

By Regalus

In the not-so-distant future, the MAGAMI corporation has made a name for itself as the premier source of virtual immersion entertainment after Digimon Online took the world by storm. This hot commodity has swiftly become the number 1 online game across the world among people of all ages as a way to enjoy exotic locales, and befriend marvelous digital lifeforms known as Digimon; providing safe and exciting fun for the whole family. In this realm elders can escape from the frailties of their bodies, lovers can be united despite the distance between them, and children can live their dreams of becoming the best tamer in the world… or just spend an afternoon playing card games with friends.

All these wonders and more are thanks to the corporation's ingenious creation the "Matrix System", which allows for the digitalization of thoughts and emotions. This in turn enables its users to fully experience and interact with these virtual landscapes. However, it's been the focus a lot of attention recently due to the actions of a terrorist cell known as A.o.A; which have subverted digimon for use in cyber terrorism, and the ongoing efforts of the interpol unit S.N.A.P. to apprehend them; but I'm sure that won't be in any way relevant to your stay.

You arrive to this world the same day a young boy named Atsuhi will meet his friends by Kusanagi City's MAGAMI Online Center to play Digimon Online for the first time. Giving you several hours to enjoy the game before a mysterious glitch locks everyone within its world.

Since you'll be spending 10 years in this world, here's a **1000 Choice Points** to help you along.

Locations

Roll 1d8 to determine where you arrive, or pay 50CP .

1. **Asuka City:** The central hub of the Asuka Server within Digimon Online. A rather cosmopolitan city as it serves as both the arrival and departure point for individuals entering or exiting the Server. As such its host to many attractions and clubs to cater to a variety of clientele; along with its fair share of back alley dealings and secret auctions. While it is the only city lacking a gym leader, it's home to the server's admin center; making it the most secure city in the server.

2. **Seiryu City:** The windy city upon the mountain. This place has more in common with a massive castle fortress than it does with a modern-day city; filled to the brim with towers and its signature windmills, the latter of which provide most of the city's power. It's a place filled with artistic delights that serves as a good resting spot between the Protocol Ruins and Kick Forest.

3. **Byakko city**: The jewel of the desert, this domain harkens back to ancient desert cities in its design. Monuments and hieroglyphs can be seen all around, and you can find just about anything in its grand bazaar… or you normally could. There seem to be very few players and digimon around, and security has been tightened around the city for some reason. Might be a good idea not to stick around here too long, and to avoid the vast network of subterranean tunnels beneath it.

4. **Suzaku City**: The spirit of the wetlands; this lively city is built over a large body of water, connecting each structure through a network of walkways and bridges. Despite it's rather eclectic design, being a cross between traditional asian architecture and a tropical resort, it's an excellent vacation spot where good music and festivities are always just around the corner.

5. **Genbu City**: A vision of the future upon the snowy mountains; Genbu city is, in design, the most advanced of all the cities in the Asuka server; appearing as a vast technological fortress at the summit of the northern mountain. In fact, it looks far more like a battle station than a settlement; serving as a worthwhile sanctuary from the harsh cold of the north.

6. **Bug Maze**: It seems you've fallen through the cracks, and have ended up in a vast maze of fragmented data. On the bright side, you can get to pretty much any server through here if you can find the right access point, or even find your way to the internet itself; though who knows what you might find in there.

7. **Amaterasu City:** The heart of the Amaterasu server, and mirror to Asuka City; though rumor has it that the AoA have a strong presence here.

8. **Free Choice:** You've hit the jackpot; pick any of the above locations as your starting Location.

Backgrounds

Digimon Online is a great game enjoyed by both children and the elderly; as such you may pick your age and gender for free. Now let's see what kind of account you have here.

Player: Maybe your friends dragged you into it, or you looked it up after hearing all the hype, but you've never regretted experiencing the marvel that is Digimon Online. In fact, you're a skilled player and have no doubt made many friends across the network. You migtht've been shocked when reports of digimon being used to commit acts of cyber terrorism came out; but it's probably nothing you'll have to worry about. Alternatively, you could have simply **Drop**ped **In**to your Chamber Pod moments before it's activation; leaving you free of any memories or past to influence your time in this world.

Investigator: As a member of the special Interpol Taskforce S.N.A.P. you've been hunting down cyberterrorist and other assorted criminals for many years. However, the AoA have proven themselves to be the most challenging case you've tackled. Luckily, a recent tip from the famous white hat hacker Lucky Mouse might just what your team needs to crack this case wide open. Today your unit will be meeting the secretive hacker within Digimon Online to receive critical intel; however, unless you act quickly fate might have other plans…

MAGAMI Employee: The day you joined MAGAMI changed your life. After all few people can claim to be part of an organization bringing science fiction to life. You have a major role in both the organization and Digimon Online proper; ensuring that you spend quite some time in the game. Admittedly, things have been a bit tense ever since the AoA started using Digimon in their crimes, but the higher ups have assured you that S.N.A.P. has the situation well in hand.

AoA Agent: As a member of the secret face of the MAGAMI Corporation, you're a prized agent in their plans to take over the world; having gone on numerous missions across the world, and successfully eluded Interpol's attempts to catch you and your fellows. Currently you find yourself searching Digimon Online for the hacker responsible for stealing the AoA's secret weapon, a digi-egg of some kind; though depending on your position you might not know specifics beyond that.

Digimon: As a digital lifeform, you and your kin inhabit the world named after your kind; the MMO known as Digimon Online. Whether as the specially developed partner digimon, NPC, or even an explorer of the Bug Maze; you'll find no shortage of things to do or people who could use your power. You begin your time here as a Rookie digimon of your choice; however, you may pay **200 CP**, or **400CP** to begin as a Champion or an Ultimate level digimon instead. However, if you already possess a Digimon form you may import it or one of its pre-evolutions as your starting form in this world for **Free.**

Perks

Now we're getting to the good stuff! All Perks are discounted to their origins, and gain their **100CP** perks for free.

General Perks

Battle Space (Free): You know how the story goes. You're just walking along the tall grass when suddenly you're warped to a battlefield loosely themed around the location you were in, and by the time you get your bearings a cyborg minotaur jumps you. You rumble for a bit until he pops releasing cash and swag like a pixilated piñata, and then you got dumped right back where you were standing as if nothing happened. Happens to everyone; this is an MMO after all. However, for **100CP** I'll let you keep this neat feature; allowing you to instantly transport yourself and all combatants to appropriate battlefields where you don't have to worry about things like "collateral damage" or "innocent bystanders". I'll even let you pick whether time flows normally, or if you get sent back once you're done a split second after you started the fight. You may make this decision at the beginning of each encounter.

