can store up to 99 of each of these three different scents. Once a week, the case will automatically fill up with an additional three copies of each of the three scents, provided there is sufficient space inside.

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

[200cp, Discounted for Trainers] Snag Machine

An arm-mounted device, which lets a Trainer steal Pokémon from other Trainers. Typically, these go on the left arm, but yours may be a right arm version if you prefer.

In order to uses it, simply hold the Poké Ball in the Snag Machine for a few moments, then throw. The Snag Machine will recode the Poké Ball, allowing it to catch Pokémon already linked to a Poké Ball, with the new ball taking the old one's place. This does not guarantee a catch; Pokémon can still break free of the Poké Ball as they would be able to as a wild Pokémon. This process is referred to as 'snagging', and is highly illegal across the Pokémon world, barring exceptional circumstances.

In addition, this item comes with an Aura Reader. This headset will alert you to the presence of nearby Shadow Pokémon, and will allow you to see their black aura. The Aura Reader can be optionally linked to your Snag Machine, preventing it from 'snagging' anything but Shadow Pokémon.

Should either be destroyed, a replacement will appear in your Warehouse after 24 hours.

[400cp, Discounted for Trainers] Battle Simulator

For a Pokémon Trainer, training your Pokémon is an obvious step. But have you considered training up your own ability?

The large machine is a virtual reality battle simulator. The user steps inside the circle, and turns the machine on. If the machine has an appropriate simulation loaded up, it will begin that simulation.

The machine runs off of discs known as Battle CDs. Each put the user in the position of a Trainer, as they command a team of Pokémon against an opposing Trainer's team. The teams and battle items available are pre-set.

To start with, you have a small selection of Battle CDs designed to the very basics of Pokémon battles. You also have 50 Battle CDs that are more advanced, each presenting interesting scenarios for you to solve. In a sense you could view these scenarios as 'puzzles' rather than true battles – there is always a winning strategy that can be implemented in each one. In any case, they should help you learn to command all kinds of different Pokémon.

At the start of each future jump, you receive an additional 50 Battle CDs of the more advanced variety. If the jump takes place in the Pokémon world, the scenarios in these CDs will feature Pokémon common to your starting region. Otherwise, they could be any kind of Pokémon. Post-chain, you will instead receive an additional 50 CDs every ten years.

Should the machine or a Battle CD be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[600cp, Discounted for Trainers] Purify Chamber

This is a copy of the as yet undeveloped Purify Chamber. It is a special digital space in which Shadow Pokémon can slowly open up and be purified.

This space is made up of nine 'sets', which are kept separate from each other. Each set consists of an inner station, as well as four stations forming a circle around the inner station. A Shadow Pokémon is placed on the inner station, and up to four non-Shadow Pokémon can be placed around the outside. At least one non-Shadow Pokémon is needed in order for the Shadow Pokémon to make progress, otherwise it will just sit there. The more non-Shadow Pokémon are positioned around the outside, the faster the process will be. Additionally, the process can be sped up even more if the Pokémon (including the Shadow Pokémon) are positioned in a way so that they face another Pokémon they have a type advantage against (Normal type Pokémon count as having a type advantage over other Normal type Pokémon for the purposes of this function). A holographic display allows the operator to view the digital space from the outside, without interfering in the process.

In addition to the primary console, 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, enabling you to switch around Pokémon on the fly. The final purification must be done at the primary console itself. Fortunately, the Purify Chamber is also capable of sending a message to your P★DA (or similar device), alerting you when a Shadow Pokémon is ready for purification.

This system is a godsend for heroic Trainers trying to save as many Shadow Pokémon as they can, as it allows for mass purification, all the while allowing the Trainer to continue relying on their preferred team when battling villains.

In future worlds, you will be able to adjust individual sets to gradually purge other forms of corruption, and on creatures other than Pokémon, though it may require a small amount of tinkering on your part.

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

Criminal Items

[100cp, Free for Criminals] Team Outfit

Here is your very own Cipher Peon outfit, an identity concealing armour and scarf combination. It provides a basic level of protection, but still somehow manages to keep you cool even in dry deserts or volcanic environments. By default, it is the standard white, but you can optionally have the armour come in your preferred colour.

Alternatively, you can instead receive the basic jacket and strange headgear that make up the Team Snagem grunt uniform. Unfortunately, this does not offer much in the way of protection, and neither does it obscure your identity. It does still manage to keep you cool under the hot sun, however.

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

[200cp, Discounted for Criminals] Hover Car

This hover car is suitable for traversing the rough terrain of the Orre region. It possesses a large storage compartment at the back, making it ideal for transporting a small squad of troops, or for kidnapping a potential threat. It never seems to run out of fuel, and general upkeep is not necessary, allowing you to drive it around just about anywhere.

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

[400cp, Discounted for Criminals] Construction Crew

Some things are just too important to be left to random grunts, yet a villain like you shouldn't have to dirty their hands with hard labour. So why not call in some professionals?

This purchase gives you access to a large construction crew, suitable for tasks such as constructing a large tower, or a factory of some kind. They have access to various construction and demolition equipment.

After giving them a call, they will arrive the following day, to perform any legal construction or demolition-based work you ask of them. They are well-paid (covered by the purchase of this item), and happy to work for you. Best of all, they know to keep their mouth shut about any work you have hired them for. Once the structure is built, there is nothing stopping you from putting it to criminal use.

In each future world you visit, you will have access to a similar crew. The equipment they have access to will depend on what is commonly available for that type of work in those worlds.

[600cp, Discounted for Criminals] Jumperdark Isle

What self-respecting bad guy would be without a secret lair? Now, you have one of the best.

This private island is completely legally owned by you. A weather machine on the island is capable of generating strong waves and constant storms around the island, making an approach impossible for those without your permission, or some kind of experimental vehicle.

The island holds top of the line facilities perfect for those in your field. This includes research facilities, a barracks for any grunts who have the privilege of staying here, a command centre, and a battle arena that just screams 'final boss room'. Any basic power needs are met by the island's own power generators.

Your island also has luxurious living quarters, for you and for each of your companions. These luxury accommodations will grow as needed, becoming bigger on the inside, in order to ensure all companions will be able to reside here. Your inactive companions will even be able to stay here, provided they remain on the island.

In future worlds, you may choose for it to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location if possible.

