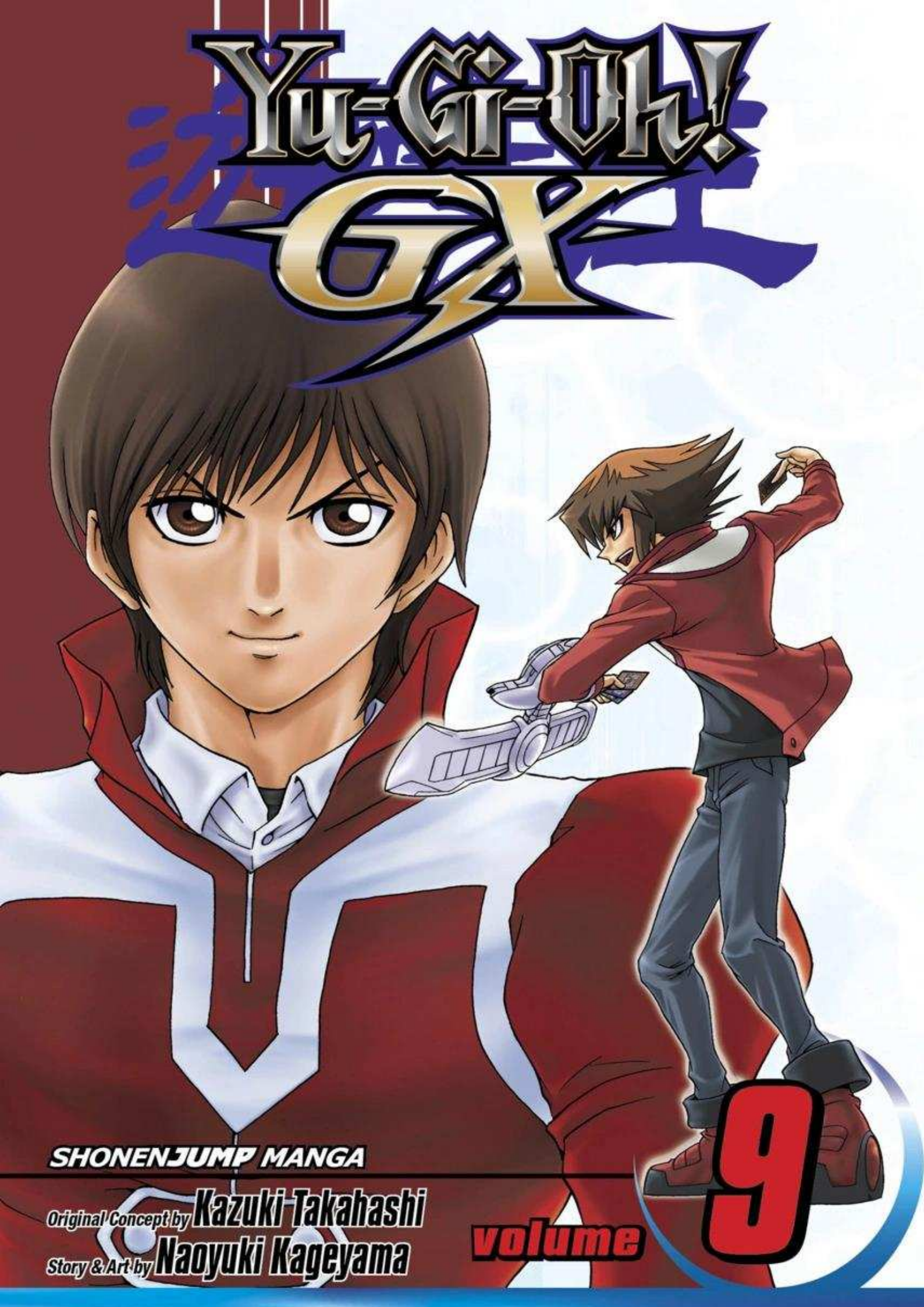
Yu-Gi-Oh! GX



SHONEN JUMP MANGA

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volume 9

Yu-Gi-Oh GX
(Manga)

Taking place several years after the events of Yu-Gi-Oh! Duel Monsters, Yu-Gi-Oh! GX follows a new generation of duelists is being raised in Duel Academia, a school in a solitary island where aspiring duelists train in the field of Duel Monsters. The academy has an internal ranking system based on the "Egyptian God" cards from Battle City. Obelisk Blue is the highest dorm and is filled with only the best duelists or those who come from elite families. Ra Yellow is the second-highest dorm and is made up of duelists who score and perform well in school and have the potential to be the best. Slifer Red is the lowest dorm and consists of those who do not perform well and need much help to improve.