For **200CP** we'll set it up so you can still run into random encounters both in meatspace and in future worlds; with the option to either start the triggered encounter or reject it; though you'll never know what you may face until it starts. They'll usually be digimon, or something based on creatures that exist in your current or past-jumps; who will attack all "non-NPCs" that enter the encounter indiscriminately. Better yet, if you pop them they'll leave you goodies just like they do here. That said, these creatures are existences akin to highly advanced simulations of the entities they're based on; meaning that effects that may rely on the real deal (such as binding the souls of your foes to fight for you) are unlikely to function properly. Moreover, they have no existence outside of these temporary Battle Spaces; anything that isn't dropped as loot will most likely disappear along with the Battle Space once the encounter is over.

300CP will extend these benefits so any foe you defeat in these spaces can drop thematically appropriate goodies. Moreover, you'll gain access to a difficulty slider to either increase or decrease the difficulty of your random encounters, and a even get the chance to stumble across "secret bosses" and "special events" hidden throughout the world; each presenting a unique challenge with suitable loot for those who brave them. However, unlike normal random encounters; should you defeat them, flee or refuse to fight them you can always get a rematch by visiting the area where you first encountered them. Lastly, should you face a truly colossal foe you can "box" them into multiple smaller and more manageable encounters. Such as forcing a mecha to only fight you with its "fists" first, before tackling its main body and head. Just keep in mind this also limits the effects of any of your efforts to only the portions you're currently battling against.

Miss Communication (100CP): Lots of things around here can communicate despite their forms often lacking mouths or a plausible anatomy, so why should that stop you? Regardless of whether you're in the body of a babe or turned into a shapeless slime, you'll never be unable to clearly communicate with those around you. Better yet, you've mastered the art of ensuring that your intent shines through even the thickest of accents or hushed whispers; preventing your designated audience from mishearing what you've said. This goes both ways, granting you the same clarity of understanding towards entities trying to communicate with you; almost as if you were each able to read the other's subtitles.

Serious Business (200CP): With the fate of the world on the line you need to be ready to bring your A game; only then can you settle events with true finality. As such whenever you enter a conflict you may elect to substitute a bellicose encounter with a game of your choice, and define the stakes each side will play for; allowing you to challenge lone individuals, or even entire squads if you so desire.

Regardless of the activity you choose (be it soccer, tag, karaoke, dancing, or even a children's card game), you'll find that all players will have access to everything they need to play the game and possess an intuitive grasp of the basic rules. Curiously, you'll find that your foes will prove just as much of a threat in these games as they would have been in a direct conflict; with mooks forming barely coordinated teams, while a dragon might display chess skills on par with a grandmaster. However, anyone caught cheating will automatically forfeit the game.

Upon completing these competitions all parties will be bound to the terms of the game; whether that's allowing themselves to be captured, abstaining from reporting your indiscretion, or simply giving you a secret code they would've otherwise fought to the death to protect.

Player

Friendly Face (100CP): Making new friends can be rough, especially when you're alone in a whole new place. It's normal for someone to feel a bit overwhelmed or lost in that kind of situation; but not you. You find it easy to throw yourself into a crowd of strangers, and come out the other side with a new batch of acquaintances and an extra buddy or two in the wings. Possessing the kind of manner that helps people warm up to you; ensuring they'll be more than happy to chat with you for a bit, and maybe slip in a useful tip or rumor they've overheard. Lastly, your experiences have taught you to never judge a book by its cover; so, you'll never have to worry about rumors or someone's nature hindering your ability to socialize with them. After all, sometimes the scariest people are the ones who need a friend the most.

Elite Skills (100CP): Now, you wouldn't be much of a gamer if you weren't good at games. After years of dominating arcades and online games alike, you've developed exceptional reflexes, wits, and multitasking abilities. Not to mention an encyclopedic knowledge of games that's made you rather genre savvy; to the point that you've gotten quite good at predicting how people will react, or how a given situation might play out. Just don't get too disappointed if you see a plot twist coming from a mile away.

Anon's Mask (200CP): The first two things anyone learns online is to never give away their ID, and to never blindly trust what someone says online; and folks like you are the reason why. Whether it's fishing for answers by deflecting questions in ways that make people give you the answers they want to hear, trolling someone into getting angry at the wrong person, or infiltrating a compound by tricking a guard into believing you're a secret agent on an important mission despite being a 10-year-old; you can make a fool out of just about anyone with that silver tongue of yours.

The Grind (200CP): Games aren't just about winning; they're about the struggle. Immersing yourself into a new world, learning its rules, and honing your skills as you challenge yourself in ever greater ways. Sadly, this is often a lengthy and tedious affair which involves losing, *a lot*, and endless hours grinding away for every inch of progress you want to make. It's a process that tests your dedication, insight and aptitude; but to those who endure long enough, even seemingly impossible tests of skill may be overcome.

You've internalized this lesson giving you an unwavering determination that will allow you to endure endless amounts of boredom, stress and frustration to achieve your goals; actually making it easier for you to 'get in the zone' and maintain that level of performance the longer your apply yourself to the task. In fact, you find the struggle to reach the top enjoyable in its own way; preventing your enjoyment of something from ever diminishing due to the effort required to advance in it. Moreover, these tribulations have helped you learn to objectively review your experiences; ensuring that you will always recognize the mistakes that were made, and find ways to improve. It might take a while to reach your goal, but that'll just make its achievement all the sweeter.

Meanwhile in the B Plot (400CP): There is such a thing as *too* many schemes. These days its like every villain needs to have four or five plots running at once to be satisfied; never mind whatever their "real" plan is. Toss in your own personal affairs, and it's no wonder you might lose track of a few things or miss a major move performed by your nemesis. Thankfully you've stumbled across a little cheat. Every so often you seem to receive a quick vision regarding an antagonist you currently face, or may face in the near future. While short, it will often provide you with details you may never have been able to find out about them, their plans, or even their

current state of affairs. On its own it might not be much, but when you're just a kid going up against a terrorist organization every little bit helps.

The Completionist (400CP): Games like Digimon Online are utterly massive. Artists and programmer pour their blood, sweat and tears to create a one of a kind experience whose sheer amount of content could have people spending years on it and only scratch the surface. In a way, its kind of tragedy that many will never experience it in its entirety; one that you cannot abide by. Whenever you set your sights on a tangible goal you'll find that, you'll gain a rough sense of where to go and what to do next to progress it; along with a knack for rapidly developing skills that would directly aid its completion. The road to success is a long and hard one jumper; but should you have the dedication and fortune to see things to the end, you could achieve some truly amazing things.

Player One, Ready (600CP): In a world filled with people content to stand around while everything is falling apart around them, you get things done. Never one to be intimidated even while facing down a dragon on your own; you're the one people think of when they need a hero. No matter your age or appearance, you possess that fire that makes even military leaders respect what you can bring to the table; knowing that when faced with an impossible task you can be trusted to succeed where all others can fail.

