

A Jumpchain CYOA by WoL_Anon

Ver. 1.0

Welcome to the Kanto region, Jumper! Though, perhaps this is not quite the Kanto you were expecting?

You see, this is the world of Yu-Gi-Oh POKeDUEL, a Pokémon FireRed romhack. Instead of the usual selection of Pokémon, the Pokémon of this region resemble monster (and rarely spell or trap) cards from the Yu-Gi-Oh! TCG/OCG. These Pokémon are often referred to as “Duel Monsters”, or “cards”. Their Trainers are often called “duelists”, whose Pokémon teams are called “decks”.

That’s not all that has changed. Many characters present in Yu-Gi-Oh! series are present here too; they have replaced this region’s Gym Leaders, Elite Four, and Champion. Team Rocket are set to ally with the Rare Hunters, but perhaps a greater evil manipulates them both…

You arrive in this world as the protagonist leaves their room, on the day they receive their first card. You will be staying here for the next ten years.

You have 1000 choice points (cp) to spend.

-Age and Gender-

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

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

-Species-

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

[Free] Human

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

[Varies] Pokémon

As explained above, the Pokémon from this region resemble monster and occasionally spell or trap cards from the Yu-Gi-Oh! TCG/OCG. This option will allow you to be one of these Pokémon, not the more typical varieties you might be used to. You can find a list of Pokémon here: https://pokedueldb.com/Pokedex

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

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

For three stage Pokémon (those that evolve twice), the cost of starting at the first stage (unevolved) is Free, the cost of starting at the second stage (evolved once) is 200cp, and the cost of starting at the final stage (fully evolved) is 300cp. For the Armed Dragon and Great Moth lines, their fourth and fifth stages also cost 300cp.

For Pokémon that have branching paths with different numbers of stages, use the branch it is on, and if it isn't on one yet, use whichever is cheapest.

Certain monsters, which could be compared to the legends of other Pokémon worlds, cost 800cp. See the Notes section for more information.

Would you like to be a Duel Monster that doesn't currently exist in this setting? Then you may do so, purchasing it at an appropriate price point listed above, which determines the range of power it falls within. It may evolve in a manner appropriate for the monster, but it cannot have split evolution paths, or more than three stages in its path.

For an extra 50cp, you can elect to be an alternately coloured version of your chosen species, otherwise known as a Shiny Pokémon.

If you already have a Duel Spirit or Duel Monster form from a previous Yu-Gi-Oh!/Duel Monsters jump, you may import it into this choice. In this case you pay nothing. This gives you a brand-new alt-form with the Pokémon version of that monster. If the imported form corresponds to a Duel Monster already present in Yu-Gi-Oh POKeDUEL, then follow its rules. Otherwise, you may choose its typing and even evolution path so long as your choices fall within the general power level of non-Legendary and Mythical Pokémon, and are appropriate for the monster in question. If you want more than one, see the *Retraining* perk.

Alternatively, if you have already acquired a Pokémon form prior to this jump, you may elect to import that form here. In this case you pay nothing. While rare, "regular" Pokémon are present in this region, and likely exist outside it.

-Background-

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

Rookie Duelist

Requires the Human species.

You are either a new duelist, or about to become one. An adventure across this Kanto region awaits you, if you wish to take it on.

Veteran Duelist

Requires the Human species.

You've been dueling for a while now. Whether you are a simple hobbyist, or consider this a legitimate career path remains to be seen.

Villain

Requires the Human species.

Team Rocket. The Rare Hunters. Konami. There sure are a lot of bad guys out there. Whether you are a part of one of these organisations, or operate independently, the Kanto region has one more problem to deal with.

Duel Monster

Requires the Pokémon species.

Pokémon in this region are often referred to as Duel Monsters, or cards. You can decide whether you are a part of a duelist's "deck", or a wild card out on your own.