Among their new ranks, a talented youth by the name of Judai Yuki will take the spotlight, as he will go through trials and tribulations to become the very best, like his mentor and friend was, by using his inherited HERO deck and with his trusty Winged Kuriboh, a Duel Spirit that befriended him. However, behind the expected problems and rivals in his way, there's also the threat of Tragoedia, an ancient spirit from the time the Millenium Items were created, using his power and influence to control others into fully freeing him with the Planet Series, a set of powerful cards, with the objective of creating chaos in the world.

But this isn't just their story, it's also yours, jumper. You will start a month before the new entrance testing after which Judai Yuki and his peers will start their first year. Feel free to stay here according to your taste, be only for the plot to happen (around 1 year), travel around for a while (3 years) or the full stay (10 years).

Now take this and remember to have fun:



+ 1000 cp



Background



Freshman (Drop In)

A new kid on the block, joining the ranks for Central Duel Academia alongside Jaden, Manjoume, Asuka and so on. Your cards and tactics are a mystery to most, while enjoying a prime position to join the plot. In your backpack there's a debit card with enough money for a month or so, plus some booster packs.



Sempai

A student of the academy in the **older** grades, second to fourth year, being more experienced with the game while also retaining room for growth. You have a mid-upper-class family, friends and a decent reach for new cards. You might have even had a few adventures on your own and became able to guide others.

Teacher

After having a run in the pro circuit, you decided to retire from dueling and accept the lucrative job at teaching the younger generation. With a decently known style and deck, there's little room for improvement. Despite your high level of dueling, your enemies are mostly taxes, paperwork, and teenagers.





Professional Player

You are a pro duelist with a decent fanbase, arguably at the height of your career, your skills don't have that much room to grow without some external help, but you're good enough to square off with the big names and at least impress them. With your connections and savings, there's a lot to enjoy in this world.

Initial Location & Rank



You start in the Central Duel Academia, located in a far-off island south of Japan. Your role will depend on your Background, with Freshmen and Sempai being obvious students, while Teacher can choose a subject to be in charge of or become another member of the staff such as janitors or security, Pro Players will either start as guest lecturers or as simple alumni visiting the school ground for the moment. Similarly, you can freely choose your current age and gender accordingly.

There's enough room to wiggly given that DA is a weird mix of high school and vocational school, so you can still be a student without being a teenager, or be a young pro. Have in mind that even then there are some limits, so no being a kid teacher or such. If you wish to, you can choose another one of the Duel Academies across the world, such as the American or Australian ones, they do have some minor stuff going on, but the main plot happens in the central one.

Central Duel Academia's students are divided into 3 different ranks, which determine their dormitory, general arrangement, treatment and even their perks while in the school, while its possible to change it during your time here thanks to exams and duels, this will set your starting point and the rank you're most likely to maintain across your stay here.

Osiris Red (+100cp)

The first and least prestigious of the ranks, composed of the less smart of the bunch, they bunk up in a toolshed, have cheap meals, get no bitches and no respect. As a teacher you're still in probation while as a Pro, you're just a joke duelist regardless of skill.

Ra Yellow (+0cp)

The most normal. Has individual rooms, decent meals and overall, the same stuff you see in upper-end dormitories. As a teacher you're just another one with a single subject to teach, as a Pro, you're mid-upper tier.

Obelisk Blue (200cp)

The cream of the crop, rooms are as big as small apartments, their meals are 14 course gourmet stuff, and the place is more like a five-star suite hotel. As a teacher, you become the Chancellor or Headmaster instead, and as a Pro you become the current regional champion.

Freshman Advantages

Forbidden Droplet (100cp)
When it comes down to it, Duel Monsters is still a game, not all cards hold ancient spirits, or grant magic to those using them; most players must settle with normal cards that have decent effects or stats, and their own sense of strategy. To help with that, this will grant you a powerful luck boost, from now on every pack you open will have at least one powerful card, you will regularly encounter new cards in unexpected places, and even strangers will see something on you that impulses them to give you a card, some of which will have spirits.

