

Video Game

A Jumpchain CYOA by WoL_Anon

Ver. 1.0

If you've heard about the Yu-Gi-Oh! setting, you are probably familiar with the game of Duel Monsters. You aren't here for that game.

In this particular version of the Yu-Gi-Oh! world, major characters from across the series gather together to play Dungeon Dice Monsters (DDM), a game created by Duke Devlin. It features many of the same monsters as Duel Monsters, but revolves around rolling dice and is played on a grid.

You arrive in this world a few hours before the player participates in the Lunch Selects Cup. 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.

-Background-

You may choose to Drop In to the setting with no memories or history in this world. Alternatively, you may design a background in this world, based on what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made.

-Location-

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

-Perks-

You may choose 2 100cp perks, 2 200cp perks, 2 400cp perks, and 1 600cp perk to be discounted. Discounted 100cp perks are free, and all other discounts are 50% off.

[Free] Dungeon Dice Monsters Basics

You understand the rules of Dungeon Dice Monsters, though this doesn't provide you with knowledge of any individual dice – you'll have to learn that as you go. You also know how to roll dice properly if you somehow didn't already know how to do that.

[100cp] Takahashi Trim

Bizarre hair styles seem to be all the rage in this world. Thanks to this perk, you'll fit right in!

Upon purchase of this perk, designate a preferred hair style. It can be over-the-top like Yugi's, or something simpler if you prefer. Your hair will naturally grow into this style, will be easy to maintain, and will never impede your movements. This can also be used to change your natural hair colour, even allowing for multiple colours if that's what you are after.

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] Dungeon Dice Darling

Wow, you're quite attractive, aren't you?

On purchase, choose whether this grants a great enhancement of feminine beauty, allowing you to rival Tea Gardner or Mai Valentine in terms of looks, or an equivalent enhancement in masculine handsomeness.

With an appearance like this, you may well end up with your own circle of fans.

[100cp] Dice Try

Want to impress your friends, and seem a bit cool? Maybe this perk is just what you need.

You have learned how to perform a few different dice tricks that largely involve sleight of hand, and you can reliably pull off said tricks. On top of that, you have learned how to flick dice at high speed, resulting in a surprisingly effective form of attack, at least when used on ordinary people.

[100cp] Idle Threats

A lot of tournament participants are fond of making threats that they have no intention of backing up. If you'd like to join in on such behaviour, you may value this perk.

From now on, threats you make during a competition in order to psyche out your opponent, but which you don't intend to act on, will never harm the effectiveness of other threats you make. This means that this tactic won't fall flat due to overuse, and it also means that not backing up these idle threats won't cause threats you make in other contexts to not be taken seriously.

[200cp] Pool Boy

When it comes to Dungeon Dice Monsters, which dice you choose to bring into a game can be just as important as how you choose to use them, if not more so.

You now have significant skill when it comes to crafting your dice pool. You can find good balances between low level and high-level dice, or – if you have some gameplan in mind already – you are able to effectively choose dice that support or play into that plan.

To a lesser extent, this skill will carry over to other kinds of games; for example, it may help you when deckbuilding for the Duel Monsters game.

[200cp] Dungeon Builder

An important aspect of Dungeon Dice Monsters is how to set up your Dungeons. Fortunately, it is an area of the game you now excel at.

You now have very good spatial awareness. At a glance, you would be able to recognise spaces on the board where certain configurations of Dungeon can be placed. Next, you are good at Dungeon pathing, allowing you to efficiently place your Dungeons to quickly reach your opponent's Die Master or cut off placement of their own Dungeons. Finally, you are good at adapting your Dungeon placement based on the situation, whether that means obstacles present in a given layout, or your opponent's Dungeon placement.

[200cp] Type Focus

Monsters in Dungeon Dice Monsters are divided into five Types: Spellcaster, Undead, Beast, Warrior, and Dragon. Each Type is weak against one other Type and strong against one other Type. You find it easy to remember the relationships between these Types, without it interfering with your knowledge of Type interactions in other games.

That's not all though. On purchase, choose one of these five Types. You are now a bit better at using monsters of that Type than you would normally be, both in terms of building dice pools using them and actually making use of them during games themselves. This will bleed over into other kinds of games where your chosen Type, or an equivalent thereof, exists, albeit to a lesser degree. Note that this bonus is based on what a monster is treated as in a particular game; for example, if you have chosen Beast and a monster is considered a Beast here but is instead an Insect in Duel Monsters, then you get no bonus in using it in Duel Monsters.