-Location-

Roll 1d8, or pay 50cp to choose. Those with the Rookie Duelist Origin may choose to begin at Pallet Town for free. Those with the Veteran Duelist Origin may choose to begin at Vermillion City for free. Those with the Villain Origin may choose to begin at Fuchsia City for free. Duel Monsters who roll or pay for their location may choose to arrive on a nearby Route instead of the location they end up with.

[1] Pallet Town

A small town, home to Oak's lab. This is where a certain youth will begin their journey.

[2] Viridian City

The city's Gym Leader is Yami Bakura, though getting an opportunity to face him may be difficult.

[3] Pewter City

A museum is located here. Rex Raptor is this city's Gym Leader.

[4] Vermillion City

Mai Valentine is this city's Gym Leader. One can take a ship to Duelist Kingdom from here.

[5] Celadon City

Team Rocket runs a Game Corner here as a front for their operations. Weevil Underwood is the city's Gym Leader.

[6] Saffron City

The largest city in the region. Solomon Muto is this city's Gym Leader.

[7] Fuchsia City

The Paradox Brothers serve as Gym Leaders for this city, which is known for its Safari Zone. A headquarters for Konami has recently been constructed.

[8] Free Choice

Lucky you! In addition to any of the above seven locations, you may also choose to begin at: Cerulean City, Lavender Town, Cinnabar Island, Indigo Plateau, Duelist Kingdom, or one of the Sevii Islands.

-Perks-

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

Rookie Duelist Perks

[100cp, Free for Rookie Duelists] Type Technician

When it comes to Pokémon types, you're a pro!

Should a creature possess Pokémon types, you'll be able to identify them on sight. You'll also always be able to remember how these types interact with each other.

To a lesser degree, this will also help you to learn and remember how the element systems of other settings work.

[100cp, Free for Rookie Duelists] Auto Run

From now on, you'll find it easy to maintain a run over extended (and perhaps excessive) periods of time, without inviting injury or exhausting yourself.

The extra stamina provided by this perk strangely applies solely to your running; even so, you'll appreciate such a boon if you mean to make your way around the region on foot.

[200cp, Discounted for Rookie Duelists] Inf. Repel

A curious power. When active, wild monsters (including Pokémon), that are weaker than you or your nearby allies will not attack you unless deliberately provoked. This will make journeys through the wilderness safer, or at least alert you that monsters that are attacking are to be taken seriously.

You can toggle this effect on and off as you like.

[200cp, Discounted for Rookie Duelists] Move Relearn

With this ability, you can cause a willing target to relearn a battle technique that they have previously forgotten. In the case of Pokémon specifically, you can also cause them to learn a Move that they somehow missed out on learning but would be considered a natural part of their development to this point.

This ability does not allow the target to ignore any memory capacity limits they might have; they would still have to forget a technique to make space for the new one if that would normally be how things worked. Fortunately, there is no limit on the number of times you can use this ability, even for the same technique on the same target.

[400cp, Discounted for Rookie Duelists] Heal Team

A special power. Depending on who you ask, it might be considered a helpful quality of life feature, or a cheat ability.

With this power, you can immediately and completely heal small groups of nearby allies, like a Pokémon team. You could use this to heal the decks of others too, if you were so inclined. It is about as effective as a trip to a Pokémon Center would be for a Pokémon; in most cases you are covered, but particularly strange or potent conditions may be beyond your ability to cure.

Using this ability does not exhaust you, and you can use it as often as you like. However, it can never be used during combat, which includes you taking on a Trainer-like role and having others fight for you.

[400cp, Discounted for Rookie Duelists] Shadow Realm's Bane

People sure are fond of banishing their foes to the Shadow Realm, aren't they? Fortunately, it is not something you need to worry about, as you are now immune to unwanted attempts at banishing you from your current location via supernatural powers.