This is more than simple bravado as well; as you seem to be blessed by seemingly impossible luck that allows you to survive insurmountable odds, and ensure that you are in the right place at the right time to make a difference against even the most unfathomable foes. So long as your involved there's no such thing as "impossible", and "undefeatable" is just a pretty word; and the slimmest chance of success can be transformed into a worthwhile gamble by seemingly miraculous strokes of luck. Sudden celestial alignments disabling an unbeatable foe's trump card, unexpected betrayal by an ally creating a flaw in their perfect defense, and a friend's final gift grants you the sliver of clarity needed to pull yourself back from the edge of total madness. Just remember this merely ensures you'll a have *the chance* to succeed where all others would fail; making it worthless should you lack the skill and determination to make the most of it.

Like a Dream (600CP): As a gamer, you've gone on your own share of fantastical adventures; saving princesses, sealing ancient evils, and discovering lost empires. They all end the same; the credits roll, the game's turned off, and… life goes on. At least until the sequel. So, why should saving the real world be any different? From now on you'll find that all your adventures seem to end cleanly; with any collateral damage or negative repercussions being quickly dealt with or avoided all together.

If you gut a multi-billion-dollar organization by proving that half the people in it are terrorists; it'll be taken over and set to right by a trustworthy figure rather than go bankrupt, and leaving thousands without work. A kaiju battle will find the city rebuilt, and classes resuming within the week. While defeating a mecha the size of a small town in orbit will have its remains drift away or harmlessly burn up in re-entry; rather than crashing down, and killing millions. This even extends to the personal aftermath of your adventures; preventing things like PTSD from taking root, and ensuring people will recover from both the physical and mental harm they suffered because of them. Just the thing to make sure the stage is set for when the next adventure rolls around.

Investigator

Super Sleuth (100CP): You didn't get your badge just because of your smoking good looks. You were handpicked to join S.N.A.P. thanks to your excellence as both a detective and law enforcement agent. Whether interrogating terrorists, shooting a gun, or working through multi-national red tape; your skills are world class.

I Spy (100CP): It's the darndest thing how stuff that's out of place or hold some importance to any events your involved in just seem to pop out at you; almost as if there's something about them that draws your attention more easily than their surroundings. Whether that's finding a potential witness hiding in a crowd, being drawn to a piece of discarded gum at a crime scene, or a gut feeling that those ten-year olds are more than they seem. Just keep in mind, knowing they're important isn't the same as knowing *why* they're important. That's when the real detective work begins.

Witness Protection (200CP): Nothing takes the steam out of a case like having all your witnesses killed off, and evidence wiped clean before you can do anything with it. However, with this you'll find that any object or individual important to your goals seems to have their own guardian angel; ensuring they won't be silenced or conveniently "misplaced" before they've played their parts. If the bad guys want to avoid jail time, they'll have to play fair… though it probably doesn't help that such witnesses and evidence seems to fall into your lap whenever you hit a dead end. Guess someone up there must be rooting for the good guys.

Red Devil (200CP): Has anyone ever told you that your kind of scary? You could make a gunman freeze with a single glare, have a zealot spoil their entire scheme with just a few choice words, and make even the most dysfunctional gang of dorks pull their act together with the mere threat of your disappointment. Curiously, this doesn't affect your relations negatively or even other's impressions of you; as a matter of fact, it commonly enhances your appeal in the eyes of others. Guess there must be something attractive about a beautiful and talented individual capable of putting the fear of Them into others.

Viva la Resistance! (400CP): Under ideal conditions you'd come down on these A.o.A. bastards like the fist of god; counting on the backing of both local and international groups to put an end to their madness. The current situation is far from ideal. Sometimes when you're trapped behind enemy lines you need to make do with what you have; turning untrained civilians into the last line of defense between the bad guys, and the poor bastards who have no idea what's coming their way. Be it through guerilla warfare, refitting tourist attractions into defensible fortifications, or turning gimmick items into viable self-defense tools; you're sure to be a thorn in the side of whatever poor schmucks pissed you off, and that's before getting into your skill at sabotage!

With a little effort, you could bring a terrorist organization's plans to a screeching halt indefinitely, so long as your own resources held out; and that's before you get your hands on the proper crew or tools to do the job. Needless to say, a prank war against you will be the ~~last~~ worst decision anyone will make.

Watch Out! (400CP): To Protect and Defend; that is the oath all lawkeepers swear, and it's one you've taken to heart. When someone is under your protection their enemies will have an easier time moving a mountain than getting around you; as you seem to predict every threat to them early enough to foil them, no matter how subtle or blunt it may be. Moreover, if you were to take a hit for them, you'd find that the attack and its secondary effects fail to meaningfully affect others; and should you be rendered unable to protect them further, their assailants will likewise

be unable to continue their assault. Perhaps receiving an emergency recall order, having run out of ammunitions, believing their assault was far less effective than it was, or maybe accepting your injury as 'good enough'. Never again will you take a bullet for a friend; only for the assassin to simply reload their gun, and finish the job. Though I hope you can heal up before they decide to come back for round 2.

Conveniently Destroyable (600CP): Why of course the big bad's secret robot has a convenient self-destruct switch. And why wouldn't they have all their files saved unto a single easily accessible database? It seems like you share the same blessing that many action heroes revel in; as your enemies can't help but leave some convenient way for you to foil their otherwise perfect plans. Oh sure, you'll have to fight or sneak through entire squads of armed guards; but that's far easier than having to tackle their secret weapon in a fair fight, or performing years long investigations where who knows what might slip through the cracks.

We Need You (600CP): Despite all your training, despite all your experience; you can't do everything, and you can't be everywhere. Sometimes, for the sake of everyone, you must place your trust on someone else; allow them to carry a burden that should be yours because every other option is too terrible to consider. However, even if you can't be there with them in body you can aid them in spirit.

Whenever you entrust a task unto someone you can allow them to carry a small piece of you wherever they go; like a shoulder angel whispering advice, or simply soothing their fears, as capably as you would have. So long as they diligently work towards the task given to them, they'll find that this guidance they'll find themselves growing by leaps and bounds in ways that help them accomplish the goal you gave them. Moreover, this piece will allow you to remain perfectly aware of their own progress and condition; ensuring that you'll always be perfectly informed of their actions, and that their reinforcements will never arrive a moment too late.

MAGAMI Employee

Service with a Smile (100CP): It's not easy to deal with people day in and day out; but you've figured out the trick to it. Socializing is no longer tiring for you, and you have excellent control over your emotions; allowing you to spend entire days dealing with irate customers without ever letting on how badly you want to throttle them. As a bonus, you've mastered the art of explaining just about anything in the simplest and calmest way possible.