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.

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] Evolution Stone

Many Pokémon require a specific type of stone known as an evolution stone in order to evolve. Unfortunately, these stones can be either expensive, hard to find, or both. Fortunately, you now have one.

Upon purchase of this item, choose any of the known evolution stones. Alternatively, you may choose one of two special shards, the Sun Shard or the Moon Shard. These shards work slightly

differently to normal evolution stones. What they do is remove either the daytime (Sun Shard) or night-time (Moon Shard) requirement for an evolution, allowing a Pokémon to evolve at the wrong time of day. All other evolutionary requirements function as normal. Once this has occurred, the shard will be consumed, as with normal evolution stones.

For those Pokémon worried about accidentally activating a stone, fear not. The stone you purchase here will only activate if and when you would like it to. You will be able to safely handle it in the meantime

Should the stone be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. Should the stone be used up, a replacement will appear in your Warehouse at the start of the following jump (post-chain this will become after ten years). The replacement will always be of the same type as you chose to purchase here.

[200cp, Discounted for Pokémon] Lucky Egg

A mysterious egg, said to be "filled with happiness". What that means is unclear, but when an individual is holding on to the egg (or otherwise has it on their person), they will find any training they go through or "experience" they gain is half again as valuable as it would be without it. An individual cannot benefit from more than one of these eggs at a time. The egg will not hatch under any circumstances.

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

[400cp, Discounted for Pokémon] Jumper's Poké Spot

The wasteland that is the Orre region is largely inhospitable to Pokémon. Fortunately, you have found a small area which suits you just fine.

This might be a small cave, an oasis in the desert, or just a rocky area. It is no bigger than a small house. You are free to determine what is exactly, as long as it provides no additional advantages not described here.

Your Poké Spot has a water source. In the centre of the spot is a large plate. This plate is stacked with lots of Poké Snacks, which Pokémon will find both tasty and filling. The plate refills with Poké Snacks whenever you look away from it.

Additionally, on purchase of this item, designate three species of Pokémon. They must be completely unevolved, and appropriate to the habitat you have decided upon. They cannot be Legendary or Mythical Pokémon. Every so often, one of these three Pokémon will wander into the Poké Spot from seemingly nowhere, get their fill of Poké Snacks, then wander out, disappearing completely.

You are free to battle this Pokémon, or just hang out with it for a while. You may not take them out of the Poké Spot unless you are able to turn them into a follower or companion somehow. Although specific Pokémon will not return, members of that species will continue to arrive as normal.

In every future world you visit, you may decide whether your Poké Spot is located somewhere with an equivalent biome, or to have it connected to your Warehouse via a special gateway.

[600cp, Discounted for Pokémon] Relic Stone

A special gateway has appeared either in your Warehouse, or on a property you own. By passing through it, you can travel to a special stone shrine honouring Celebi. When someone comes into contact with the shrine, they can purge themselves of any and all corruption. In the case of Shadow Pokémon, they can be purified. However, in order for this to happen, the user must be entirely willing and open for this process to occur.

Close to the shrine is an interesting looking flute, known as a Time Flute. By playing the flute, Celebi will be briefly summoned to the shrine. Celebi can then perform the above purification or corruption purge. Using Celebi in this manner does not require an individual to be a willing and open participant, but they must still be present. Once Celebi has done this for an individual, or ten minutes have passed without it being requested to do anything, it will disappear, along with the Time Flute. Attempts to get anything else out of the Celebi will fail, and cause it to vanish prematurely.

At the start of each new jump, you will receive an additional Time Flute. Post-chain, you will receive an additional Time Flute every ten years.

In future worlds, you may choose for the gateway to the Relic Stone to be attached to your Warehouse, or to be placed on a property you own.

General Items

[Free, Exclusive to Humans] P★DA

The Pokémon Digital Assistant, or P★DA, is a helpful tool for any Trainer. This electronic device serves as an ID for the Orre region, and has a number of useful functions besides.

The P★DA can send and receive e-mails. It can create and organise lists to help you stay on top of things. It also contains a condensed version of the Pokédex, known as the Strategy Memo. The Strategy Memo adds an entry each time you encounter a new Pokémon, providing its name, type, average height and weight, potential Abilities, and a visual depiction.

Lastly, it can be made compatible with tracking devices and sensors via various upgrades found in the Orre region. An example of this would be the Spot Monitor, which can alert you to the presence of a Pokémon at a Poké Spot. You will have to track down and installed such upgrades yourself though.

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

[Free] Your Ride

The Orre region is not suitable for traversal on foot. To get you around, you have a choice of either a hover motorbike or hover scooter. The scooter has additional seating at the back to accommodate a passenger, and the motorbike has a sidecar. Your choice of vehicle also comes with an instruction manual, and is simple enough that even a ten-year-old could learn to drive it.

Your vehicle never seems to run out of fuel, and general upkeep is not necessary, allowing you to drive it around just about anywhere.

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

[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 supplies, or let you stay at a hotel for a couple of months. It will not replenish, so think carefully before spending it.

[Free] Beginner's Item Set

This set of items includes 2 Super Potions, 5 Potions, 2 Antidotes, 2 Burn Heals, 2 Ice Heals, 2 Paralyze Heals, 2 Awakenings, 2 Full Heals, and 5 Poké Balls. These items will not respawn, so think carefully about their use.

[50cp] Pokémon Colosseum & XD: Gale of Darkness Game Bundle

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

- A 2003-era television.
- A Nintendo GameCube, and all needed cables.
- A Nintendo GameCube controller.
- A copy of Pokémon Colosseum (including the Bonus Disc).
- A copy of Pokémon XD: Gale of Darkness.
- A Nintendo GameCube Game Boy Advance cable.

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

[50cp] National Ribbons

A supply of nice-looking ribbons, which you never seem to run out of, and which you can produce whenever you like, no matter how improbable that might be.

These ribbons are meant to be awarded to Pokémon that have overcome the hardship of being forced into becoming a Shadow Pokémon, then working their way back and being purified. You are free to use them as intended, or in any way you like.

[50cp] Poké Ball Set

Due to the lack of wild Pokémon in the region, many vendors do not carry Poké Balls. Purchasing this will ensure you have a small but consistent supply.