But, perhaps you'd like to visit? No problem! From now you'll be highly attuned to entrances to the Shadow Realm (and similar dimensions or spaces). So long as such an entrance exists within your current region, you'll be sure to find it eventually if you mean to. Likewise, should you find yourself in the Shadow Realm or a similar space, you'll be attuned to exits present in the space; should they exist, you'll eventually be able to escape under your own power – so long as you can avoid or combat whatever dangers may be present in these spaces, that is.

[600cp, Discounted for Rookie Duelists] King of Games in the Making

You are one of those rare prodigal talents. Could we be looking at the next King of Games?

Pokémon and Duel Monsters (both from this setting and their respective settings more generally), develop much faster under your care than they otherwise would. This is the kind of boon that will allow you to bring an ordinary card to championship material over the course of a regional journey. You are also very skilled at commanding these creatures in battle, helping you craft competitive decks and make the most of the cards at your disposal. With some adjustments you can learn how to train and command other creatures with similar effectiveness.

Beyond this, there is something special about you – an innate quality to your spirit that is appealing to Pokémon and Duel Monsters. Legendary monsters are more easily impressed, and more likely to give you opportunities to prove yourself to them. Catching all kinds of Pokémon is easier in general.

Veteran Duelist Perks

[100cp, Free for Veteran Duelists] Card Carrying Cutie

Whether it is Tea Gardner, Mai Valentine, or one of this region's many Beauties, there sure are a lot of good lookers around these parts. Now, you can count yourself among them.

On purchase, decide whether this grants a great enhancement of feminine beauty, allowing you to rival the aforementioned individuals, or an equivalent enhancement in either masculine handsomeness or cute mascot-like charm.

You can also decide, on purchase of this perk, to become slightly taller, as if your body was ripped from a game with taller spritework. How odd. Post-jump, you'll be able to toggle this extra height on and off, regardless of whether you chose to benefit from it here.

[100cp, Free for Veteran Duelists] Hair of the Duelist

Many of this world's top duelists possess hairstyles that would be considered wacky, if not impossible, in other world. This perk will help you fit in.

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

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

[200cp, Discounted for Veteran Duelists] Nature Changer

An interesting ability, sure to be appreciated by serious duelists, or those looking for a new outlook on life.

With this ability, you can alter the nature of a willing target. This solely impacts their general personality – it can't be used for more complex or detail mind control. Additionally, in the case of Pokémon specifically, you can use this ability to alter their "Nature" on a mechanical level – that is, the trait that influences how their stats develop – without otherwise influencing their personality.

You can use this ability as often as you like.

[200cp, Discounted for Veteran Duelists] Gender Swap

Like a certain woman at the Pokémon Day Care, you have gained access to a strange power. With it, you may swap the gender of a willing target from male to female, or female to male, with all that entails. You cannot use this ability on those without a defined sex, or which somehow falls outside this dichotomy but can otherwise use it as often as you like.

An ability like this would be a godsend for Pokémon Breeders, or those who wish to make use of infatuation tactics. Just… try not to be a weirdo, okay?

[400cp, Discounted for Veteran Duelists] Card Maximizer

An important characteristic of cards is their innate potential. An “individual strength” that varies from card to card; two cards train to their fullest in the exact same way may still vary in their capabilities thanks to this.

Normally, duelists would be required to undertake extensive breeding programs in order to get their hands on a card with maximum potential. Thanks to this special power, you can bypass this process entirely.

This ability can be used on any willing Pokémon, and will immediately raise their potential to the highest for their species. You can use it as often as you like, though it does nothing when used on the same Pokémon a second time – you’ve maximised them already.

There are many that would pay a handsome price for such a boon, making it just as useful as a means to make money in worlds like this as it is to enhance the quality of your team. Those who refuse to make use of your services can enjoy going 2-4 at locals.

[400cp, Discounted for Veteran Duelists] Rematch

Imagine you’ve spent years cultivating your deck, training your cards right, working hard to establish yourself as a Gym Leader. And then, some upstart kid barely into his journey waltzes in and absolutely wrecks you. Are you going to stand for that?