You may purchase this perk multiple times, but must choose a different Type with each purchase.

[200cp] Special Type Specialist

In addition to their normal Type, some monsters in DDM possess one of three Special Types. Monsters with Flight can move over non-flying monsters, and can perfectly guard against attacks from monsters that don't have either the Flight or Flying Attack Special Type, but require twice the Movement Crests to move around. Monsters with Flying Attack can attack Flying monsters normally. Monsters with Tunnel can move under other monsters to pass them.

You are now much better at making use of monsters with Special Types, both in terms of building dice pools around them, and in terms of making use of them during games. Should you play other games with similar mechanics, you will benefit from a similar boost, albeit to a lesser degree.

[400cp] Copy Ante

Whenever you win a game of Dungeon Dice Monsters, you will receive one of the dice from your opponent's dice pool. Fortunately, this is a copy, meaning your opponent doesn't lose out for this.

The specific dice is chosen randomly, however the more valuable the dice is, the less likely you are to get it. In order to gain your opponent's best dice, it might take you hundreds or even thousands of victories. Unfortunately, any attempt at exploiting this perk (such as having an opponent repeatedly start and surrender games to you) will invariably fail.

Post-jump, this perk will also extend to any card games where each player starts with a deck they have built themselves (as opposed to games where players have fixed decks). This can lead to you receiving cards backed by mystical forces, though particularly special cards such as the Egyptian Gods can never be copied via this perk. Game pieces that either serve as alternate forms for, have a special connection with, or are otherwise considered to be Jumper, a companion, or a follower, can be copied (so long as they are otherwise valid targets), but copies will not have any of these properties.

[400cp] Reverse World, Dark World

You have acquired a truly strange power, which one might consider a kind of 'difficulty toggle'.

From now on, whenever you attempt to enter an organised tournament of some kind, you can instead choose to visit one of two parallel worlds, the Reverse World or the Dark World, in order to challenge an equivalent tournament there.

Tournaments held in these worlds will feature stronger competitors, and may sometimes force harsh conditions on you specifically. The Reverse World is a fair bit harder than normal, whilst the Dark World is significantly harder than normal. Any prize money offered in such tournaments is higher than normal in the Reverse World, and higher still in the Dark World. Besides this prize money, you cannot take anything out of these worlds you did not bring in with you – with the exception of items generated by *Copy Ante* (or similar perks).

You can only stay in these worlds to participate in tournaments – if a tournament takes place over extended periods of time with breaks, you will return to the 'real' world for those breaks. Somehow,

those in the real world will be able to track you down by finding your equivalent location in the real world, and can pull you back to it if they wish to. Other attempts to exploit these worlds beyond their intended purpose (to provide you with more challenging tournaments) will invariably fail.

[400cp] Dungeon Dice Designer

You are a highly talented game designer, able to develop new games that can be picked up relatively quickly, that allow for displays of skill and creative expression, and that can be continuously added to as desired.

Of course, making games and selling games are two entirely different matters. You'll need some serious business acumen and knowledge of the gaming landscape (or at least someone else who does have those things), lest you run the risk of your games fizzling out when they are taken to market.

Your knowledge of game design may also help you play games to some degree as well, as your understanding of various gaming principles may lead you to better evaluate game states.

[400cp] Yugi the Cheat

Normally, a player must use exactly 15 dice in their dice pool. For some reason though, it seems that Yugi is able to get away with nearly double that amount in his – a cheat power you now share.

Now, you can have up to double the dice in your dice pool. You must still have at least 15 dice in your dice pool, still roll three dice each turn, and are still restricted by the maximum summon rule. These conditions aside, having this many dice will greatly improve the flexibility of your dice pool, allowing you to prepare answers for specific scenarios.

Post-jump, this perk will also extend to any card games where each player starts with a deck they have built themselves (as opposed to games where players have fixed decks). This lets you have up to double the maximum number of cards normally allowed in your deck, but you must still comply with all other deckbuilding rules a game has. For games that use multiple decks (for example, the Yu-Gi-Oh! Trading Card Game has the Main Deck, Extra Deck, and Side Deck), each deck can have up to double the cards normally allowed.

[600cp] King of Dungeon Dice Monsters

You are exceptionally talented at gaming, Jumper.