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] Robo Groudon

A large robotic mech, which greatly resembles the Legendary Pokémon Groudon. It is a far cry from its namesake; it is able to walk around, roar (this produces no sound), and throw Poké Balls, but little else. The abdomen is a cockpit from which the mech is controlled by a pilot. Helpful features have been added to the cockpit, like air conditioning and a reclining seat. In practice, the Robo Groudon serves little purpose beyond novelty, though it could make a great souvenir of your time here.

Your Robo Groudon never seems to run out of power, and general upkeep is not necessary, allowing you to ride it around as much as you like.

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

[200cp] Robo Kyogre

A high-tech sea craft, which greatly resembles the Legendary Pokémon Kyogre. Unlike its counterpart, the Robo Groudon, it is actually useful.

This sea craft, which seats only one, is capable of travelling at high speeds with jet propulsion, and can navigate effectively through thick fog. These features make it one of the only vehicles in Orre that could reach Citadark Isle with its wave machine active.

Your Robo Kyogre never seems to run out of power, and general upkeep is not necessary, allowing you to ride it around as much as you like.

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

[400cp] Mt. Jumper

Mt. Battle. Heroes, Cipher Admins, and Pokémon alike have all used this facility to hone their abilities. Now, you have a very special version of the facility for your own use.

A special gateway has appeared either in your Warehouse, or on a property you own. By passing through it, you can travel to Mt. Jumper, a place of endless training opportunities.

Passing through the gateway will always take you to the reception area, where you can prepare for a challenge or redeem Poké Coupons (more on that later).

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 the original Mt. Battle was limited to Pokémon doing the fighting, you are free to declare any six individuals as combatants, in the event you wanted to train a non-Pokémon. You must declare at least one combatant in order to pass. You may also take as many non-combatants as you like, these may act in a Trainer-like role, or simply

spectate. Finally, you must decide whether battles are conducted under Single or Double Battle rules. You must adhere to these rules even if you are using non-Pokémon; inactive combatants are free to either wait on the sidelines or in a Poké Ball when not competing.

Once you are inside, you will notice that you are at the bottom of an endless series of floating platforms, connected by stairs. On each platform is a Pokémon Trainer, who will challenge you when you approach. You must defeat the Trainer on the platform in order to advance to the next one.

After each battle the combatants will be fully healed. If defeated, your group will be teleported back to the reception area. Breaking the rules will result in disqualification and automatic teleportation to the reception area. True death or chain failure cannot occur inside Mt. Jumper, so feel free to challenge yourself.

The floating platforms can be divided into groups of ten, called Areas. The last battle of each Area is against an 'Area Leader', who will be a step above the other Trainers in the Area. Each time you clear an Area, you will receive some Poké Coupons. The higher the Area, the more Poké Coupons you receive. These Poké Coupons can be exchanged for single use TMs, Hold Items, and rare Berries found in the Pokémon world. The exact selection will change every jump, so be sure to check back now and then (post-chain this becomes every ten years).

At the end of each Area is a rest zone. Here you will be able to change which combatants are participating, as well as switch between Single and Double Battle rules. When starting a challenge, you may elect to begin from any rest zone you have reached before – an Abra sitting by the receptionist will teleport your group straight there. Abras also wait in each of these rest zones. If you want to retire, simply return to the last rest zone and request to be teleported back to the reception area (if you are in the first Area, you can just walk back to the reception area yourself).

Mt. Jumper can sustain multiple challenges at once, but each Area will only host one challenge group at a time. If a group catches up to another, they are free to wait in the rest zone until the other group has moved on or been defeated.

Each Area will consist of stronger Trainers and Pokémon that the previous one. The first ten Areas have the same Pokémon line-ups that can be found in Pokémon XD: Gale of Darkness, though the actual Trainers may differ. This provides a good range of challenge, from fairly easy all the way up to teams that could give a Champion a run for their money. Beyond that point, Areas will continue to become tougher, ensuring that you will always be able to find a suitable challenge.

The people in Mt. Jumper are somewhat one-dimensional. They fulfil their role perfectly well, but aren't very talkative. The people or Pokémon you face in Mt. Jumper never seem to get any better or worse, no matter how many times you face them, allowing you to use them as effective benchmarks of progress. You cannot take any people or Pokémon from Mt. Jumper outside under any circumstances, you cannot capture or snag any Pokémon, and efforts to turn people or Pokémon from Mt. Jumper into followers or companions will always fail.

In future worlds, you may choose for the gateway to Mt. Jumper to be attached to your Warehouse, or to be placed on a property you own.

-Companions & Followers-

[Free] Starter Pair

Double Battles are the norm in the Orre region. In light of this, you are entitled to two free purchases of any of the 50cp companion options.

A Trainer ought to consider picking up two starter Pokémon with this, whereas a Pokémon might acquire a Trainer and a buddy to fight beside. Companions cannot use this option.

[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 Colosseum or Pokémon XD: Gale of Darkness along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a ‘slot’, so you can ask around and find another character to journey with if you would like.

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

[50cp per.] Pokémon Recruit

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

[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 can store and register up to a maximum of 240 Pokémon at once. 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 to you 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 an additional 240 slots to that system, 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] Jumper History

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

[0cp] A Fairy Tale

The Fairy type. Strong against Dark, Dragon, and Fighting. Weak against Fire, Poison, and Steel. This type has not yet been discovered in these parts. However, just because something has not been discovered does not mean it does not exist. By default, this jump acts as though the Fairy type does not exist. Using this toggle however, you can add it in, shifting the typing of some Pokémon, as well

as bringing forth a new selection of Fairy type moves. You may also decide whether this type is common knowledge, or still undiscovered in the Orre region.

[0cp] Protagonist Replacement

Requires Human species, as well as the Snag Machine item. Cannot be taken with A Bad Start.

With this toggle, you have taken on the role of protagonist yourself. Which protagonist that is will depend on when you chose to begin this jump. Those with the Pokémon Colosseum start time will be taking the place of Wes, and their starting location is fixed to Outskirt Stand. Those with the Pokémon XD: Gale of Darkness start time will be taking the place of Michael, and their starting location is fixed to the Pokémon HQ Lab.

Should you be taking the place of Michael, you will not have your Snag Machine (and P★DA if you also purchased that) on you at present, but will still receive them in short order.

[0cp] A Bad Start

Cannot be taken with Protagonist Replacement.