Are You for Real? (100CP): Why is it that no one else here can tell that *blue* agumon has a zipper on their back? And are you the only one who's noticed how *evil* your boss looks, or how questionable all those clandestine meetings after hours are? Maybe it's your intuition, or just a healthy dose of common sense, but people's attempts to deceive you seem to fall flat. You might not know exactly what they're hiding, but you'll certainly know where to start digging.

Hold Down the Fort (200CP): There are few things quite as awkward as having to deal with confused customers while your bosses are out; but dealing with panicking customers after finding out your boss is a terrorist is probably up there. However, should you encounter such an unlikely event your expertise in crowd control will be up to the task; keeping the crowds calm, directing them into doing something productive rather than rioting, and optimizing the management diminishing resources. Under your watchful eye you could keep a small town going strong and healthy despite enduring embargos and hostile military activity.

Power Swap (200CP): Few things can screw with a plan like running out of juice, and it's surprising just how many things in cyberspace seem to rely on external power. However, with a bit of elbow grease and some creativity you can whip up some surprising work arounds to allow even the most complex machinery to run off alternate power sources. Though this may require some rather exotic setups depending on the output difference between replacement and the original; such as having to convert dozens if not hundreds of decorative pinwheels into makeshift windmills to power a small town.

I Just Work Here (400CP): It's bad enough you were held hostage by your boss; so why the heck should the fact he was a terrorist put you on a watch list? No matter what anyone you know gets up to you can rest assured you won't be lumped together or screwed over by something they did… assuming you were truly innocent of course. Moreover, your indignation at such accusations works wonders for convincing others of the truth even if you lack tangible evidence to prove the point; ensuring others won't waste their time barking up the wrong tree due to a "gut feeling" or "proper procedure".

Code Monkey (400CP): You aren't just some random desk jockey. MAGAMI is home to cutting edge computer technology, and you're right there sharpening the blade. Just like a certain Lucky Mouse, you possess god-like skills at handling a computer system; stealing admin privileges from half a company, locating top secret bases continents away in seconds, bypassing security measures with enough ease to turn them against their owners, and possessing such mastery of computer languages that you could read binary as easily as plain English.

Weird Science (600CP): DDNA the secret of digital life, and MAGAMI's most closely guarded secret; the coding language that makes up the equivalent of genetic material for digimon. With this knowledge you could do great things; such as changing Digimon in fundamental ways, or helping them leap across stages of evolutions despite their lack of experience. In fact, you could even create digi-eggs from high quality samples extracted from an exceptional specimen of that

line. Compared to that, normal genetics is a piece of cake; allowing you to find ways of reproducing these techniques for use in other life forms.

Upper Management (600CP): Mega-corporations seem to be surprisingly common in worlds like this one. Monolithic titans in their industry that develop and distribute technology straight out of humanity's dreams and nightmares. However, all that technology doesn't come out of thin air; it takes decades of research, profits, legal battles, and infrastructure to make them possible… or it would for others. You're a living legend in the business world; possessing all the mercantile and bureaucratic talent required to turn a humble Ma' and Pa' shop into a booming multi-national corporation in just a few short years. Though your skills shine best when working in organizations specializing in advanced research and development; greasing the wheels to facilitate research and distribution networks that could change the world without driving local governments into a panic.

Your experiences have also given you an astounding expertise when it comes to public relations; allowing you to spin even the most devastating PR disasters into an opportunity to foster even greater trust in your company, and ensuring all the blame remains exclusively with the responsible parties.

A.o.A. Agent

It's Like This (100CP): Most fibbers try a bit too hard; weaving intricate webs of lies that inevitably fall apart and reveal them as the filthy fibbers they are. That's why real conmen know it's far better to let your mark deceive themselves. With a few tactful omissions or word choices you can easily bend and stretch the truth to your favor; allowing your targets to fill in the blanks just how you want them to every time.

Privacy Please (100CP): What part of *secret* terrorist organization is so hard to understand? They don't bother to lock any doors, use codenames, or cyphers; it's like these people want to be found out! And they certainly would without you around; a healthy dose of common sense and skill that allows you to easily secure any location you're in, preventing ease droppers from making out anything mentioned within. As a bonus, you gain an innate sense for whenever a figure is actively spying on you; along with an idea as to their general direction.

Energy Efficiency (200CP): Nothing ruins a good murder like the click of an empty weapon. Then there's that long awkward pause that follows where everyone processes what just happened, ugh. Really, it's an embarrassing experience for all involved that's best avoided at all costs. To save you from this terrible assassination faux pa we've fixed you up with something special; making sure your personal scale gear never runs out of power, or the most basic resources needed for its functions. Now you can spend whole days turning ten-year olds into pigs!

Legitimate Business (Wo)man (200CP): Everyone knows you can't take over the world on an empty stomach. So, when the guys up top need someone to bite the bullet and take up a few day jobs to keep The Cause going, you're the one to call. Not only are you skilled at turning up a profit, but you can expertly funnel your funds to your less legitimate interests; all without leaving any sort of trail, or raising red flags that boorish investigators and nosy brats might use to find out the truth.

For Our Dream (400CP): Contrary to popular belief, no one just wakes up one day and decides to take over the world; and they certainly don't join such an organization out of boredom or to fill out their resume. At their heart, each is a movement sparked by a Dream; a vision of the future which sets their hearts a flame and gives them the strength to overcome hardship and band together despite their many differences. You now hold that same fire within you; the kind of faith and determination that can move mountains and blaze a trail into the future. More importantly, you can share that flame with those around you; sharing your vision with them, or fanning their own passions into a roaring inferno to drive them into action. Caution is merited however, as like with any fire you may lose control over those you've inspired if you become careless. However in the right hands, this could be the spark that ignites a movement that changes history.

I Give Up (400CP): Martyrdom is well and good, but sometimes the best and smartest move is to let your foes win today so you may claim victory tomorrow. As such, whenever you find yourself cornered or under threat of defeat you can simply… give up. By willfully surrendering to your flabbergasted foes they will find themselves incapable of bringing further harm to you or your followers regardless of their personal feelings or agendas. In effect, bringing all hostilities between both sides to an amicable end through your capture. In fact, the more you appear to cooperate with them the better their treatment of your side will be, and the lighter any possible punishment will become; eventually allowing you to get away with a, proportionally speaking, slap on the wrist for your actions.

Moreover, should you endure whatever, relatively, minor punishment they give you; you will inure yourself from those who might seek to avenge some personal wrong you committed during your “crime”. Both the law and the public declaring that you have properly “atoned” for your sins, and any further retribution would be out of place. Thus, giving you fresh start in society without the stigma of your previous actions haunting your every move, or simply giving you enough breathing room to plot you next attempt.