Breath of Acclamation (200cp)
Duel Spirits are the very elusive beings, while normally residing on a copy of their respective card, they can wander out and into the Spirit World, those that are lucky or powerful enough to have one are generally blessed not only with their companionship, but a boost to their draws, as spirits can manipulate their card's position in the deck at will, sadly almost no one is born capable of even seeing these creatures. You are one of the few, not only able to see them, but talk, touch, and interact with them and similar beings. Not only that but you will find yourself encountering these spirits often, and have an increased affinity with them, even though their temperament varies a lot, they will be a lot more favorable towards you than they normally would. It will be easy to convince them to join or aid you.

Graceful Charity (400cp)
Much like Jaden, you are a Draw Prodigy, someone that always gets lucky with draws, with them getting better and better as the duel reaches its climax, something especially good in long duels. Similarly, your luck in general seems to get better as the situation gets worse or more dire. While this won't help that much against consistent OTK strategies or sudden issues that are inevitable from the get-go but as long as you have a way to last for enough time, you're practically guaranteed to find a possible way out.

Symbol Of Friendship (600cp)
Your bonds with others increase faster the more you compete, especially if it's in the form of Duel Monsters. You might not get a better impression if you don't try for it, but your presence will always get bigger in their minds. You also find that the more you cherish and deepen these bonds the more they rub off on you for the better as you become a better duelist overall. To the point that one day even a red house scrub would find themselves on even footing with geniuses among duelists, calm and confident in their odds of victory. After all you aren't alone in the fight.

Senpai Advantages

Heavy Storm (100cp)
To put it bluntly, this guarantees that your cards will never be bent, smudged, scraped, or have the front paper start splitting from the back paper, be from standard usage and play or from changes in environment. Feel free to take a dive into a pond while in uniform, take the fight to a castle burning, or even to another dimension – and wonder at how your cards ignore it all and keep themselves as pristine and impeccable as the day you got them.

Mirage of Nightmare (200cp)
Not much of a senior if you can't properly guide your juniors, while showing them why you are the superior player, but worry not, as you have mastered the skill to evolve in the middle of a duel. What this means it's that your skill can grow leaps and bounds when you are giving your best during a duel that you consider important. How much you grow and in which way will depend on how much you want to win, and what can help you the most at the time.

That Grass Looks Greener (400cp)
All too often the commoners don't appreciate or understand what truly matters in this world, the talent that runs in the blood. You are descended from great duelists of the past and have inherited the skill appropriate for a duel academy elite along with their cards. In the future you'll find that you and your descendants will continue to enjoy the fruits of your forefathers as any remarkable trait or quality flows from one to the next. Fools without foundations might call you unfair or nepotistic but you truly are the ones qualified for the position.

Gateway Of The Six (600cp)
Fubuki and Ryo are the towers that stand tallest in Duel Academy and are not only skilled enough to defeat any other student without taking any damage, but also quite capable of beating down professionals or even teachers without much issue. Without the aid of any supernatural force. Aside from that, they are quite charismatic, in different ways. By taking this, you become their equal in both Duel Monsters skill, as well as in charm, which is about enough to easily defeat most people here.



Teacher Advantages

The Forceful Sentry (100cp)



Card games might not sound like the most reputable subject to teach, but there's some leeway since you can actually do your job well. You have the skills needed to be a teacher dealing with teenagers playing card games. Besides those, you do posses a rare talent to find the strengths and weaknesses of people you duel with, as well as a general sense of how to make them improve. This applies to general flaws and advantages, not only those related to duel monsters.

Branded In Red (200cp)

You can replace qualifications, arguments, and evidence with a successful game of cards. This doesn't actually grant you the skills, abilities, or being right but for all onlookers the better you play and more decisively you win the more unquestionable your position is to the point others would concede that you are truly correct and worthy.

Valhalla, Hall of the Fallen (400cp)

Did you really think this place could function on card games alone? Unlike most schmucks here you have the needed skills to see exactly where a student's talents lie, how far they can go, and the best way to help them develop into the players they think this academy will make them. Past experience with the mentally unwell has also left you with the skillset to socially handle and direct them to actually pursue the right methods instead of running around like aimless morons. Even if you aren't the most skilled card shark at this academy, you won't find another who can claim to be as popular or competent at the actual job of teaching as you.