Oh! It appears that you've arrived in a slightly different timeline, one where Wes never chose to desert Team Snagem. If you chose the Pokémon Colosseum start time, things aren't too different right now, but may become so if you allow Cipher to operate unimpeded. If you chose the Pokémon XD: Gale of Darkness start time, events will have drastically shifted course.

[+100cp] Limited Character Models

You're starting to look a little samey, Jumper. How this manifests will depend on your species choice.

If you are a human, choose a 'class' of Trainer common to the Orre region. You now look just like everybody else with that class. This will not provide any additional advantages you have not purchased; you won't be getting any stronger with the Bodybuilder class, for example.

If you are a Pokémon, it will simply be hard to tell you apart from other members of your species.

Regardless of which species you are, this also reduces you to an average appearance, and nullifies any appearance enhancing effects.

Humans who took this drawback will receive their 'class' form at the end of the jump as an additional alt-form, which they can switch to and from at will.

Imported and Created Companions may also take this drawback if they like, but receive no points for it.

[+100cp] ***Don't you dare underestimate the power of the free press!***

It seems that the news media can't get enough of you, and not in a good way. They will hound you at every opportunity, hoping to find evidence of wrongdoing, legal or otherwise, with which they can blast you live on-air. While you may keep them from finding anything substantial if you are clever, or

have genuinely done nothing wrong, they will resort to baseless smears and tabloid journalism if they have nothing else.

[+100cp] E-Mail Overload

Requires the Human species.

It seems as though some shady individuals have gotten a hold of your P★DA number. Expect to regularly receive spam e-mails on your P★DA, as well as any other similar device you possess. This is particularly likely to occur when you are trying to employ stealth, increasing the chances of you getting noticed.

[+100cp] Easily Baited

Requires the Pokémon species.

Whether it be a side effect of the poor conditions in the Orre region, or just a quirk of your biology, you get hungry far more often than you should, requiring around twice as much food as the average for your species. Unfortunately, when this hunger strikes up, it can be hard for you to resist it. Where you might ordinarily pause before going after the suspiciously placed Poké Snacks, now it will take serious willpower not to charge right for them.

[+200cp] Formatting Error

Whilst Double Battles are the norm in the Orre region, you (and your Trainer if you are a Pokémon) are forced to battle under one sided Single Battle rules. This means that your side will only be allowed to field a single Pokémon at any time, even if your opponent has two Pokémon out. None of your opponents will think anything of this; as far as they are concerned, these are fair and normal matchups. Attempts to circumvent this will automatically fail, whether that be via a Poké Ball not opening when it should, attacks from unallowed Poké not doing anything to the enemy, or something else. The more you try to force it, the more extreme events will become to prevent you from breaking these rules.

[+200cp] ***No, wait! That POKéMON doesn't have a black aura!***

For the duration of the jump, you will be unable to acquire any Pokémon that is not already a Shadow Pokémon, whether that be by catching, trading, or gift Pokémon. If you are a Pokemon yourself, this also applies to any Trainer you belong to (they can still acquire you, even if you aren't a Shadow Pokémon). The sole exceptions to this are those you brought in with you, or created via this document.

This seriously limits the number and variety of potential Pokémon at your disposal, and likely means you will have to join or fight against Cipher directly in order to acquire more. This drawback will also not inform you of which Pokémon are Shadow Pokémon, so be careful not to throw all of your balls at a lost cause.

Once a Shadow Pokémon has been acquired, it can be freely purified without being lost to you.

[+300cp] Growth Block

Are you a Shadow Pokémon, Jumper? Well, whether or not that is the case, you suffer from a similar condition to them.

For the duration of the jump, any and all training or self-improvement attempts will produce zero results. Items such as TMs or Rare Candies will not have an effect on you either. Hopefully the power you came in with is enough to carry you through your time here.

[+300cp] A Locked Door

Whether you were put through some foul process, or you were just born this way, to door to your heart has been completely shut.

What this means for you is that you will be unable to truly trust others. You are incapable of experiencing genuine friendships with humans and Pokémon alike, viewing them as mere tools to achieve your goals. Lastly, your morals have been disturbed. You will have no issue with stealing from or hurting others, if you did previously.

Unfortunately, no amount of purification will be able to restore you. You will have to wait until the end of the jump to return to a normal mindset. I hope you can live with whatever you got up to during your time here.

-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.

What are Shadow Pokémon?

Shadow Pokémon are Pokémon which have had the 'door to their heart' artificially shut by some unknown process.

Shadow Pokémon have had their mentality altered in several ways. They are obedient to their designated Trainer, and will carry out orders that they once thought reprehensible without concern (such as attacking humans). However, this obedience is not a true genuine relationship. Shadow Pokémon will quickly change allegiance if they are snagged or given to another Trainer. They also have a tendency to fall into a berserk state (Hyper Mode in Colosseum, Reverse Mode in XD) in the middle of combat.

Shadow Pokémon receive a boost in strength as a result of the process that makes them. In-game, this is represented by a + next to their level, and accounts for a bonus equal to 1-3 additional levels of additional power. This boost is lost if they are purified.

Shadow Pokémon have access to special moves exclusive to them (see On Shadow Moves for more information).

The closed heart of a Shadow Pokémon prevents it from experiencing growth as long as they remain the way they are. In game terms they cannot level up, they cannot evolve, Rare Candies do not affect them, they cannot be taught via TMs, and they do not receive EVs from battling. When a Shadow Pokémon is purified, their opened heart allows them to take on board any experience they gained as a Shadow Pokémon. In some cases, this will cause them to immediately evolve.

With one exception, Shadow Pokémon appear indistinguishable from regular Pokémon. The primary ways of discerning them is either a psychic power (Rui in Colosseum) or special technology (the Aura Reader in XD). It may also be possible to infer their nature as a Shadow Pokémon by their conduct and the moves they use in battle.

For those who see Pokémon as mere tools, Shadow Pokémon are ideal. There is no concern over obedience, they can be handed off to underlings as weapons, and they receive an obvious boost in power without the Trainer having to work for it. The downsides are trivial; a Trainer who doesn't care about a Pokémon isn't likely to raise it properly anyway, and if a Pokémon hurts itself in a berserk state, it doesn't really matter either. It is just a tool after all.