Super-Size It (600CP): If you’re going to change the world you need to dream big, and if you’re gonna make them a reality then you gotta know how to build BIG too. Your exceptionally adept at all kinds of projects involving mega-structures; from international networks and massive battleships, and orbital space stations and transforming robots. The bigger the project, the more extraordinary the blueprints you can create; effectively allowing you to scale up any piece of technology you can dream of without any loss of efficiency. Admittedly, such designs may take longer to construct, but it won’t be any harder to actually build than the personal scale model. This also allows you to get around any pesky laws which would get in the way of your mega projects; be they the laws of man, or the laws of physics.

Demiurge (600CP): The power to create life, the spark that divides mortal men from gods, now rests in your hands. Through intense programming skill or an investment of power you can infuse an electronic device with life; turning it into the “nest” for a new life, the digi-egg of a first generation digimon. This egg will feed off the data and energy that flows through its “nest”; drawing from both it and those who use its device, to eventually hatch into a new species of digimon. Its form and nature will be derived from the themes it was exposed while in its “nest”, and possessing a specialized version of the Gremlin Syndrome perk towards it. Like any digimon it will be weak at first, and infinitely curious about everything around it.

This young soul will keep learning and growing over time at speeds unmatched by normal digimon, and these formative experiences will shape its powers, evolutions and nature in great ways until reaching maturity as a Mega level digimon. At which time it will gain the ability to create digieggs of its own as the progenitor of its own digimon line; though its offspring will lack its own unnatural growth and learning speed, they’ll remain perfectly loyal to their progenitor.

However, with this great power comes the responsibility to wield it wisely; as the gift of life, does not bind this new life to you. In fact, any attempt to unnaturally bind it to your will or modify its development will result in failure; perhaps negatively impacting its maturation, as errors begin to violently amass within its rapidly evolving DDNA like a cancer. As such would-be gods should take great care of their new creations; lest they be destroyed by them, or create a monster unlike anything the world has seen before.

Digimon

Gym Runner (100CP): When they say, “No Pain, No Gain”, they really mean it in your case. Not only do you seem to grow and learn faster when frequently exposed to dangerous situations; but you possess the unique ability to “compress” training and study time, allowing you to gain the results of hours of work in mere moments. However, this by no means makes them easier to perform, in fact it does just the opposite; as the difficulty of the exercise rises, and you will have to endure the strain and fatigue such a regimen would induce if performed normally. So, try not to pass out by compressing an 8-hour run into a single lap around the pool.

Star Mascot (100CP): Hey now, you’re not just an engine of mass destruction; you’re a *highly marketable* engine of mass destruction! Not only are your features enhanced, as if they had been carefully designed by a team of highly skilled graphic artists, but your appeal makes you incredibly popular with a particular audience of your choice. Why you could probably sell entire lines of products just by personally advertising them to your core audience, regardless of their own quality. Of course, you’d never abuse your loving fans like that… right?

I know A guy (200CP): Some people might think being an NPC is a boring job, but really it lets you meet all kinds of fascinating people; which means that if you ever need a hand, help is usually a call away. You find that wherever you go you’ll quickly form extensive networks of friends and acquaintances with incredibly diverse backgrounds and talents. This won’t guarantee that they’re the best at what they do, but you’ll always have someone willing and able to lend a hand when you need them.

Soul of Steel (200CP): Everyone knows that the right equipment can make the difference between victory and failure; but when you can go from an adorable dog to a 15ft tall cyborg buying useful gear becomes a rather prohibitive venture. Thankfully your digital nature has given you an excellent work around for it; allowing you to simply assimilate that equipment into your code. This allows you to apply all the benefits of the equipment to your own natural features; even if you’d lack the body structure or attributes to wield them normally. Moreover, this intimate bond allows your equipment to enhance more intimate aspects of yourself; such as supernatural powers, or equipment intrinsic to your nature.

Assimilate plate mail to make your body tough as steel, bond with a holy blade to help your claws tear through demons, and equip a rocket launcher to give your laser eyes an extra kick! That said, you can only equip a single instance of any type of equipment; except for handheld items such as swords and shields, of which you may assimilate two at most. Should you ever wish to release your Equipment or swap it them for a new set, you may do so at will; though it will take a few minutes for it to “properly settle” and grant you its benefits.

Heaven-Piercing Drill (400CP): No system is perfect; no network is impenetrable. You know this better than most, being able to perceive where these “glitches” congregate and identify locations where the barrier between servers thins. When you find such a spot you can “punch” through it; creating a short-lived tunnel to a strange realm between servers known as the Bug Maze. While a chaotic mess that doesn’t seem to follow the rules of most realms, you’re particularly gifted at navigating and mapping this realm and finding other spots from which you can re-enter your old server or even slip into a new one. In this way, you can easily travel great distances or maneuver around enemy forces unnoticed in a fraction of the time. In future worlds, this power will expand beyond digital servers; allowing you to travel between the real and digital world, or even to stranger realms native to them should you be willing to brave their Maze.

Load and Go (400CP): The worst part of having so many forms is having to switch between them to get the power you want; which inevitably leads to painful situations where your forced to juggle forms to get anything done. While this doesn't solve the issue, it does make it far less of a problem. For each form you possess, choose up to three specific and clearly defined abilities or traits corresponding to them; henceforth those chosen abilities and traits will be accessible to you regardless of your current form. You may change which abilities or traits you've "loaded" at will, but your code will require a few minutes to stabilize before you can fully access your new load out.

Tree of Life (600CP): Life is a wondrous thing. Always growing, always changing, always adapting, always searching for the best way to conquer its surroundings. However, the pressures of the world often force it to specialize; to pursue a single path down its fractal branches, and hope it was truly the best choice that could be made. Never knowing what could have been, had they made a different decision. However, as a Digimon you can cheat a little. Not only can you freely slide up and down any part of your evolutionary branch that you've unlocked; but you may now grow along three different evolutionary paths, and slide between them with equal ease. In future worlds this extends to any form that would normally possess exclusive development paths, and given time perhaps you may be able to sustain more additional branches past your initial three.

Gremlin Syndrome (600CP): For all their astounding power and almost magical abilities people often forget a very important thing about digimon; namely that they're *Digital* Monsters, and creatures like you are the reason such a thing is so frightening. At will you can enter any kind of machine with a crackle of electricity; slipping through any kind of security guarding its system that hasn't taken entities such as yourself into account. Once inside you may freely control all functions of the machine, and even spread your influence through its network.