One Day of Peace (600cp)

The real secret to teaching is that you're a babysitter as much or even more than your supposed vocation. Leading the horse to water and getting it to drink is incredible, but what is truly amazing is keeping the herd from kicking each other to death. In the highly competitive stampede of academy life you stand out as the only sane voice, cutting though the cacophony and corralling the little bastards to stay in their own lanes. Equally applicable to your own coworkers and superiors who are little better in trying to climb over each other at the earliest opportunity. While you can't make them like each other you can turn a mexican standoff into a model homeroom class if only for fear of the consequences of crossing you.

Professional Player Advantages

Card of Safe Return (100cp)
Your fame and connections ensure that you can always manage to find the cards you need, and within your price range, or at least find a way to get them by cashing favors. Also carries over to a lesser degree to other purchases like specials on food.

Thorn of Malice (200cp)
To become a truly shinning duelist, one needs the natural looks, something like manly roughness, or a combination of sexy and cute. And you indeed are within the ranks of the most attractive people in the word. Furthermore, you have that innate *je ne sais quoi* required to grasp the eyes of the crowd and leave deep, lasting impressions on your opponents. Truly a star rising on the horizon, my jumper.

Chicken Game (400cp)
Something thought unnecessary in a game where nebulous things like draw luck and spirits exist, you have the talent of a legendary gambler. Total control over your own tells along with an almost preternatural grasp over an opponent is only the start as you could even play duel spirits like fools despite their powers over a deck. They can only control one card, but your hands can control them all without getting caught even under dire scrutiny. While this won't save you when you're truly outclassed, you will always be able to tell where you stand in a game at any given moment with an opportunity to break even at the least. You can't see through the back of an opponent's cards, but it doesn't stop them from thinking you can, based on your reputation alone.



Pot of Greed (600cp)
You have no special powers, no duel spirit to fix your brick hands, no power of friendship to pull out new cards to win dire games, or training arcs whenever needed. What you do have is the talent of learning. Which translates as the ability to take things that normally can't be altered, like charisma, luck, or sense – and get better at it by practicing enough. No matter what it is, even something like luck-based draws, can be trained until you become good at it. It won't be easy or fast, and it might require constant or repetitive practice, but now it's only a matter of keep on trying.

Freshman Items

Custom Duel Disk

[100cp]



Normally, you would be issued the same duel disk that every student has, the standard from KaibaCorp. Taking this gives you a custom made and fully functional duel disk to go with your personal style and deck.

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Book of the Green

[200cp]



Freshman

One single notebook, filled to the brim with notes about cards, instructions of unexpected combos, and records of several strategies and counters. If well studied, it can turn the newest of players into a monster capable of overwhelming even the pros.

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Digital Helper

[400cp]



Freshman

A tablet with a personal digital assistant that runs on sun power. Get messages and relevant news, mostly about any upcoming duel tournaments, card trading or hang-out places. Also has connection to the ultimate card database, meaning she knows what are the actual effects of your opponents' cards. This is more important that your think it its.

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Memory of Hope

[600cp]



This is but a memory, something that pushes you forward. Once every 10 years, you can call upon this memory, not only to greatly boost your willpower, but to let you 'cheat out' something. Maybe a new card outta nowhere to win a duel, get psychic powers for a few minutes, or narrowly escape an otherwise certain death.

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Senpai Items

Book of the Red

[100cp]



Sempai

For the slifer slackers out there, here's a cheat sheet that holds the answers to every exam you'll ever take. Works for university tests, school exams, interviews, magic questionaries, legal inspections and so on. Don't ask how I got a hold of this.

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Secret Stash

[200cp]



Sempai

A food dispenser of interesting consumables, inluding eggwiches that increase the affection of people you give them off to, and sodas that restore your sanity and increase concentration. Good for those all-nighters of studying and dueling.

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Clues to Tomorrow

[400cp]



Sempai

The blueprints for the holographic technology, duel disks, and much more, even experimental stuff like 'ener-d' or something that seemingly uses black holes as energy. You may be able to make good use of it it your brain is up to the task.

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Book of the Blue

[600cp]



Sempai

An old, old book from ages past, meant to help train new egyptian sorcerers. This includes mind control, spirit conjuration, creating shadow games, looking into the future and more. It will take time to learn any of this by yourself, but its safe to reach the same level of power as Reggie had under the influence of Tragoedia.

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Teacher Items

Gifts Of The Manager

[100cp]



Teacher

You got a couple favors from your days as a pro, one of them is this, a free subscription to recieve a few cases of every new set for duel monsters. Or any other card game, since the deal is with the stores.