For those who see Pokémon as companions and friends, the existence of Shadow Pokémon is disturbing. Most with this view would even permit another Trainer to steal that Pokémon away, in the hopes it could be rehabilitated.

In order to restore a Shadow Pokémon to its prior state (ie purification), a Shadow Pokémon must first learn to open itself up to others again. This requires it to bond with a Trainer, or in the case of the Purify Chamber, other Pokémon. Once it is ready, a Shadow Pokémon can be purified by using a Relic Stone or a Purify Chamber.

What is XD001?

XD001 is a Shadow Lugia, created sometime after Pokémon Colosseum, using a more advanced version of Shadow Pokémon creation than normal. The goal was to create a Pokémon that could never be purified under any circumstances.

As a result of this process, the Lugia experienced a change in colouration not otherwise seen in Shadow Pokémon. It also exhibited behavioural issues, causing it to drop the S.S. Libra early, and requiring extensive fine tuning for it to be battle ready. Although it became much tougher to purify than other Shadow Pokémon, Michael was still able to do so via the Purify Chamber, ultimately rendering the project a failure.

On Shadow Moves:

Shadow moves are a special category of move exclusively used by Shadow Pokémon. There is no known method of properly learning them other than becoming a Shadow Pokémon, and being purified causes a Pokémon to lose access to them. Moves such as Sketch will fail to acquire these moves.

Shadow moves possess no "type", so abilities such as Kecleon's Color Change do not apply to them. As they possess no type, a Pokémon can never apply a Same Type Attack Bonus (STAB) to them. This jump operates under the rules of Pokémon XD, in which Shadow moves are "super effective" against non-Shadow Pokémon, and "not very effective" against other Shadow Pokémon. (In Colosseum there was only a single Shadow move, which was neutral against all Pokémon.) Shadow moves do not operate off of the PP system at all, and can seemingly be used without limit.

In some cases, Shadow moves appear to be variations of existing Pokémon moves. Attacking Shadow moves are typically a bit weaker than their counterpart, but this is compensated by the guarantee of double damage on the vast majority of Pokémon.

Due to their obscurity, only appearing in a single spin-off game, I am including a list of known Shadow moves here. Feel free to fanwank additional Shadow moves, as long as they are within the scope of the moves listed.

Shadow Blast – signature move of Shadow Lugia, and counterpart to Aeroblast.

Shadow Blitz – basic physical attack.

Shadow Bolt – signature move of Shadow Zapdos, and counterpart to Thunderbolt.

Shadow Break – stronger physical attack.

Shadow Chill – signature move of Shadow Articuno, and counterpart to Ice Beam.

Shadow Down – a status move that lowers defense, similar to Screech in function.

Shadow End – a powerful physical attacks, that also deals recoil damage to the user equal to half of their health.

Shadow Fire – signature move of Shadow Moltres, and counterpart to Flamethrower.

Shadow Half – a strange move that halves the health of all Pokemon on the battlefield, including the user, user cannot act on the following turn.

Shadow Hold – this move appears to trap the target in shadow, similar to Mean Look in function.

Shadow Mist – a status move that lowers evasiveness, can hit both opponents in a Double Battle.

Shadow Panic – a shadowy aura is used to cause Confusion, can hit both opponents in a Double Battle.

Shadow Rave – stronger special attack, can hit both opponents in a Double Battle.

Shadow Rush – only Shadow move to appear in both Colosseum and XD, it is some kind of physical attack, in Colosseum it also deals recoil damage to the user.

Shadow Shed – removes Safeguard, Light Screen, and Reflect effects from all parties on the battlefield.

Shadow Sky – a weather move. Deals small amounts of damage to non-Shadow Pokémon, improves the power of Shadow moves, causes Weather Ball to become typeless and deal more damage than usual, only lasts for a short amount of time like other weather moves.

Shadow Storm – even stronger special attack, can hit both opponents in a Double Battle.

Shadow Wave – basic special attack, can hit both opponents in a Double Battle.

On Ultra Beasts & Paradox Pokémon:

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

So, what exactly happens here, anyway?

Pokémon Colosseum begins with Wes stealing a Snag Machine from Team Snagem, leaving a bomb behind that seriously damages their base. He arrives at the Outskirt Stand, in time to see two guys drive off with a suspicious sack. After a friendly battle with another Trainer, Wes travels to Phenac City.

At Phenac City, Wes encounters the shady guys (Trudly and Folly) with the sack again. Cries from help from the sack make it clear that they are kidnapping someone, so Wes battles them. After he defeats them, they recognise him as belonging to Team Snagem before fleeing. A girl named Rui is found in the sack. She asks if the kidnappers used any peculiar Pokémon, but says no more when told they looked normal. Rui decides to stick with Wes. They head to the mayor's office for information, encountering a strange trainer on the way. Wes and Rui meet Mayor Es Cade, and Rui tells him that she saw a Pokémon with a strange black aura, which acted like a fighting machine and would even attack Trainers. It is because she saw this that she was kidnapped. Es Cade promises to investigate and suggests they visit the city's Pokémon Stadium in the meantime. Wes and Rui visit the stadium, but are too late to start the challenge. Upon leaving, they are confronted by members of Team Snagem. They call Wes a traitor; it seems that Wes was a member of Team Snagem, before abandoning them and taking the Snag Machine for an unspecified reason.

After defeating and driving away Team Snagem, Rui tells Wes that she doesn't mind that he used to be Team Snagem since he saved her. She suggests that Wes buy some Poké Balls. Wes and Rui go

back to Outskirt Stand to buy some. The shopkeeper gives 5 out for free, then allows Wes to buy more.

Returning to the mayor's office, Wes and Rui come across Miror B., along with Trudly and Folly. It appears that Miror B. is their boss, and he says that Rui will have to be taken due to her ability to see things that no one is supposed to be seeing. He leaves this to Trudly and Folly however, and disappears. As Wes battles Trudly and Folly, Rui notices that one of their Pokémon is the one she saw from before, with the strange black aura. Rui asks Wes to steal that Pokémon with the Snag Machine. Wes defeats Trudly and Folly, and snags the black aura Pokémon. Wes defeats another thug with a black aura Pokémon, who reveals that the Pokémon was turned into a fighting machine by artificially closing the door to its heart. Rui suggest they visit Pyrite Town, where she was kidnapped.