From now on, when you suffer significant and meaningful defeats, you will benefit from a short period of tremendous growth and development. You may share this benefit with those you are training, allowing you to hone your skill as a duelist as you improve the power of your deck. While this won’t guarantee you can get that win back, it will certainly help prepare you to do so.

As the defeat must be significant and meaningful to trigger this boon, attempts to force it are unlikely to succeed.

[600cp, Discounted for Veteran Duelists] Billkuriboh

You are a talented inventor, with expertise in many fields.

First, you have an understanding of the science and technology that goes into the Pokémon Storage System. It is within your expertise to design computer systems that are somehow able to digitally store both items and living beings.

Second, you have an understanding of the teleportation technology present in the Kanto region. While this can be quite helpful for transportation and has its place in Gym or hideout design, you also know how to tweak this technology, allowing you to permanently fuse beings. Thanks to this, you could fulfill your dream of living as a Kuriboh!

Further investigation of this fusion process may even allow you to create machines that can take information and use them to create fusions without harming the originals, like a certain machine on Cinnabar Island.

Just… try not to be too much of a weirdo, okay? Cerulean City already had to banish one inventor.

Villain Perks

[100cp, Free for Villains] Grunt Life

So, you've signed up for a villainous team – for the financial benefits no doubt – but there's just one problem: you can't keep your mouth shut in front of the boss. Fortunately, you've acquired this perk.

Rather than suffer the fate of a particular Team Rocket Grunt, you've picked up a strong intuitive sense as to the amount of backtalk your superiors are willing to tolerate for you. This will help you avoid their ire, while still allowing you to speak on difficult or challenging topics with them when such a thing would be possible.

[100cp, Free for Villains] Daddy's Girl

You now possess a sharp tongue, able to come up with biting insults and comments that sting even more than they ordinarily would.

Just… maybe try to keep it in check, that's just a kid you are ripping into. Wow.

[200cp, Discounted for Villains] ***Say goodbye to Exodia!***

You are a natural born thief, able to identify and better capitalise on opportunities to steal from your victims, whether that means breaking in to a house, or just noticing moments where you can snatch valuable possessions right off of your marks.

A good way to punish those who dare defeat you in a duel.

[200cp, Discounted for Villains] Villain on Vacation

Marik. Bakura. Sartorius. Dartz. There are quite a few villainous types around these parts, many of which are strangely left alone. This Laissez-faire attitude now applies to you as well.

So long as you are not actively causing problems, most people will be happy to overlook obvious warning signs of your villainy. In fact, so long as you aren't (too) serious about it, you'll be free to talk about your ten-thousand-year plans to conquer the Earth, or to tell your opponent you'll be taking their soul if you defeat them in a duel.

This perk does not stop others attempting to stop you as a result of other motivations.

[400cp, Discounted for Villains] Shadow Games

You have gained the ability to banish others to the Shadow Realm.

Initially, banishing someone may prove challenging. However, if you were to defeat them, such as via a Pokémon battle, it will briefly weaken their defences, making the process significantly easier. Note that the Shadow Realm of this world can be escaped, should the person in question be sufficiently lucky or skilled.

In other settings, this banishment will send them to an equivalent space or realm, where they exist. Where they don't, this perk will guarantee the existence of the Shadow Realm as it is used here, but you can be assured that the Shadow Realm and the normal world will not interact with each other in any way until such a time that you attempt to banish someone to it.

[400cp, Discounted for Villains] Opportunist

Work smart, not hard. And when you can, don't work at all. You've taken this lesson to heart.

To that end, you have become very good at identifying potential patsies. Noticing individuals whose work you can make your work. You'll have a much easier time convincing them to do what you want through deceit, such as by pretending they are doing a noble deed, or that you will share the power and glory with them.

Of course, a patsy doesn't have to know they are doing your work. You are now quite good at tracking the movements of individuals, even when they are quickly jumping around the region. Then, you have great fortune at swooping in at the crucial moment to take advantage of their hard work. You'll probably need to defeat or dispose of them at this time, which this perk doesn't help you with. Surely that can't be too difficult, right?