This talent is strongest for the game of Dungeon Dice Monsters. Your raw talent surpasses even the likes of Yami Yugi. In fact, in this world only a single individual is your peer, and that's only if you didn't choose to replace them.

In addition to this gaming talent, you also have a good deal of luck when it comes to dice rolls. Your rolls are somewhat more likely to be favourable, whilst the rolls of your opponents are somewhat more likely to go poorly for them. You can toggle this aspect of this perk at any time, should you wish to win fairly.

[600cp] Dungeon Dice Diversion

Wouldn't it be nice if every setting was so distracted by children's games that they forgot about world-threatening plots and death games?

Once per jump, you can declare a game you are familiar with, defaulting to Dungeon Dice Monsters. This game must be something the average person can learn to play, and must be fairly child friendly. For the next six months or so, the world will become obsessed with this game. Tournaments will be a common occurrence, featuring major characters from across the setting, who will somehow have dice pools (or other peripherals required for your chosen game) both appropriate to their character and with a relative power level reflecting their power and importance in the setting in question.

Perhaps most importantly, the world will enter a period of relative peace whilst your chosen game takes centre stage. Whilst small scale crime or altercations may still occur occasionally, any major conflicts, wars, or world domination attempts will be put on hold. After the six-month period, any hostilities can resume. However, any goodwill earned or friendships formed will continue past this period of peace, as will any interest in your game that has naturally occurred as a result of exposure others have had to it. Under the right conditions, this six-month period might naturally drag on after the effects of the perk are over.

You are immune to the mind-altering effects of this perk, and can opt others into this immunity if you like. Should you or anyone you are protecting in this way attempt to exploit this peace to get the drop on an enemy, the effect this perk has on the world ends immediately. You and those you are bringing into jumps with you will never be provided items as a result of this perk's effect, so you may want to limit your choice of games to those that you already have the necessary materials for.

Post-chain, you will be able to use this effect once a year.

-Items-

You may choose 1 50cp or 100cp item, 1 200cp item, 1 400cp item, and 1 600cp item to be discounted. Discounted 50cp or 100cp items are free, and all other discounts are 50% off. You may purchase items multiple times, but any discount only applies to the first purchase. Free items are the exception to this; you may only get 1 of each. Discounts do not stack.

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.

[Free] Starter Dice Pool

A pool of fifteen dice, to be used in Dungeon Dice Monsters. Used correctly, they will lead you to victory in early tournaments, but will struggle later on. All dice you receive here come with an information card that explains its rules. You also receive a Die Master piece, a necessary part of the game.

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

[Free] Dice Pool Case

A small case, which can carry the fifteen dice that make up your dice pool, as well as their related information cards. Keeping your dice pool separate like this can make setting up games more convenient for you.

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

[50cp] Dice Storage Box

Each purchase of Complete Collection or the second tier of Jumper's Dice Pool entitles you to a Free purchase of this item.

A Dungeon Dice Monsters-branded storage case. It will always be able to hold all of your Dungeon Dice Monsters dice and their information cards, as well as your Dice Pool Case. To do so, it will expand internally as required without getting heavier. You will always find it easy to store your dice and cards and retrieve the items you want.

Should any Dungeon Dice Monsters dice or their information cards you receive via options in this jump be lost or destroyed, you can choose to have replacements appear in this storage case after 24 hours (or as soon as the storage case becomes available if it is not at that time), overriding its usual replacement rules.

Should the case itself be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. Dungeon Dice Monsters dice and information cards kept in the case will also be replaced at this time, unless they had already been replaced by their own rules.

[50cp] Yu-Gi-Oh! Dungeon Dice Monsters Game Bundle

Want to play Dungeon Dice Monsters on the go? This bundle contains:

- Your choice of GameBoy Advance or GameBoy Advance SP.
- A Game Boy Advance Game Link Cable.
- A copy of Yu-Gi-Oh! Dungeon Dice Monsters.

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

[50cp] Yu-Gi-Oh! Early Days Collection Switch Game Bundle

Do you prefer a more modern port? This bundle contains:

- A 2025-era television.
- A Nintendo Switch, with Joy Cons, dock, and all needed cables.
- A Nintendo Switch Pro Controller.
- Either a physical or digital copy of Yu-Gi-Oh! Early Days Collection.
- A lifetime membership to Nintendo Switch Online + Expansion Pack.