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The Toolshed

[200cp]



Teacher

Exactly what it says in the title. This is a hidden toolshed that holds all manners of interesting trinkets and artifacts. Also booze and other essensials. Before bing a toolshed it was a card game shop, so you are likely to find a lot of rare cards in here.

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Disfavored Pick

[400cp]



Teacher

Industrial Illusions has been a bit of a mess in the administration department lately, which has allowed one of my contacts to infiltrate. Now you can use of them to put your picks in the banlist and request for them to appear at a particular time. It won't do much in duels with spirits or so.

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Palace of Learning

[600cp]



Teacher

Tired of being a simple teacher for lazy idiots playing a card game for children. Say no more

This is your own weirdly big and well-funded Duel Academia, located in a place of your choosing, it will be as big and impressive as the central one, and you get to choose how it runs.

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Professional Player Items

Regretful Choices

[100cp]



Pro

Recordings of every duel you get into so that you can look back on past mistakes or just want to see again the faces of your opponents when they lose. Because of the supernatural natures of these, you will always be able to learn something from whatching them.

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Sounds Like Dueling To Me

[200cp]



Pro

If you wanna be a real pro, you need your own theme to play whenever you duel. It hypes the fight, makes you look better, and all around improves the experince for everyone. The music is done free of charge by a fan so you can directly request for more if desired.

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Shining Friendship

[400cp]



Pro

Being a Pro duelist also comes the popularity, and with it, the fans. I present you your own fan group, always ready and available to cheer you on, plus they add their connections and resources in case you need them.

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Sealing Designation

[600cp]



Pro

Here's a blank card, with it you can forcefully bind a duel spirit, or a similar entity, and bind it to your side, letting you use their power for your own ends. Normally this would need a lot of preparation, ancient magic and even then not have these kinds of results. You get another extra card every 10 years. Be responsible with them.

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DECK

It's going to be a bit difficult for you to fully ignore the presence of Duel Monsters in this world, with it being the most popular game by any metric and the sheer amount of related media attached to it. So, to make things easier for you, here's a small set of options so you can have a decent deck if you ever need one. Unless otherwise stated, each of these options come with 3 copies of each individual card and will be legal/recognized despite their rarity. Feel free to take one (and only one) of these options as your free deck.

Starter Jumper Deck



Your very own archetype, not based on yourself, but rather one with a theme of your choosing. You get up to 15 different cards, 3 copies of each. The cards themselves will be hosting duel spirits, whom will be favorable towards your personality and playstyle. Some might even be cards you know about already, like Summoned Skull or DMG depending on personality. While you will receive some cards each year to reflect your journey, feelings, and actions this will start of as a mismatched and barely coherent deck full of stuff you like. Alternatively, this can be used as a free-form deck building option, using cards within certain restrictions (see notes) obtaining the archetype and its corresponding support.

One and Only Jumper



The duel spirit world is a very vast place, so I just need to call in a few favors and we can have a card version of yourself, duel spirit included. It will come with around 15 different support cards, either that utilize your card as an engine piece of that work better with it on the field. The effects of these cards will be a general reflection of the powers and techniques you accumulate in your adventures, and the general playstyle based on your actions. You will get a few new support cards each year, reflecting your new adventures.

Me and You: Our Story



If that wasn't your thing, you can also have an archetype based on your journeys and adventures. It's a bit similar to the previous option, but rather than being centered around your card, it's a collection of archetypes, each of them focusing on a particular part of your journey and using a gameplan loosely based over what happened. This is perhaps the only option in this list that's actually several different archetypes that could work by themselves of as parts of a bigger deck. Of course, it's a lot weaker if you lack history or had very underwhelming feats so far.

Trouble From The Future Past



This option gives you a full deck, not only the archetype but your chosen support as well, from a different time period. Bypassing normal restrictions (see notes), it will still be a fully completed and customized recipe of your choosing. Not only comes with Duel Spirits, but its rarity and shock factor will win you many duels by itself. High chances i Since the deck is fully customized and chosen from beyond time, you won't be getting any new support specific for it, only general stuff you manage to make work with it.

Rip Off



Well, it seems that Pegasus hid some tricks under his sleeve before his demise. That or this is a small showcase of my true power. In any case, here's a small bundle of cards, a playset of each card contained within the deck of any canon character of your choosing. In some cases, like the Egyptian God Cards, you only get a single copy.