[600cp, Discounted for Villains] Komoney

Greed is good.

Perhaps that's not a mindset the common person appreciates, but you know better. In fact, you've found when incorporating a greedy, and in some cases outright evil, mindset into businesses and similar ventures under your management, they tend to perform exceedingly well.

Lower the wages and threaten the jobs of the rank and file while inflating the pay of the executive branch? You'll find rank and file working harder to hold on to their job, and the executives being swayed into an appropriate mindset, overlooking the suffering of their inferiors. Overcharge customers, or force them to buy things they don't want to get what they need? They'll grumble, but few if any will stop buying. A negative reputation doesn't harm the success of your businesses nearly as much it does others, if at all. You'll even find regulators give you a lot more leeway when it comes to 'legally dubious' activities your business undertakes.

These fantastic outcomes are limited to *your* businesses (if you aren't the sole owner, you must have at least 51% share ownership), so when giving advice to others it's probably best to stick to the basics instead of your revolutionary (scumbag) practices. Not that you are the sort to give others help when they need it, right?

This perk also helps you manage and negotiate with outright criminal organisations, better positioning yourself to bring these groups together under your leadership.

Duel Monster Perks

[100cp, Free for Duel Monsters] Secrets of the Arcana

Evolution is a process that Pokémon, even these Duel Monster kinds, are known for. But, it is not a process that is always as simple as gaining battle experience. Some need to gain that experience while alongside a specific species of Pokémon. Arcana Force XV - The Fiend can evolve into Arcana Force EX - The Dark Ruler, Arcana Force EX - The Light Ruler, or Arcana Force XXI - The World depending on the moves it learns (or doesn't learn). And Elemental HERO Neos… well I've gone on long enough.

Fortunately, you now always maintain a sense of what you can evolve into, and what requirements may be in place to achieve them. You also know what you are becoming when you start the process of evolution, allowing you to prevent yourself from going down a path you don't intend to.

This applies to any Pokémon form you take, as well as any other species that goes through a similar process of 'evolution', to the extent that makes sense.

[100cp, Free for Duel Monsters] Terror Talking

Like Yubel, you are capable of speaking in your Duel Monster form. In fact, you'll find that you are somehow capable of speech in any form you happen to take, even those that lack mouths!

Hopefully you can find a duelist who welcomes your input.

[200cp, Discounted for Duel Monsters] Field Spell

This version of Kanto features a variety of terrain types not present in other Pokémon worlds, such as Forest, Venom Swamp, Yami, and Zombie World. You have learned how to carry the power of one of these terrains with you going forward.

On purchase, choose one of the exclusive terrains present in Yu-Gi-Oh POKeDUEL. Whenever you enter combat (being switched in again mid-battle counts), you can choose for your chosen terrain to appear around you. This terrain will eventually disappear, will be dispelled if a similar terrain altering ability is utilised, and may be dispelled by other effects as well.

See the Notes section for more information on the exclusive terrains.

[200cp, Discounted for Duel Monsters] Hidden Armory

Many of the Duel Monsters of this world rely upon arms and armour in battle. Fortunately, such a thing is perfectly acceptable here. With this perk, you'll be able to carry a similar legality going forward into other world.

In organised combat, it will always be legal and socially acceptable for you to employ personal scale equipment, be it a sword, rod, axe, suit of armour, or something else along those lines.

[400cp, Discounted for Duel Monsters] Effort Trainer

Within the Kanto region, there are a group of six monsters which despite their weakness serve as an excellent form of specialised training. You can consider yourself similarly helpful, thanks to this perk.

Choose one of the following primary stats: HP, Attack, Defense, Special Attack, Special Defense, Speed. Whenever you aren't in battle, you can change this decision, including choosing none of the options if you aren't feeling particularly helpful.