- A copy of both “Harpie’s Feather Duster” promotional Yu-Gi-Oh! TCG cards. These are ordinary trading cards intended for the real-world trading card game, and are not connected to Duel Spirits or work with Solid Vision technology.

Should any of these be lost or destroyed, a replacement will appear in your Warehouse 24 hours later. Any saves made on the Nintendo Switch will automatically be backed up on Jump-chan’s special cloud server, ensuring your save data is never lost. 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] Yu-Gi-Oh! Early Days Collection PC Game Bundle

More of a PC gamer, Jumper? This bundle contains:

- A high-end gaming PC, by the standards of 2025, with Yu-Gi-Oh! Early Days Collection pre-installed.
- A copy of both “Harpie’s Feather Duster” promotional Yu-Gi-Oh! TCG cards. These are ordinary trading cards intended for the real-world trading card game, and are not connected to Duel Spirits or work with Solid Vision technology.

Should any of these be lost or destroyed, a replacement will appear in your Warehouse 24 hours later. Your save data for Yu-Gi-Oh! Early Days Collection will be backed up on Jump-chan’s special cloud server, ensuring it is never lost. You will also be able to play online in any world with an internet connection, even ones where it wouldn’t normally make sense. Who exactly are you playing with, anyway?

[50cp] Trading Card Collection

A set of Yu-Gi-Oh! TCG cards. Every die that has a TCG counterpart can be found here.

Note that all of these cards are entirely ordinary, are designed for the real-world version of the card game, and are not connected to Duel Spirits or compatible with Solid Vision technology. Perhaps they are best used as a memento of your time here?

To store your cards, you also receive a Yu-Gi-Oh! Dungeon Dice Monsters branded card album. The album will be able to expand indefinitely, without appearing any bigger externally or getting any heavier. You will always be able to find whichever page it is you are looking for right away. You can also sort any cards stored inside in any order you like, just by holding the album and willing it so. Cards stored inside the album will not degrade for as long as they remain inside.

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. If a loose card or cards were lost or destroyed, you may have the replacement instead appear inside the album at this time.

Should any Dungeon Dice Monsters information cards or other Yu-Gi-Oh! TCG cards you receive via options in this jump be lost or destroyed, you can choose to have replacements appear in this card album after 24 hours (or as soon as the album becomes available if it is not at that time), overriding its usual replacement rules.

[50cp] Tournament Trophies

Looking for some souvenirs of your time here, or do you want to host some tournaments of your own?

This is a collection of eighteen trophies, groups into three sets of six. The first set are fairly ordinary golden cups, the second set resemble pink or purple masks, and the third set look like creepy skulls.

Should a trophy be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. Additionally, if you give away a trophy, or offer it as a prize for some kind of competition, a replacement will appear in your Warehouse after a year.

[50cp] Buy Singles!

Are you just after a particular die? This may save you a heap of trouble.

Each purchase of this option provides you with a single DDM die present in Yu-Gi-Oh! Dungeon Dice Monsters. All dice you receive via this option come with an information card that explains its rules.

Should your dice or cards be lost or destroyed, a replacement will appear in your Warehouse 24 hours later.

[100cp] DDM Arena

A large game board, intended to facilitate games of Dungeon Dice Monsters.

The board will display each player's dice and dungeons as holograms, showing off fights between the monsters when they battle. It will track information for each player's benefit, such as each player's Crest pools and the health of each monster in play. It even has various player assistance features, such as letting them experiment with various Dungeon placements before committing to one, and by indicating how far a player's monster can move given their current Movement Crest pool.

The board can toggle between all fields present in Yu-Gi-Oh! Dungeon Dice Monsters – these are aesthetic effects that have no bearing on gameplay. The arena can also toggle between each layout present in Yu-Gi-Oh! Dungeon Dice Monsters – these *do* impact gameplay by limiting dungeon placement. These toggles can be done any time when a game is not being played.

Should the board be lost or destroyed, a replacement will appear in your Warehouse, or at a location controlled by you, after 24 hours.

[100cp] Zompire Outfit

An outfit that allows you to dress up as Zompire, a superhero from American comics. Wearing it seems to fill you with extra confidence.

Your outfit is self-cleaning and self-repairing. Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Advanced Dice Pool

Want a powerful dice pool right away?