At first, you'll be limited to small vehicles and computer systems, but once you've grown in power and experience you'll find yourself able to take over increasingly complicated machinery. In fact, given time to acclimate to your new surroundings, you could take over entire naval battleships or orbital space stations, and manipulate them with the same ease you would your own limbs. However, this is only the tip of the iceberg as by martialing all your power you may initiate a unique form of Armor Digivolution; transforming the machine itself into the catalyst for a devastating new form that combines its of features and with your power in astounding ways. Of course, should you be defeated in this form whatever machine or device you possessed will no doubt suffer devastating harm because of it.

Items

Now before I send you off here are some toys you might find useful. You may choose a single **50CP** and **100CP** item to receive for free, and choose a single **200CP**, and **400CP** Item to receive a discount on.

Chamber Capsule (Free to Humans): A special chamber allowing anyone within it to project their consciousness into cyberspace. This one is unique as it allows your avatar to maintain access to your more exotic traits and abilities while exploring virtual worlds. Essential if you're going to play Digimon Online.

Satellite (Free to Humans): The keystone behind every mechanic benefiting players in Digimon Online, and your personal User ID. This sprite manifests as a collection of floating colored orbs that orbit their User, and are imperceptible to everyone but their User. This wondrous helper program manages the User's data; acting as an ideal assistant that can keep track of all of their wares, and interface with of MAGAMI Corps' technology. It possesses various features including a vast internal inventory that can be used to store all kinds of objects and items, along with the user's Digimon regardless of their size or power, and then deploy them ready for use at the User's mental command.

In addition, it can download and display all kinds of files from movies, maps and documents to more exotic things, serve as a communication device, and even act as a personal computer within Cyber Space. Lastly, it facilitates the use of digivolution protocols for the User's digimon to grant them access to forms well beyond what their age should allow for via temporary digivolution, DNA digivolution, Armor Digivolution, and Blast Digivolution. This final method can allow a Digimon on the verge of defeat to gain a second wind by briefly digivolving to a level beyond the one they can currently access through more traditional methods. This evolution is highly unstable, usually lasting only for a single devastating action, but is often enough to change the tides in a losing battle.

This handy asset is available to all humans within Digimon Online; however, for the low price of **400CP** we can modify the one you receive, allowing it to follow you into not only the real world but into all kinds of mental and spiritual realms as well. Finally, should you already possess a digivice, a DB-Browser or An Innocent Toy you may slave any and all of them to the Satellite; effectively combining them into a new whole. A unique digivice possessing all their features; while being capable of following you to even the strangest realms, and even reassuming its satellite form should you prefer a more handsfree approach. Should you gain additional Digivices during your travels you may choose to further update this Item; adding its functions and unique capabilities, and further optimizing this device.

Folder Bag (50CP): A special case with an unlimited carrying capacity for cards; automatically sorting them according to your needs, and ensuring that the card you want is never more than a page away. In addition, any card stored within will be perfectly preserved and restored to mint condition regardless of any damage it has suffered.

Commemorative Badge Collection (50CP): This is a special case made of the finest materials meant to store something far more valuable than simple pins. Whenever you reach a great achievement or a personal milestone, such as the defeat of a great foe or the successful completion of a Jump, you will find that a unique badge will be added to your connection. This gorgeously designed badge will serve as an iconic remainder of this grand event, and allow you to revisit it with a moment of focus; ensuring you will never forget all the important moments of your journey that helped you become who you are, or all the friends you made along the way.

As a special offer, you'll even receive a special set of badges commemorating similar events prior to your arrival to this world.

Monster Suit (50CP): Pick 9 roughly human sized digimon. You gain a set of costumes for them which can function as perfect disguises; making it impossible for anyone not wearing one to tell you're a fake by sight alone.

Plot News Network (100CP): A special television channel guaranteed to show you programming and news relevant to your interests; providing information that will be useful to you in some manner within the near future. Anything from keeping you up to date on the public movements of your foes, to specials talking about major figures you may unexpectedly run into in the coming days. You can access this channel from any device capable of displaying television programming, even if it shouldn't be able to normally. Lastly, you'll receive a television in your Warehouse to ensure you'll always have access to your Number 1 news network.

Secret Club House (100CP): Everyone needs a nice place to crash when they're tired, and this place has all the luxuries and amenities you could want during your stay. Better yet, it can only be accessed by completing a special puzzle only you and your allies know the answer to. In future worlds you may attach this modest abode to your Warehouse or a property you already know, or hide it away in a quiet corner of the worlds you visit.

The Rig (100CP): This isn't "merely" a bunch of computers; this is *the* computer lab; the kind that would put computers in star faring ships to shame. The whole system is guaranteed to never need maintenance, never lose power, maintain a perfect internet connection, and easily integrate any new technology you come across in the future.

Five-Star Fitness Center (200CP): Fitness is about more than just bulging muscles; it's about becoming the best "You" you can be, and this is just the thing you need to get there. This special complex contains the ideal equipment to train your mind, body and spirit; from strength training and endurance challenges, to meditation stones and brain teasers. Regardless of how skilled, powerful or alien you and your allies become; you'll always find something here that will help you feel the burn. You may freely decide whether to have this act as a Warehouse attachment, or to deploy it as a property in future worlds.

Digi-Eggs of Convenience (200CP): This is a collection of special Armor Digi-Eggs, which while useless for Armor Evolution can be used to summon a construct based on one of possible evolutions that can result from the Digi-Egg. This construct intuitively follows your orders, but is good for little else beyond using its capabilities for out-of-combat utility; such as by serving as makeshift mounts and vehicles, powering machinery, or clearing away debris.

Restoration Machine (200CP): This beauty is a one stop hospital; just step on the pad and it'll be able to diagnose any patient and treat any malady short of death in just a few hours. Moreover, it will function regardless of the target's nature; working equally on humans, digimon, and stranger life forms.

Juggernaut Prototype (400CP): You've gotten your hands on one of the AoA's prototypes; this destroyer-class battle ship has been refitted with some frankly ludicrous upgrades, as if it had come straight from a science fiction novel. From a full set of high-energy beam weapons,

sensory suites that would make most spy-ships flush with envy, and an experimental power core that can satisfy all its needs and then some. Just be careful not to get caught with this thing out at sea as it's sure to stir up quite a fuss.

Materialization Array (400CP): A modified version of MAGAMI's own specialized array. Allowing digital lifeforms and constructs to fully materialize in the real world through any connected computer screen. Moreover, unlike the original this model those who make use of this won't be booted back to the digital world after an arbitrary timelimit. However, it's still only a temporary state. Should the machine be compromised or the individual's corporeal form suffer too much damage they will be flung back to cyber space. Of course, it may be possible to solve this flaw if you had access to more exotic technologies, and scientific talent beyond those of this world.