For your opponents, the process of battling against you serves as a highly effective form of specialised training for your chosen stat, in addition to any other benefits it would typically have. This training doesn't allow the opponent to surpass what they could otherwise achieve in that area, but certainly helps to speed that process along.

[400cp, Discounted for Duel Monsters] Ultimate Nightmare

Like Yubel, and the ghosts of Pokémon Tower, you have learned how to possess humans, bending their will to your own.

Establishing the possession may be challenging at first, but defeating them in battle directly by or proxy (having someone else defeat them in a Pokémon battle would qualify) will briefly weaken their defences, making the process significantly easier.

While possessing your target, you have great control over how they act. Optionally, you may apply a minor aesthetic change that signifies your possession, and which will vanish should it end. You may appear nearby, allowing yourself to be used in Pokémon battles or the like, appear nearby but as a spirit (limiting those who can see you to your target and those who can naturally see spirits), or remain inside your target. You can switch between these states at will.

Should the target experience another defeat, then they will be able to break free of your possession if they wish to. Naturally, you can only possess one person at a time.

For those seeking a more harmonious relationship with their host, you can also possess a willing target. This operates as above except you cannot force the target to behave in ways they do not wish to, and you and the target can negotiate the level of control you exert over them.

During the chain only, possessions involving someone who cannot follow between jumps (like a companion or follower) will automatically end at the end of each jump.

[600cp, Discounted for Duel Monsters] Perfectly Ultimate

It is generally understood that excluding temporary transformations Pokémon possess no more than three stages along their evolutionary line. In others worlds that is – here, some have managed to evolve even further beyond. A trait you now share.

From now on, Pokémon forms you possess are all capable of evolving to an additional stage at the end of their typical line, which can be achieved with additional battle experience. If you like, you may also slot in an additional, "intermediate", stage between their existing ones that sits as a middle ground of power between those stages.

Additional stages granted by this perk do not alter the Pokémon's typing, nor do they drastically change the manner in which the Pokémon operates.

As a special consideration, any Pokémon that has access to Mega Evolution, Gigantamax, or similar phenomenon at the end of their typical line retains access to this phenomenon in its new final stage.

General Perks

[100cp] Yu-Gi-Oh-ST

You gain a mental library of all music featured in Pokémon FireRed, and introduced in the Yu-Gi-Oh POKeDUEL Romhack.

You are able to play this music at will. You can choose whether those around you hear the music, or just yourself. You can adjust the volume (but not raise it to a level where it would harm an ordinary human), create playlists, and shuffle songs. You may set music to play under certain conditions, allowing you to have a song for when you are out exploring, or create an internal alarm clock.

[200cp] Retraining

Do you really like the idea of Duel Monsters as Pokémon? Do you enjoy training up new forms?

With this option, for any Duel Spirit/Duel Monster form you have acquired from other Duel Monsters/Yu-Gi-Oh! settings, you will receive a brand-new Pokémon equivalent alt-form, as if you had imported that form in the Pokémon species choice option. You will continue to receive new alt-forms for new Duel Spirit/Duel Monster forms you acquire in future jumps as well.

If the Duel Spirit/Duel Monster form has an equivalent already present in Yu-Gi-Oh POKeDUEL, then follow its rules. Otherwise, you may choose its typing and even evolution path so long as your choices fall within the general power level of non-Legendary and Mythical Pokémon, and are appropriate for the monster in question.

-Items-

Discounted items are 50% off, with discounted 100cp items being free for the first purchase.

Should you already possess any similar items to the ones you purchase here, you may import these items, giving them any advantages the purchases they are imported into offer, unless the item in question states otherwise.

Rookie Duelist Items

[100cp, Free for Rookie Duelists] Vagabond's Attire

A comfortable set of clothes, including a snazzy red jacket, goggles, and hat which manages to somewhat obscure your face when worn. They are self-cleaning and self-repairing, allowing you to wear them on a region trotting journey.