Wes and Rui head to Pyrite Town, passing by a construction lot on the way. In the police station of Pyrite they hear reports of people using strange Pokémon. In another building they encounter Duking, who runs the Pyrite Colosseum. A secret entrance hidden by a bookcase reveals a hideout for kids. They also see one of the kids, Silva, get into an argument with Duking, who is apparently doing nothing about criminals using the Colosseum for their own purposes. At the Colosseum, they are tipped off that a previous winner received a strange Pokémon as a prize. They track down this winner, a rogue named Cail. After defeating him, and verifying that he had a black aura Pokémon in the process, Cail reveals that these Pokémon are called Shadow Pokémon, and that Miror B. is using the Colosseum to distribute them.

Meanwhile, Miror B. has a video call with the strange trainer seen prior to meeting the mayor for the first time. Miror B. refers to him as Nascour. Apparently, the reason for giving away Shadow Pokémon via the Colosseum is so that they can gather data on these Pokémon efficiently. Nascour implies that the two are part of a larger organisation, working on something called the Shadow Pokémon Plan.

On the way back to the Colosseum, Wes and Rui are interrupted by a man calling for help. It seems that Silva busted in and stole a gear, turning off the power to the Colosseum. Wes and Rui find the gear in the construction lot, and return it back to its rightful place. Duking suggests Wes win at the Colosseum to help figure out what is going on.

Wes wins the Pyrite Colosseum challenge, and afterwards is taken to Miror B.'s place by a Cipher peon. The Cipher peons realise who Wes is before they give him a Shadow Pokémon, but he fights his way through regardless. Duking shows up, along with some children, and Rui explains the situation to him. Duking is upset that his Colosseum was being used to distribute Shadow Pokémon. His daughter, Marcia, reveals that the reason that Duking had been looking the other way was that Miror B. had stolen his Plusle and is holding it as a hostage. Since Duking still can't act, he and the children leave dealing with Miror B. up to Wes. Wes and Rui rescue Silva, who had been defeated by Miror B.'s thugs after he went after him. Miror B. appears on a nearby screen, challenging Wes to come face him at the nearby cave. Wes defeats Miror B., causing him to flee, and rescues the Plusle. Duking allows Wes to keep the Plusle with him.

Wes and Rui encounter Fateen, a fortune teller. She suggests they head north if they are after a way to purify Shadow Pokémon. This reminds Rui that she was on her way to visit her grandfather in the north, prior to her kidnapping. Apparently, her grandfather was a famous Trainer when he was younger, and may know something useful.

Wes and Rui head to Agate Village in the north. They meet Rui's grandparents, Eagun and Beluh. Rui briefly explains what has been going on, but before she can go into too much detail, they are interrupted by Cipher invading the nearby Relic Forest. Eagun rushes off to deal with them. Wes and Rui catch up in time to see Cipher Peon Skrub defeat Eagun. After Wes defeats Skrub, he reveals that he was supposed to capture Celebi and destroy the Relic Stone, and that he will be reporting back to Dakim, who has gone to Mt. Battle.

Back at the house, Eagun suggests that Wes and Rui talk to a man named Senilor about Celebi, whilst Beluh starts looking around the house for a stone tablet that might be of use. Senilor explains the use of the Relic Stone, and the Time Flute, which can both be used to purify Shadow Pokémon. The tablet is found soon after, which hints to the same information.

Wes gets an e-mail for Duking, telling him that Mt. Battle is under attack from Cipher. Wes begins using the Relic Stone to purify Shadow Pokémon from this point.

Wes and Rui head to Mt. Battle. Wes fights through the first Area, which has been overtaken by Ciper. Wes defeats Cipher Admin Dakim, and his Shadow Entei. The Area Leader, Vander, reveals that Cipher were after the Time Flute (which can summon Celebi). He gives it to Wes.

Wes gets another e-mail from Duking. Some of Miror B.'s goons have been caught by the police, and Duking suggests visitng him in order to get more information. At the police station, Wes steals a jail cell key, and uses it to get to a sleeping goon. Wes steals an elevator key off of them.

Wes and Rui return to Miror B.'s hideout, and use the key to access an elevator that takes them to The Under, the seedu underbelly of Pyrite Town. As they arrive, a broadcast goes out to The Under from a Lady Venus, who alerts the residents to the presence of spies in The Under. As Wes and Rui explore, they encounter a group of kids who are fans of Wes and Rui after hearing about their good deeds from the other kids in Pyrite Town. Meanwhile, Venus (who is revealed to be a Cipher member) and Ein (another member, whose memos relating to Shadow Pokémon have been found here and there) have a meeting with Nascour via television screen. After Venus says she has the situation under control, Ein returns to the Cipher lab.

Silva attempts to enter The Under, investigating the source of Shadow Pokémon in Pyrite, and is caught by Cipher peons, believing him to be the spy Venus was talking about.

Wes and Rui confront Cipher Admin Venus, defeating her and her Shadow Suicune. She flees, and Wes and Rui pursue. They follow her through a secret passage to an underground train station, linking The Under and the Cipher Lab. They follow her into the train but she is nowhere to be found. When leaving the train, she gloats, saying she would never be so foolish as to let them get access to the subway, then running off. Unfortunately for her, she drops the key without realising, allowing Wes and Rui to ignore her and simply go to the lab.

At the lab, some peons attempt to prevent Wes and Rui from proceeding by blowing up a room. Unfortunately for them, one of them drops a key to the main gate first, allowing Wes and Rui to leave and return to the exterior of the lab from the outside. On the way out of The Under, they notice that the kids have broken Silva out of detention.

Wes and Rui infiltrate the lab, confronting Cipher Admin Ein, and defeating him and his Shadow Raikou. Ein reveals that they arrived too late, and the Shadow Pokémon at the lab have already been moved elsewhere, including the ultimate Shadow Pokémon belonging to his boss. He flees, leaving behind a data rom.

Wes and Rui bring the data rom to Nett, one of the kids in The Under.

Work on the construction lot is complete. The newly constructed Realgam Tower is a Cipher Base with a Colosseum on top of the tower. Wes and Rui arrive at the tower, where they are expected. They fight their way through, defeating each of previous admins a second time. After this Wes receives an e-mail from Eagun, at which point he can return to him and receive a Master Ball. Nett sends an e-mail as well. He has partially recovered data from the data rom, which is a list of all created Shadow Pokémon.