Past Replacement



Only for those that consider themselves the true masters. This gives you the original deck of any canon character of the DM/GX era. I'll tweak stuff so the original character that would have used it had something else instead (there won't be major divergences for this choice, but minor things will change for it to make sense fully). Wanna be the true master of the Blue-Eyes? Go for it, Kaiba now is Branded main or something.

Companions




Duel Spirit
TRAP
罠
[Free]
The Duel Spirit you have bonded with. Whether it is the most important card in your deck or just a simple tech choice, it's still the one that means the most to you. Such a bond evolved into being able to pull the card whenever you wanted, to eventually see, and physically interact with it. For some unknown reason she mostly acts like your personal maid. Unflinchingly devoted, utterly loyal, and always prepared to be use of you in any way you need.
You can choose this option several times and fuse it with the Canon Companion option in case you want the spirit of a particular card.
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Canon Companion
FIRE
炎
[100cp]
Oh, so you took shine to a character here Feel free to take them as companions if you can convince them to come along. Don't worry, I will make sure you have plenty of opportunities for you to hit it off. With this option you can also also create your own companion, with 800cp to spent on perks and items
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Import Companion

EARTH 地

[100cp/300cp/500cp]



I suppose you can't fully enjoy an adventure without your friends. After all, where's the fun in only wandering alone for years. For 100cp I will let you import a single companion, with 600cp for their purchases here. Or you can use 300cp to import the whole roaster of eight of them, they come with 600cp to buy perks and items as well. If you're feeling extra-lonely or need more people to take on the world, you can import all your companions for 500cp, each one getting 700cp for purchases.

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Great Rival

TRAP 罠

[Free]



Your rise to power as a duelist isn't going to be an uncontested ride. Here a talented but headstrong girl also aiming for the top clashed against you in an epic duel you won by a very small margin. Unused to being denied, and shocked to the core for losing for the first time with her Lady of Lament deck, she has been polishing herself to duel you again to see who truly comes out on top. If you defeat her enough times (around a dozen) she will fully accept your total dominance over her and become your maid, devoting her mind, heart, spirit and body to you as her previous belligerent attitude transforms into adoration.

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Cheers And Chaos

DARK 闇

[Free]



Kleptomaniac too invested in her witch roleplay for her own good, including an insane amount of effort in learning tricks and illusions. Her playstyle is just as surprising and spontaneous, using a pile of spellcasters supported by several one-offs for a very strange deck that she somehow makes it work. She took a liking to you for some reason and now beyond hovering around when free, she also acts as your personal cheerleader (outfit and all) when you duel. She will provoke your opponents and make fun of them while making them seem bad when compared to you.

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Nice & Brutal

WIND 風

[Free]



An eternally poor, eternally overworked, and eternally overqualified parttime teacher stuck in Duel Academia. She's a stupidly skilled duelist with a Monarch deck that she stores between her large breasts. Incredibly good at everything she does but has terrible luck. By now she hates her life, work, and basically everyone except you. You make her feel less hateful and hopeless. Will give you sound advice and help you whenever you need it and with better results that one would expect or hope. Also ensure that whoever hurts you pays a high price. That's not a joke

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Tiger Police

LIGHT

[Free]



A rich young policewoman that you met during a tournament. Some bizarre stuff happened, ending with you two busting a trafficker ring and capturing the card mafia's head. To say that you became close during (and after) the incident would be an understatement. Not only an absurdly rich heiress who climbed up to bureau chief by own merit, also an unflinchingly loyal partner who doesn't hesitate to use her ridiculous wealth to supply you with what you need, and quite the skilled player with her Gladiator Beast deck. She's highly possessive and easily slighted if you leave her out, to the point that, if you randomly go to the beach she will follow and purchase the most expensive resort in the place to stalk you from

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Closed Surprise

WATER

[Free]



A teenager that's a bit over the top, with overly sensitive feelings, an overly sensitive body, overly big breasts, and an overly perverted mind. She went around life thinking that youth is a lie, that everyone was a faker, and that true love was nonsense... until she met you. Nowadays likes to stalk you and wax poetry about you (surprisingly decent too). Has no real friends, or people skills, but what she has is a past history of bullying, good taste on music, an overpowered skill at duel monsters, a Thunder Dragon deck, and a crippling fear of clows.

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Old Partner

TRAP

[Free]



Your best friend, staunch supporter, and loyal follower. You have known her since you were little kids, and while she didn't share your love for duel monsters, she certainly felt love for you. While you went to polish yourself as duelist, she studied and trained not only to inherit her family's billionaire business, but also to become your wife and sponsor. She's more than ready for both roles, although she does have a weird tendency to get sexually excited when you get close with other females.