Also included is a sturdy bag (which defaults to a backpack but may be any design of your preference), which has an immense storage capacity, far more than would be externally apparent. Despite this, it doesn't get much heavier even when full to the brim with hundreds of different items. It features many different pouches and pockets, making dividing your items by type a snap. Not that that will present much of a concern anyway, as you seem to be able to quickly retrieve anything in the bag almost instantly if you are meaning to pull it out.

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

[200cp, Discounted for Rookie Duelists] Duel Runner

For those who don't just want to travel on Cycling Road, but want to travel it in style. Yusei would be proud.

On purchase, you can decide where it falls on the scale between regular bike that has been modified with a Duel Runner engine, or a more typical motorbike style Duel Runner. Regardless, it never seems to run out of fuel, and general upkeep is not necessary, allowing you to drive it around just about anywhere.

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

[400cp, Discounted for Rookie Duelists] TM & HM Collection

This is a collection of special items, which allow you to teach combat techniques (otherwise known as moves) to your Pokémon. They can be divided into two groups.

The first group include moves that can also be used in the field: HM01 Cut, HM02 Fly, HM03 Surf, HM04 Strength, HM06 Rock Smash, HM07 Waterfall, and TM70 Flash. These moves can be used in the field without any Badges, and in fact simply by having them on your person Pokémon that are with you and capable of learning them can use them out in the field without actually knowing the moves, though they cannot use them in battle this way.

The second group are TMs that cover every single move unique to the Yu-Gi-Oh POKeDUEL Romhack. You'll find that more generic moves known by multiple species here may be learned by other kinds of Pokémon (such as the traditional kinds you may be familiar with) where that makes sense, but those moves that represent signature attacks and are limited to specific Pokémon or Pokémon evolution lines remain exclusive to them. See the Notes section for more information.

TMs and HMs that come with this item can be used any number of times, and can be forgotten if needed. They come in a convenient carry case that is not overly heavy.

Should the case be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. Should any of the TMs or HMs be lost or destroyed, a replacement will appear in the case after 24 hours (if the case is unavailable at that time, they will appear at the next available opportunity after that).

[600cp, Discounted for Rookie Duelists] Duel Monsters Safari

Want to keep catching the Duel Monsters of this region, or share them with future worlds? Then you'll love this item.

This Safari Zone is on par with the one in Fuchsia City. In addition to the Duel Monsters you may catch here, opening your Safari Zone to the public can earn you a handsome profit.

The Safari Zone has a small variety of Duel Monsters, matching its Fuchsia City counterpart. However, unlike the Fuchsia City Safari Zone, this selection will rotate every couple of weeks, being replaced with randomly chosen Duel Monsters appearing in Yu-Gi-Oh POKeDUEL. Legendaries or those equivalent to them will never appear in the Safari Zone. Should cards perish or be caught, more will appear, so don't worry about destroying their population.

By paying a fee, one will be provided with some special Poké Balls, as well as Pokémon bait, and allowed to enter the Safari Zone for a limited period of time. Other kinds of Poké Balls may be used, but each use replaces the use of a Safari Ball, so it is mostly helpful for those that want their card in a specific kind of Poké Ball. At the end of the time period, unused Safari Balls and bait are returned. Duel Monsters caught in the Safari Zone are kept, though you may choose to not receive any of the caught cards if you are just here for fun or practice.

Safari cards caught by you, your companions, or your followers will be considered followers themselves, and continue with you across the chain. Safari cards caught by others will be left behind on the world they are caught on.

This item also comes with a handful of human followers, who can take care of running and maintaining your Safari Zone for you. Should any perish, replacements will appear at the start of the next jump (post-chain, after ten years).

In future worlds, you may choose for it to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like.

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

Veteran Duelist Items

[100cp, Free for Veteran Duelists] Duelist's Attire

An outfit of your own design. Whether that be the uniform of a certain school, a cool looking coat like Kaiba's, or something entirely original is up to you. It is self-cleaning and self-repairing, ensuring you can wear it often, but otherwise is a mundane set of apparel.