Each purchase of this item grants you 15 dice that appear within the Yu-Gi-Oh! Dungeon Dice Monsters video game. You can choose multiples of the same dice if you like; there are no rules against using multiple copies of the same dice in your dice pool, after all. All dice you receive here come with an information card that explains its rules.

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

[200cp/400cp] Jumper's Dice Pool

A discount used on this item only applies to the first level of this item.

Looking for something a little more personalised?

This is a standard 15 dice pool for use in Dungeon Dice Monsters. Unlike the option above, the dice included here are entirely original. If you have been to Duel Monsters or Yu-Gi-Oh! settings before, these dice will reflect your time there; this might include forms you or your allies have gained, cards you or your allies have used, or Duel Monsters that are more generally important to those settings. If you haven't been to such a setting, then they will simply represent Duel Monsters you like.

For an additional 200cp (undiscounted), then you will have an opportunity to acquire more dice of this nature, both in terms of new dice and in terms of additional copies of the same dice. From now on, whenever you would acquire Dungeon Dice Monsters dice, whether as a prize or purchase, there is a chance you will randomly receive dice of this nature on top of what you would normally acquire. Post-jump, this may also occur when you acquire trading cards.

All dice acquired via this option will fall within the range of power present in Yu-Gi-Oh! Dungeon Dice Monsters. How good a dice is largely depends on how important it is to you rather than how powerful the Duel Monster it represents is. All dice acquired via this option come with information cards that explain their rules.

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

[400cp] Complete Collection

Some might find the process of collecting dice fun. For those that simply find it tedious, there's this option.

This item provides you with fifteen – that's right, fifteen – copies of every dice that appear within the Yu-Gi-Oh! Dungeon Dice Monsters video game. With this many copies, you have the maximum amount of freedom available when building your dice pool, allowing you to use any dice pool that is possible within the Yu-Gi-Oh! Dungeon Dice Monsters video game. All dice you receive here come with an information card that explains its rules.

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

[400cp] Grandpa's Shop

This small game store is located either close to your starting location or attached to your Warehouse by a special gateway. You are free to choose whether it is staffed by Yugi's grandpa, or a nameless store owner. The store will accept currency from all worlds you have visited.

This store buys and sells Dungeon Dice Monsters dice, and also sells DDM paraphernalia, such as storage boxes. Dice are sold individually and directly, no need to worry about hunting through packs like certain other games. To start with, only a couple of dice are for sale; however, each time you win a tournament a few extra kinds of dice will be added to the store. As a special consideration, any time you acquire original dice not normally found in the Yu-Gi-Oh! Dungeon Dice Monsters (such as via the Jumper's Dice Pool item), those dice will be added to the store for sale. At the end of the jump, any dice sold in Grandpa's Shop in Yu-Gi-Oh! Dungeon Dice Monsters that aren't already available become so, giving you access to most dice present in the game. In addition, the store will rotate in new and original dice, based on other monsters from the Yu-Gi-Oh!/Duel Monsters setting.

The store will also maintain a healthy supply of product for every card game you have encountered in the past, including prior to this jump and going forward. Post-jump, "singles" from these games will be added to the store each time you win a tournament or defeat a major opponent in that game. The store can provide you with cards backed by mystical forces, regardless of whether you are buying packs or singles, though particularly special cards such as the Egyptian Gods cannot be acquired in this way.

The store never runs out of stock of dice or cards it is selling individually. It is impossible for products to be stolen from the store – you must purchase what you want to obtain. The more valuable an individual game piece is, the more you will have to pay.

In addition to buying dice from you, the store will also buy cards for any game it is currently supplying product for. However, be warned: once you have sold a die or card, that particular game piece will be lost to you forever. It will not be resold, though the store might sell other copies of it if it would normally be doing so. You cannot sell game pieces that serve as alternate forms for, have a special connection with, or are otherwise considered to be, Jumper, a companion, or a follower.

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.

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 become attached to your Warehouse.

[600cp] Free Duel

A special space has been added to either your Warehouse or a property you possess. It will help you play against specific opponents without having to luck into them during tournaments, or spend extend amounts of time around psychopaths.

Using this space, you can play Dungeon Dice Monsters against simulations of anyone you have already played before. If these opponents used wildly different dice pools, then you will have separate options for each version of the opponent. If the opponent might bring strange powers to such a game, a toggle will allow you to determine how much (if at all) they rely on these powers.