Matrix System (600CP): Now *this* is something special. You've obtained your own version of MAGAMI's one of a kind matrix node; the very heart of Digimon Online, and the source of all the wonders and horrors to come. It's a system so advanced it can both contain and create entire virtual worlds within itself full of complex and constantly evolving life, convert people's thoughts and feelings into data to allow for the exploration of digital space, and even storing non-Jumpers in Quantum States to cheat death. Just what do you plan to do with such a marvel?

Companions

Starter Bundle: What's a game if you can't play with friends? You may freely import or create up to 3 Companions to join you during your stay. If you select to have 3 they each have **400CP** to spend, **600CP** if you elect only two, or **800 CP** if you decide to have only one partner during your stay.

Expansion Pack (100CP): We're having a special offer for any extra friends you have waiting in the wings, or new ones you wish to meet. **100CP** each in fact, or **300CP** for 5 extra Companions. Each has one gains **300CP** to spend as they see fit.

Friend Request (200CP): Now if there's someone here you'd like to meet, it won't be any trouble to set things up so both of you can meet up under ideal circumstances and have a chance at building a solid rapport with each other. Once your time is done they may even choose to follow you as a Companion; in the case of Humans they may bring no more than 3 of their digimon with them, which act as Pets. You may not elect Vemmon or his evolution as a companion through this option.

Drawbacks

Short on funds for that part upgrade you want? Well no worries, if you're willing to make your time hear a bit more challenging we should be able to spare some extra resources for your use.

Legacy Account (+0CP): Once upon a time there was a project attempting to prove the viability of digital life, and they succeeded beyond their wildest dreams and nightmares. However, the actions of two young boys allowed tragedy to be narrowly avoided, and brought about a new age of cooperation between Humans and the denizens of the Digital World.

By taking this Drawback that story will continue to play out in this world, where Project GAIA eventually became the seed from which Digimon Online sprung. Moreover, depending on your actions in the past, you may find that things have changed in unexpected ways; and perhaps encounter a few familiar faces during your stay.

With Gusto! (+100CP): Whoa their Jumper, slow down! It seems you've picked up a new hobby that your utterly obsessed with; such as collectable card games, cuisine, motorcycles, gambling, or perhaps you've become a local celebrity's most devout fanboy. Whatever it is, you just can't help but go on and on about your new-found passion whenever you get the chance, and eagerly seek out ways to satisfy it that itch; much to the chagrin of those close to you. Anything short of a life and death matter will result in you begrudgingly putting it aside at best, especially if others don't have a way to make it up to you. Of course, this makes your passion a great way for others to try to influence you or earn your favor.

Challenge Mode (+100CP): Looks like MAGAMI had some extra funding, and decided to splurge on their combat AIs. No longer will you face random encounters that act as little better than predictable automatons or wild animals; now each you face will have a proper AI behind them, ensuring that they will make the best tactical use of both their environment and their own abilities.

Legendary Mode (+100CP): Now not only are all random encounters you come across far more powerful than their evolutionary stage might imply, but they may find you wherever to go; even in supposedly "safe zones" like cities or the real world.

Where'd I Put It?! (+100CP): Oh dear, it seems like you've picked up a nasty habit of misplacing important objects at the worst possible time. From projects getting lost on the way to work, and accidentally mailing someone your unmentionables, to losing track of a critical components for a personal project. The search will always take quite a bit of work as methods of divination or to recall them remotely fail; but so long as you're willing to put in the effort you'll be able to reclaim them before its too late.

About that… (+100CP): I'm sorry, it seems like everyone around you has been cursed with forgetfulness and misfortune. Moreover, they'll be completely incapable of recovering whatever they lost without your help. Strangely, these coincidences seem to be particularly common whenever you need their help with something in particular; be it information or a service only

they can provide, and whatever they lost is important enough that they'll be unable to help you until its found.

Closed for Maintenance (+100CP): Looks like Kurt jumped the gun this time around; closing travel between cyberspace and meatspace just before your arrival here. To make matters worse, he was especially thorough when setting up the block. Not only are your own abilities to travel back to Meatspace sealed off, but it'll take much more time to get everyone back home once the crisis is over.

- **Eternal Maintenance (+100CP):** Okay, so he may have panicked a little; but considering his life was on the line it's not that surprising he may have made a few mistakes in his coding; as you find yourself wholly incapable of ever living the digital world. However, look on the Brightside! You'll get to enjoy this great game for a whole decade now!

Difficulty Cliff (+200CP): They should really put some warning signs around here, as you've picked up a nasty habit of suddenly crossing paths digimon with rather inconvenient power scaling compared to your needs. Trying to find a quiet place to train will result in being swarmed by mooks barely worth the time required to fight them, navigating new areas will frequently end with you stumbling upon beasts whose devastating power far outmatches anything else around them, and a race to avert catastrophe will be hindered by digimon practically made to stall for time.

Get Your Game On (+200CP): It seems that in this world the Digimon Card game was far more successful… perhaps a bit too much as everyone you meet seems to be obsessed with the game. So much so that even strangers will randomly challenge you to games that you will be unable to reject, and individuals critical to your plans will refuse to help unless you best them in the game. It certainly doesn't help that everyone seems to be abnormally competent at the game, and attempts to use your powers to cheat seem to fall flat or result in you getting caught in the act.

See You Later! (+200CP): You know, the point of multiplayer games is to play with friends… so why is it that they seem to run off at the slightest provocation? Whether out of personal interest, twist of fate or something else any reunion with your friends and Companions will be a brief one; a few hours at most before you all go your separate ways for who knows how long, and getting the whole gang together is all but impossible unless someone's going to die or something. Thankfully, your Partners are unaffected by this; ensuring you'll never be truly alone during your time here.

To be the Best (+200CP): Hmm… a young boy setting out on a journey with his friends, traveling across the land to befriend fantastical monsters, foil an evil organization, and collect 8 badges from city leaders to become Champion? Certainly, a familiar tale, and one you'll be relieving here as you've been drawn straight into the heart of the events about to unfurl. Moreover, any attempt to preempt them will be doomed to fail; forcing you to tackle the challenges this world offers head on.

- **Like No One Ever Was (+100CP):** Oh… dear. This is bad. Instead of going straight to the MAGAMI center to play Digimon Online, Atsuhi and his friends decided to go see a

movie; ensuring they were outside the system when the block began. Now the fate of the world hangs in the balance, and you're the one who must take their place. Good luck Jumper.

This Little Piggy (+300CP): Not your day, is it? Not a moment after you arrived here you got infected with the Oinkmon virus; turning you into a pudgy piglet-like digimon incapable of speaking and lacking any limbs aside from two stubby legs. Worse still, you've lost access to both your warehouse and you're out of jump powers due to the corruption of your code. It seems like you'll have to rely on your Partners and Companions to keep you safe during your time here.