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Bloody Pearl

TRAP

[Free]



A golden spoon, born and raised with the highest quality of everything. Things took a rather grim turn when she started attending Duel Academia. More than a few had grudges against her family, not to mention her pompus demeanor only earning the scorn of her peers, andher overpriced dragon beatdown deck wasn't nearly as strong as she thought it was. After months of humiliation, she was ready to give up, but you appeared. On a whim you helped her out and offered some words of encouragement, more than than enough to give her hope back and bounce from a weak pariah to one of the best and most influential. For her, you're her savior and hero, thus the only one worthy of ever being with her. So she's more than happy to spend any amount of efforts and resources to gain your favor.

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Drawbacks

God Left Me Unfinished (+100cp)
An inferiority complex, nothing particularly deep, you just simply feel like you aren't enough, like your cards aren't enough. If properly managed it will become a tool to prevent you from growing complacent, if not then it's likely to strain your bond with your deck.

Memory Of A Teacher (+100cp)
You didn't learn Duel Monsters from just seeing videos and schoolyard plays, no. You had an actual teacher, an older champion that took you under their wing and taught you everything you know about the game. They aren't here anymore, but some people that knew of them will appear before you from time to time seeking to challenge the disciple of that legendary figure. It will be annoying and remind you of what you lost.

Poor Bastard (+200cp)
Nothing fancy here. You just suck at handling money. For the rest of your stay here, holding more than a hundred bucks will be impossible, and forget about savings. Hope you have someone else that can take care of the finances for you, otherwise it will be difficult to even pay the rent.

Banlist (+200cp)
You thought you could just do whatever you wanted here? Well, got some news for you, bucko. That shinny deck of yours won't be entering any tournaments. You got the luck of the hunted devil, most of your cards, and always the most important ones will get in the banlist. Yes, this also makes the banlist real again. Thanks for ruining everything for everyone, asshole.

Soul of A Different World (+400cp)
You aren't a duelist, no, you're the duel spirit that reside inside your respective card. While this will give you some extra nifty powers, it will also constrain you in several ways. Communication will be an issue unless you find someone gifted enough, and the powers you can exert in the human world are severely limited unless you have some powerful source of energy.

Foreign Energies (400cp)
New types of Duel Monster cards have popped up around the world, including types that no one (not even Industrial Ilusions or KaibaCorp) knew about, new sources of energy have been discovered, turning the world around in an odd direction, while technology started to increase at an stupidly rapid pace. It seems that the new cards are not the only only issues All your restrictions related to cards are now lifted, and you no longer can know where the world will go on from now on.

Final Choice

I'm tired of this...
So, you want to go to your original world? What a bit disappointment you are, I can't believe it. Well, it can't be helped then. Whatever. Go back with everything you gained until now. Are you sure? Don't think you can get back on this, you know!? I'm being serious! We're going to be done if you go through that door! Jumper!

This is where I belong.
...Really? You want to stay in here? What? Why? We were having fun, weren't we?! There's no need to stop here, you know? I mean, why don't you try a few more worlds and then decide? Eh? Wait, don't ignore me!!

Further, I still want more.
Yay! That's what I wanted to hear! Let's go to the next adventure! I knew I could count on you, jumper!



Notes

Made by Ricrod

If something seems odd is because I wrote it while either sleep deprived or horny on main. Sorry about that.

Me and you: our story deck option gives you a new complete archetype after each jump, with the cards representing what happened during your journey.

Foreign Energies is an odd drawback, as it just forces the setting introducing all the stuff it shouldn't get until later, which comes with its own set of issues. Prepare to deal with part of the 5Ds plot as well as Zexal and probably Vrains.

For the purposes of Jumpchain, you can take whatever cards appeared in the TCG/OCG card game up to 2012 as completely available in-setting at the start. The only exceptions are those that can't be there for lore reasons (more copies of Blue-Eyes White Dragon, getting Yubel, Super Poly, etc) unless you get the "Past Replacement" or "Rip-Off Deck" options for them. Same goes for the Tuners, Synchros, XYZ cards and any card that mentions any of those. Unless you also have the 'Foreign Energies" Drawback. It's pretty much something that has to be enforced because lore stuff (I mean, if you have them then that's fine. They will just be considered illegal/counterfeits and not allowed in legal duesl). Anyway, any card within those limits is free game and can be found in-setting.