Continuing through Realgam Tower, Wes and Rui encounter Nascour, who flees for the time being. They run into Gonzap, the boss of Team Snagem. Gonzap reveals that it was Cipher that gave the Snag Machines to Team Snagem, in exchange to receiving Pokémon from them. After Wes defeats Gonzap, Gonzap offers to take Wes back into Team Snagem, but Wes declines.

Wes and Rui continue to the Colosseum where they meet Nascour again. He has Wes face a series of Trainers in the Colosseum, in order to 'pay back' the debt incurred to Cipher. After Wes wins, Nascour challenges him. Wes defeats him.

Nascour asks for a rematch, but a mysterious figure instructs him to stop embarrassing himself. As Nascour apologises to the figure, Rui is surprised, thinking that he was the boss of Cipher.

The mysterious figure is revealed to be Phenac City's mayor, Es Cade. His true identity is Evice, the secret boss of Cipher. Wes battles Evice, defeating him and his Shadow Tyranitar (the supposed ultimate Shadow Pokémon). Evice attempts to escape via helicopter, but a Ho-Oh destroys the helicopter before he can reach it, and Evice is arrested.

Wes proceeds to purify all remaining Shadow Pokémon, and complete the Mt. Battle challenge, after which the Ho-Oh joins his team.

There is a five-year gap between the events of Colosseum and XD.

Sometime shortly before XD begins in earnest, Cipher uses a Shadow Lugia to hijack the S.S. Libra (this is shown in the opening cutscene of the game).

Pokémon XD begins with Michael, the protagonist, finishing up on a training simulation at the Pokémon HQ Lab, his place of residence. Afterward, his mother (Lily) tasks him with finding his sister (Jovi), and Professor Krane gifts him with a P★DA. Asking around the lab, he learns that Jovi is at Dr. Kaminko's manor.

At the manor, Michael is mistaken as a burglar by Chobin, Dr. Kaminko's assistant. This is quickly resolved, and Michael collects Jovi and brings her back to the Lab.

Returning to the lab, Professor Krane reveals that he has finished developing a Snag Machine, and wants Michael to test it out. After Michael is equipped, and when he is distracted, thugs burst in and take Professor Krane. When Michael battles with one of the thugs, the Aura Reader attachment to the Snag Machine indicates they have a Shadow Pokémon. Michael successfully snags the Pokémon, but the thugs are still able to escape with the Professor.

With the lab staff despondent, Lily rallies them. Professor Krane had predicted the return of Shadow Pokémon. This was why he had developed a Snag Machine, and was in the process of developing a Purify Chamber to return them to normal. Lily says the lab staff can still get the Purify Chamber working without the Professor, sending Michael (with Jovi) to Gateon Port for a machine part.

At Gateon Port, Jovi accidentally runs into a thug named Zook, upsetting him. He loudly declares that he will defeat Michael with his Shadow Pokemon. He is interrupted by an old man called Mr. Verich. One of Verich's assitants, the blue-haired Ardos effortlessly defeats Zook in a battle, and Zook runs off. Jovi thanks Mr. Verich and his assistant for their help, and they depart as well.

After returning with the part, Michael is sent to Agate Village to purify his existing Shadow Pokémon whilst the Purify Chamber is still being finished. At Agate Village, Michael meets Eagun who assists in purifying Michael's Shadow Pokemon. Afterward, Eagun tells him about Vander, who lives on Mt. Battle, and who claims to have seen some sinister characters out in the desert.

At Mt. Battle, Michael encounters another one of Verich's assistants, this one with red hair. He speaks vaguely about how he has gained power and is now questioning his own motives for doing so. Michael interrupts a rookie training session, battling through the first area of Mt. Battle proper to reach Vander. Vander points Michael towards a supposedly abandoned Cipher Lab, which he recently seen suspicious people come in and out of.

Arriving at the Cipher Lab, it is apparent that it is no longer abandoned, and that Cipher has returned to claim it. As Michael progresses through the lab, we learn that Professor Krane has indeed been taken here, and is being interrogated by Cipher Admin Lovrina. Apparently, his purification research can be used to power up an "XD001". Michaels rescues the Professor, defeats Lovrina, and recovers a data rom for later investigation.

Back at the Pokémon HQ Lab, the Purify Chamber has been completed. Attempts to crack the data rom are unsuccessful, so Professor Krane sends Michael to Pyrite Town in order to get the rom looked at there by Nett.

At Pyrite Town, Michael happens upon a police officer confronting Trudly and Folly, who once belonged to Cipher as mere grunts. Michael delivers the data rom to Nett at ONBS. While the rom is being cracked, Nett's assistant Bitt suggests that Michael seek out Duking, who is currently at a Poké Spot as part of a story on wild Pokémon. After exiting ONBS, Michael spots Trudly and Folly again, who are complaining that they are too well known in these parts, and if they don't produce results soon, their boss will be upset. They are called back by email, leaving the area.

Michael meets Duking at the Rock Poké Spot, assisting him with an interview. Duking gives him a Spot Monitor, and informs him of two other Poké Spots he knows of. At the Cave Poké Spot, encounters Miror B., who has left Cipher and formed his own criminal team (of three), as well as Trudly and Folly. Michael defeats Miror B., who flees along with his flunkies.

Michael is called back to ONBS, but he arrives to find it under attack from Cipher. He defeats Cipher, including Cipher Commander Exol. Exol is able to flee with the data rom, Cipher have purged any backup data from the ONBS servers. Nonetheless, a portion of the data had been deciphered prior to the attack. This included proof Cipher was behind the disappearance of the S.S. Libra, as well as a future major attack on Phenac City. One of ONBS had already gone to Phenac to investigate why their communications had recently gone down. Worried, Nett sends Michael to warn the mayor of Phenac City.

Upon arrival to Phenac City, Michael is stopped by a woman. Apparently, he is the millionth visitor to Phenac. He is given a disc case and some discs, and is told to go to Realgam Tower to use them with the battle sim there, and is unable to proceed further into Phenac. Michael visit Realgam Tower, which is now free of Cipher's control, then returns to Phenac City (asking around Realgam reveals others have also been given the "millionth visitor treatment").