Think of the Children! (+300CP): The terms of agreement were quite clear about what is and is not allowed here. So, for the remainder of your time here you may not say anything, or perform any action, that would not be fit for an E-Rated game. Moreover, any attempt to get around this ban will only result in you suffering increasingly humorous and humiliating fates. Alternatively, you may take a precautionary measure to avoid the risk of suffering such punishments; cleaning your mind of such filth, such that you arrive in this world as pure of heart as the children this game was designed for.

Snatched Away (+300CP): In this world, there is someone born to be a weapon; nurtured and raised by an alien being lacking any empathy, who cared only to one day harvest their power to wipe out all life and become a god. During his single day of freedom, he witnessed endless violence, suffering and betrayal. After being brutally forced into maturity he used those lessons well; betraying his so called father, and setting out to wipe out humanity for the sole reason that this *hate* was all he knew. In the end he died, never to be mourned. But perhaps you can change this innocent's fate?

When Kurt escaped with Vemmon's egg he knew that he'd be the primary suspect, so he sent the egg to the one person he could count on to keep it safe. You. Shortly after your arrival the egg will hatch, and it will be your duty to care for and raise this infant digimon; keeping him away from those who would use him as a weapon, those who see him as a threat to humanity, and those who would tear him apart for the secret behind his creation. And they will come, no matter your best attempts to conceal him.

All the while he shall learn from you; watching everything you and your companions do and say, how the world sees him, and how you treat those that come after him. He will take it all in with the innocence of a child; with all the passion and misunderstandings that implies. He will learn from your successes and your failures, your vices and virtues, ideals and fears; and it will be your duty to guide them, and help them become more than a mere reflection of those around ghdm.

Should you succeed and avert this tragedy he may join you as a Companion; Snatchmon is a powerful Mega level digimon that stands head-and-shoulders above others of the rank, possessing the entire Digimon perk line and full Mastery of the **Gremlin Syndrome** Perk. However, should you fail in this task, either by his allowing him to become a terrible monster that must be destroyed or by allowing his life to be taken by others, you will not lose the Jump. Instead the shattered remains of his Digi-Egg will take a prominent place in your Warehouse forever more.

End Choice

Now wasn't that a swell time? I wonder if you're happy with how things turned out, or if you wish you could have done more. Either way, it's time to make your choice.

Close Account: This is the end then. Don't worry, I won't send you empty handed. You may keep everything you've gained along your journey; so be sure to make a big splash when you go back home!

Lifetime Subscription: Did you find something you were missing Jumper? Or did you realize you already had everything you wanted? Whatever the case you may live out the rest of your days in this world, and never forget all the lives you've changed.

Insert New Disc: Not done, yet are we? There's just too much left to see to settle down now; so, it's time to get ready for the next world.
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Notes

- You may count Digimon Forms you gained previously for the purposes of determining if you qualify for a specific digivolution
- If you want to avoid the plot as a Human all you must do is Log Out within your first few hours of arrival; otherwise your stuck in Digimon Online barring any out of context tricks. As a Digimon you should be fine so long as you keep your head down.
- What does A.o.A. and S.N.A.P. stand for? No clue
- What is the Motivating cause behind the A.O.A.'s actions? Well, they want to Take Over the World; but it's never explained why, so feel free to pick whatever makes the best story for you
- Lord Megadeath is the leader of the A.o.A.; a digital life form unrelated to digimon who has decided that he will be the progenitor of the new master race that will dominate both the digital and human worlds. To this end the first step in his master plan is to subjugate digimon kind, and wipe out humanity
- How did Lord Megadeath conceal his nature as an inhuman non-digimon digital lifeform from the entire A.O.A., and why did they zealously follow someone they never met? Good Question.
- What can you tell me about the City/Gym Leaders? Nothing. They're basically nameless NPCs in the games who you don't interact with beyond getting their badge, with little to no flavor text beyond how "great" people think they are, and the way they're dressed. So, feel free to come up with whatever helps your story.
- There are supposedly 2 others major Servers for Digimon Online, but we never see or hear anything about them.
- Once the A.o.A. make their opening move they'll use their Admin access to turn the Random Encounters way past their previous difficulty curve as a way of restricting the movements of both Civilians and any fledgling resistance movements.
- The Amaterasu server is completely compromised by the A.o.A., with every City Leader being a high-ranking member.
- Should Snatchmon successfully possess the orbital space station Gunslinger to become Galactimon, and then use it to DNA Evolve with the planet to become Gaiamon; it will result in an automatic failure of the Jump unless you have some way of escaping the planet and local branch of the digital world prior to their cannibalizations. Thankfully so long as you don't mess with Atsuhi's journey too much he'll be able to resolve the situation on his own.
- It should be noted that Gaiamon is a theoretical evolution, as even Snatchmon doesn't know if it's truly possible to achieve. If you decide that it is possible, then the resulting digimon is implied to be a solar-system level threat.
- Yes, you may use Digivices as the Nest for a Digimon created via the **Demiurge** perk. Like with any other device, the resulting digimon will be modelled using themes and traits drawn from both the device and its history of use. As an example:

  The resulting digimon might develop have strong themes surrounding Bonds, turning emotions into power, and strengthening others. With variations appropriate to the

model of digivice such as a D-Arc granting them Card/Card Game themes, a D-3 giving it gateway and Armor themes, a D-Tector giving it mythical warrior and spiritualism themes, and a Season 1 model playing a heavier emphasis on being an expression of its owners Virtues and Vices.
- Think of **Digi-Egg of Convenience** less as summons, and more like semi-autonomous HM slaves. They're great for assisting with labor, travel, and similar forms of basic out of combat utility.

- If you take both "**Snatched Away**" and "**To Be the Best**" you'll have to guard and raise Vemmon while progressing through the plot of the game with Atsuhi. If taken with "**Like No One Ever Was**" circumstances will be setup such that you **will** be forced into a final encounter with Snatchmon, as Lord Megadeath will utilize a previously unknown override to cause Snatchmon's original programming to take over. Thus, you will be forced to either personally delete him or find some way to help him break free before he has a chance to fuse with the planet.

Changelog V2
- Typo the Murdering. Most options hard grammar corrected, or were worded in places to make them easier to read and understand. Unless an option is mentioned here it's safe to assume it's still the same mechanically.
- Satellite was modified slightly. It can now assimilate Digivices you gain future jumps; rather than just the ones you have when you first arrive to the jump.
- Think of the Children now has a choice. You can either live with that slapstic enforced ban for 10 years; or make yourself start the Jump so pure you giggle when people say "boobies" and utter "damn" in hushed whispers.