Starting Jumper Deck can be used as a deck builder. You can use any card in the TCG/OCG. Again, exceptions are those that can't be there for lore reasons and Tuners, Synchros, XYZ cards and any card that mentions any of those. So you can freely make stuff like Witchcrafter, DragonMaid, modern Dark Magician, Tearlaments, etc.

About cards like Duality (Manjoume's manga copy has different effects than the one printed like a decade later). Feel free to choose either option.

Again, for Jumpchain purposes, there is no banlist and you can run 3 of anything in your deck. I'm aware GX anime has a personalized banlist that's supposed to be the same as the OCG at the time (or close enough), but since I can't give a 100% accurate one given the manga differences + cards that won't be printed until later, this option seems more fun and less problematic.

All duel spirits that come with your cards or that you befriend/romance/obtain will become either followers or companions after the jump ends. Your pick.

The pics in the companions cards are there mostly just for fluff. Mostly. You can, as always, choose their looks and gender at your own discretion.

Trouble from the future past gives you any deck outside the time period except the tuners, synchros, links, XYZs, and other cards that mentions them. You can have stuff like Shaddoll and Tearlaments with no issue, something like Tenyi-Swordsoul would just be a few cards without the actual combo pieces or extra deck, and choosing Adamancipator would give you just 3 copies of the spells and one trap since they're the only cards that pass the rules.

Of course, you receive the full stuff when the jump ends. Also you can bypass this by using the “Foreign Energies” drawback.

Lore reason for this is a bit long, but in summary each of the different types of cards (as in Fusion, Synchro, XYZ, Pendulum, Link, etc) are tied to different energies and technological development. Except Pends, those are weird and generally only ever used in Arc-V.

About the decklists in general it seems that the manga runs with its own version of it. Some of the deck changes make sense given the lore (ie. Jaden/Judai has a different deck since his was a hands-me-down from the previous world champion) or Chazz/Manjoume starting with a dragon-beatdown deck in contrast with his chtonian deck in the anime. Some other changes are minimal (like Alexis/Asuka using the ice-themed deck she also sported in the anime for a bit) or make little sense, as Bastion had his nerd deck changed into the shittiest zombie deck that he could find with a youkai theme – guess because his anime cards never got printed but they still wanted to shill something. Rule-wise they seem to be using the same master rule that was used irl in the OCG at the time.

On the same vein, the cardpool seems to be its own thing, you can see a lot of manga-only cards that didn’t get printed until years later (looking at you, Duality), some that haven’t got printed to the date, and a few more that have plain out different effects compared to the TCG/OCG versions of the game. However, we also see a lot of the cards that were seeing play at that particular season in the OCG, coupled with a few older staples, meaning they more or less the same cardpool when you add the manga cards, replace some effects and take out those that have a lore reason to be super rare, one-ofs or just not exist.

Let’s talk about the setting itself in comparison to the anime. Some of the lore is changed core-wise to be more in line to the manga of Duel Monsters. We see no Sacred Beasts, no Yubel, no Light of Destruction, no Darkness. Instead we get Tragoedia which was basically Bakura if Bakura had jobbed, been captured and sealed when he first attacked the Pharoh.

Come to think about it, Mahad (Dark Magician) was a complete jobber in life and in death. He failed to master magic, failed to use magic for anything worthwhile, failed to finish training DMG (who is more recognized than him anyway), failed to kill Bakura, failed to protect the Millenium Ring, failed to die with honor, failed to trap/defeat Bakura even at the cost of his life, failed to give good counsel to the Pharoh, etc, etc. Dude’s a failure. No wonder he isn’t even the strongest vanilla spellcaster.

The magic used is basically the same as it was in the manga, Tragoedia can mind-control characters, force shadow games, and use some curse smoke thingy that he utilized to scare some people. These are all by Tragoedia or someone controlled by him. Other duel spirits are Winged Kuriboh and Light and Darkness Dragon, Kuriboh used to be used to weight the sins of people with the Millenium Scale (nice reference) before getting blacked. Aside from appearing whenever their duelists want/need them, they usually don’t do much? They’re basically ghosts that can’t directly talk, can only be seen by

those with the gift and occasionally show some supernatural ability with esoteric rules. They probably run by the same rules as the Duel Spirits in the DM era and the GX anime.