Regardless, their use of such powers will never result in effects that last outside of the game, and true death or chain failure will never occur as a result of the games played in this space.

Winning games of DDM here will earn you dice, as if you had the *Copy Ante* perk (this doesn't stop you earning a prize via that perk too). Besides these intended prizes, you cannot take items outside this space.

Post-jump, all opponents appearing in the Yu-Gi-Oh! Dungeon Dice Monsters video game will be added, letting you fill out the roster with anyone you had missed. Additionally, the space will become able to accommodate any other game in which you bring in your own 'pool' or 'deck', such as Duel Monsters, with suitable opponents you have already faced automatically being added in for you. You will not be able to earn prizes for these other kinds of games as a result of this item alone.

Should this place be destroyed, it will reappear in the same location after 24 hours. If that space is no longer viable, it will instead become attached to your Warehouse if it was not already.

[600cp] Link Duel

A special space has been added to either your Warehouse or a property you possess.

Like the prior option, this will allow you to play Dungeon Dice Monsters against simulated opponents. However, these opponents are all alternate versions of you, as if pulled from universes or timelines where you made different choices than normal. The exact nature of your opponent will be random each time, making it difficult to prepare for – a good type of training in its own right. If you also possess Free Duel, these alternate yous can be found there after you have played them once.

Winning games of DDM here will earn you dice, as if you had the *Copy Ante* perk (this doesn't stop you earning a prize via that perk too). Besides these intended prizes, you cannot take items outside this space.

Post-jump, the space will become able to accommodate any other game in which you bring in your own 'pool' or 'deck', such as Duel Monsters. You will not be able to earn prizes for these other kinds of games as a result of this item alone.

Should this place be destroyed, it will reappear in the same location after 24 hours. If that space is no longer viable, it will instead become attached to your Warehouse if it was not already.

-Companions-

[50cp per.] Import

Already have some companions with you? For 50cp each, you may import these companions into this world. Each is provided 600cp, to spend on perks and items, and they are entitled to the same freebies and discounts as you. They may not purchase companions. Like you, they may Drop In, or have a background which matches their purchases.

[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 and items. They are entitled to the same freebies and discounts as you. They may not purchase companions. 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 Yu-Gi-Oh! Dungeon Dice Monsters 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.

-Drawbacks-

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

[0cp] Jumper History

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

[0cp] Protagonist Selection

Cannot be taken with Protagonist Replacement.

A number of details regarding the protagonist are still up in the air. Using this toggle, you may determine the protagonist's name, gender, appearance, and the kinds of dice they gravitate towards. These choices will not impact the protagonist's personality or general behaviour.

[0cp] Protagonist Replacement

Cannot be taken with Protagonist Selection.

With this toggle, you have taken on the role of protagonist yourself. In practice, this mostly just keeps a great talent from participating in the Dungeon Dice Monsters tournaments, making things just a bit easier for yourself.

[+100cp] Going Second

Normally, turn order in Dungeon Dice Monsters is chosen randomly. Taking this drawback will mean that instead you always go second. This is a strict disadvantage, albeit not a massive one.

[+100cp] Terrain Troubles

At the start of each game of Dungeon Dice Monsters you participate in, the layout of the board will be adjusted a bit in order to make the game a bit harder for you compared to your opponent. The specifics of this vary, and are also determined after you have finalised your dice pool, preventing you from planning around it.

[+100cp] Silent Protagonist

Not very talkative are you? In fact, most of the time you are completely mute!

Fortunately, this drawback does not apply when playing Dungeon Dice Monsters, ensuring you can still announce moves you make.

[+200cp] Singleton

During your time here you can only use a single copy of each dice in your dice pool. This will severely your access to your best dice, and prevent you relying on a more consistent strategy.

This drawback only applies to you, so expect opponents to still run multiples of their best dice.

[+200cp] Crest Challenges

During games of Dungeon Dice Monsters, you must always pay double the amount of Crests in order to take actions. This doesn't impact summoning.

This Crest increase stacks with other Crest costs increases you might encounter during individual games. For example, flying monsters now require four times the amount of Crests to move as your opponent's non-flying monsters.

[+200cp] Darn Those Dice!

When you comes to rolling dice, you are very unlucky, and find it difficult to get results you are happy with. As you might expect, this will make Dungeon Dice Monsters much harder for you.