In Phenac, Michael receives the run-around from various citizens. At the mayor's office, the secretary claims the mayor is away, and will not let Michael pass. After using a music disc to distract her, he finally gets into the office proper. A note in the office from the mayor to Justy (the closest thing this region has to a Gym Leader) reveals that the mayor was aware of Cipher targeting the city, and claims that Cipher had started secretly replace prominent community members with their own ranks. Before Michael can make any attempt to deliver the letter to Justy, he is ambushed by the secretary, revealing herself to be a Cipher member in disguise. Michael battles his way through many disguised Cipher members, eventually defeating Cipher Admin Snattle. Snattle reveals that the purpose of this invasion was to buy enough time for Gorigan to conduct some kind of recovery operation. He flees, and Michael rescues the captured citizens.

The newly rescued Justy speculates that Cipher were trying to quash rumours spreading that they were doing something in the desert, and provides Michael the location where the activity was alleged to occur. Michael attempts to go there, but his scooter gets stuck in the sand and he has to turn back for now.

Michael gets an e-mail from Nett. He has been asked to help locate a missing Pokémon that vanished with the S.S. Libra. Returning to ONBS, Michael gets info on the missing Pokémon, a Bonsly. Nett also suggests visiting a friend in Gateon Port to upgrade his scooter in order to traverse the desert. At Gateon Port, Michael is instructed to head to Dr. Kaminko's manor to find the parts shop owner. He run into Mr. Verich, who congratulates him on his recent victories over Cipher before departing.

At Dr. Kaminko's manor, Michael is again confused for a burglar by Chobin. Michael defeats Chobin, then defeats Chobin again after he pilots a Robo Groudon for a second battle. Once that mess is dealt with, Michael finds the parts shop owner, who converts the scooter into a hover-type scooter.

Returning to the desert, Michael finds the wreckage of the S.S. Libra at the suspicious location. Apparently Shadow Lugia was not fully under control when the S.S. Libra was stolen, and ended up dropping it here. Michael encounter Gorigan, who has finished the recovery operation: nearly all of the Pokémon carried by the ship have been taken to Cipher's lair to be turned into Shadow Pokémon. Gorigan leaves behind a grunt to deal with Michael, then leaves. After the grunt is driven off, Michael encounters an old man who has taken up residence here. He asks Michael to investigate the hold as he heard odd noises from there. Michael finds the Bonsly there, but it escapes for the time being.

As he leaves the S.S. Libra, Michael is attacked by Team Snagem. A Gloom uses Sleep Powder on Michael before he can send out any Pokémon, and they steal the Snag Machine while he sleeps. Michael is woken up by the old man, who gives him a lead on where they may have gone off to.

This location turns out to be the Cipher Key Lair. Michael watches Zook defeat and drive away some Team Snagem grunts. Zook spots Michael, and blames him for his current predicament. Apparently, after he was trounced by Verich's assistant, Gorigan gave him a dressing down for showing off his Shadow Pokemon in public without permission. He then demoted him to guard duty. Zook doesn't get how Gorigan would have found out about that situation, but battles Michael anyway. Although Michael is victorious, without a Snag Machine there is little reason to go any further, and leaves.

Michael is called back to ONBS. While they investigate Team Snagem further, Michael is given a lead on a person claiming to have fled from a Cipher base. Michael goes to the Outskirt Battle, running into and defeating Miror B. again. Afterwards the informant reveals that the Key Lair is a factory for mass producing Shadow Pokémon, and also gives Michael the location of Team Snagem's Hideout.

Michael fights his way through Team Snagem's Hideout, defeats Snagem Head Gonzap, and reclaims the Snag Machine. Gonzap is happy enough to part with it; Michael is planning on using it against Ciper (his enemy), and it doesn't fit his arm anyway.

Michael returns to the Key Lair. After Team Snagem helps him past the front guards, Michael battles his way through the complex, destroying the Shadow Pokemon creating software, and defeating Cipher Admin Gorigan. Greevil, the Grand Master of Cipher finally appears, via television screen. He is revealed to be none other than Mr. Verich. Greevil shares that although mass production of Shadow Pokemon has been stopped, XD001 has been fully tuned, and ready for activation. He reveals that both he and XD001 are on Citadark Isle, off the coast of Gateon Port. He confidently states that the thick clouds and strong waves will keep Michael away, but invites him to visit if he can.

At Gateon Port, the parts shop owner has finished up a Robo Kyogre, which will be able to take Michael to Citadark Isle. Before he departs, Michael is called back to the lab by Professor Krane, who presents him with a Master Ball. Finally, Michael sets off for Citadark Isle.

Michael fights his way through Citadark Isle, winning rematches against each of the previously defeated Admins, as well as Greevil's assistants (also admins) Ardos and Eldes. Finally challenging the Grand Master, Greevil first battles with XD001 – Shadow Lugia. After Michael snags Lugia, Greevil challenges him again with a full team of Shadow Pokémon, but is again defeated. Ardos and Eldes both reappear, and it is revealed that they are Greevil's sons. Ardos suggests blowing up the island with Michael on it, but Eldes talks Greevil into surrendering. It is strongly implied that Greevil turns himself in, though Michael is able to rematch Greevil as many times as he likes.

Michael snags any remaining Shadow Pokémon, and purifies them along with the Shadow Lugia.

-Changelog-

0.1
Created the jump.

0.2
(i) It is now possible to be most **Legendary and Mythical Pokémon**. (ii) **On Ultra Beasts** has been rewritten slightly to reflect this change. (iii) Minor typo fixes.

1.0
(i) Minor typo fixes.

1.1
(i) A television has been added to the **Pokémon Colosseum & XD: Gale of Darkness Game Bundle.** (ii) Clarified that **imported and created companions** may purchase followers via the Pokémon Recruit option. (iii) Minor typo fixes.

1.2
(i) Corrected the fluff text for **Pokémon Colosseum & XD: Gale of Darkness Game Bundle**. (ii) Clarified that companions do not get the free **Starter Pair**. (iii) Added information on Paradox Pokémon to the note on Ultra Beasts, and renamed it to **On Ultra Beasts & Paradox Pokémon.**

1.3
(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.

1.4
(i) Added Shiny option to **Pokémon species** choice.

1.5
(i) Pokémon Trainers acquired via the **Recruit** option can now take up to six Pokémon with them as followers.