[+300cp] Just A Dice Game

Things are fairly calm around these parts, with the plot (if you could call it that) revolving around Dungeon Dice Monsters tournaments. With the danger so low, you don't need all of those fancy powers, right?

If you agree, you can take this drawback. For the duration of the jump, you and your companions will lose access to all out of jump perks and powers, outside of your Body Mod.

[+300cp] Not Just A Dice Game

If you have some prior knowledge of the Yu-Gi-Oh! setting, you might be surprised to see many of the characters present in Dungeon Dice Monsters tournaments. You might be especially surprised to see them acting fairly chill, not attempting to kill others or take over the world.

If you take this drawback, that all changes. Now, those wielding dark powers will be happy to do so both during and between games, and psychopaths like Chopman will seek out new victims to brutally murder when they aren't busy playing Dungeon Dice Monsters.

Are you sure you want to take this?

[+300cp] King of Jumpchain

The fate of your chain hangs in the balance. If you want to keep it, you must prove yourself to be the undisputed King of Games.

First, you must emerge victorious in all eighteen tournaments present in Yu-Gi-Oh! Dungeon Dice Monsters. From this point, when you win another tournament there is a chance you will be approached by Yami Yugi, who will challenge you to Dungeon Dice Monsters. Defeating him will secure your chain. Losing this challenge, or failing to properly receive it during your time here, will cause you to chainfail.

Note that you must defeat Yami Yugi in the manner described; encountering him during the tournament itself or tracking him down and challenging him directly will not count (on the plus side this means you won't chainfail if you lose in these cases). Once you have secured your chain, you don't have to worry about chainfailing should you be challenged again later.

-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:

Keep Rolling: You choose to remain in this world. Your chain ends here.

Keep Jumping: You choose to continue your chain. Proceed to the next jump.

Go Home: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

When does this take place?

This game is based on the manga version of Yu-Gi-Oh!, which can be gathered based on many pre-Duelist Kingdom characters appearing, as well as The Puppeteer appearing instead of the Mimic of Doom.

Despite this, it cannot be placed anywhere in the timeline. It features characters up to Battle City, but many characters who were killed during the series appear without issue. It is best to consider this a non-canon “for fun” setting rather than trying to place it in a coherent timeline.

A Brief Summary of the Rules of Dungeon Dice Monsters:

The game is played on a grid, with each player positioning their Die Master piece on opposite sides. Each player uses a dice pool of 15 dice. At the start of their turn, a player chooses and rolls three of their dice.

Dice range in levels from 1 to 4. Level 1 dice have four Summon Crests, Level 2 dice have three Summon Crests, Level 3 dice have 2 Summon Crests, and Level 4 dice have 1 Summon Crest. In order to Summon a monster or item, a player must roll 2 Summon Crests of the same level. This means that higher level dice, which are generally more powerful, are harder to summon, and also means a player should usually roll dice of the same level. The other faces of these dices have other Crests, which are resources used to take actions in the game. Different Crests are required to attack, to move, to guard, to use magic effects, and to use trap effects. As you can see, this is a luck intense game where a player can quickly get off powerful summons, or can struggle to get summons or sufficient resources. A player can only summon once per turn maximum, and once a dice is used to summon it cannot be rolled again.

When a monster or item is summoned, its dice is unfurled on the board. This unfurled dice is referred to as Dungeon; a player can only place Dungeon that connects to their Die Master, or to their other Dungeon. Monsters can only move on Dungeon, but can move on either player’s Dungeon. Where to place your Dungeon is an important decision; when placed correctly, it can box your opponent in and prevent them from summoning or give you a path to their Die Master, but when placed incorrectly it can result in giving your opponent an easy path to your Die Master, or result in a monster that can’t reach anything in order to provide value.

In order to win Dungeon Dice Monsters, a player must attack the opponent’s Die Master three times.

Note that there are some small differences between dice from this video game and the dice from the physical launch of DDM.

So, what exactly happens here, anyway?

The player character participates in various Dungeon Dice Monsters tournaments. In early tournaments, mainly early manga characters appear. As they progress, characters from later and later in the series appear.

After the player has won all tournaments, Yami Yugi will begin to appear in some tournaments, and will occasionally challenge the player after they win a tournament.

-Changelog-

0.1
Created the jump.

1.0
(i) **Grandpa's Shop** will now start stocking new and original dice after the jump ends. (ii) Minor formatting fixes.