Also included is a strange green wig. Screw the rules, you have green hair!

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

[200cp, Discounted for Veteran Duelists] Master Ball

An ultra-high performance Poké Ball, which can catch Pokémon without fail.

Such a tool is helpful if you mean to track down legendary or rare cards. During this jump only, a Pokémon caught by this can become a follower. Or, you could always give it away to someone deserving, such someone who has rescue you from peril, or impressed you by escaping the Shadow Realm.

If used or given away, you'll receive a new Master Ball at the start of the following jump. Post-chain, this occurs after ten years. If lost or destroyed, you'll receive a replacement after 24 hours.

[400cp, Discounted for Veteran Duelists] Rare Fusion Machine

A special machine, like one constructed by a scientist on Cinnabar Island.

By collecting information from certain monsters, the machine will be able to create a brand-new monster (the existing monsters are unchanged and unharmed). Any of the cards that can be created in Yu-Gi-Oh POKeDUEL via this machine can be made here. See the Notes section for more information.

As a special consideration, if you have access to a Duel Spirit/Duel Monster version of a required monster, its data will serve as an appropriate substitute. This does not change created monsters.

A given fusion monster may only be created once per jump. Post-chain, you must wait ten years before you can make the same monster again. Created monsters are considered followers.

Should the machine be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours. Replaced machines maintain collected information.

[600cp, Discounted for Veteran Duelists] Jumper League

This world's Kanto is already content to allow multiple Pokémon Leagues to exist, so why not one more? This large building houses your very own Pokémon League, of which you are now Champion. Congratulations!

The foyer contains a functional Pokémon Center and Poké Mart, the latter of which will maintain a stock of standard Poké Mart merchandise. Further in, you'll find five impressive battle arenas. The first four are intended to be used by your Elite Four. Behind the Champion's arena is a PC that can register winning teams.

On purchase, you may determine the details of your Elite Four. The duelists are human, but can have any appearance and personality you would like for them. Their decks are also up to you, so long as they consist of monsters appearing in Yu-Gi-Oh POKeDUEL (including legendaries), and which fall within the scope of power of this region's other Elite Fours. Your Elite Four and their cards are considered followers, but cannot leave the building under any circumstances.

Too busy to defend your title? No worries! Simply register your team in the Hall of Fame PC, and you'll be able to utilise a simulation of yourself and that team in your place, which is limited to the Champion's battle arena. You are free to challenge these simulations or your Elite Four individually, or run through your own gauntlet whenever you please.

When placed out in the world of settings that feature Pokémon battles or similar contests, your league will always be considered a legitimate entity, and you in turn will be considered a legitimate Champion. You are free to determine requirements that must be met to challenge your league, or even ban challenges altogether, without risking this legitimacy.

Your league comes with a small group of human followers to maintain and run its facilities for you. Should any follower provided by this item be lost to you, a replacement will appear at the start of the next jump (post-chain, after ten years).

In future worlds, you may choose for the league building to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like.

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

Villain Items

[100cp, Free for Villains] Villainous Attire

A set of three outfits, which will help you fit in if you wish to join up with one of the villainous groups in the region.

The first is a Team Rocket Grunt's uniform. The second is a Rare Hunter's cloak, which obscures your identity. The last is a particular expensive suit, the kind a Konami executive could afford.

Each of the outfits are self-cleaning and self-repairing. Should any be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp, Discounted for Villains] Coin Case

Team Rocket may be using Celadon City's Game Corner as a front for their operations, but that doesn't mean you can't have fun there.

This coin case comes with a whopping 9999 coins, to do with as you please. They won't replenish, so use them wisely… who am I kidding, you're going to buy that Dark Magician Girl, aren't you?

In future worlds, the case will fill with a lesser but still healthy supply of coins or chips from a notable casino or game corner, where they exist.

Should the case itself be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. Unspent coins or chips that were in the last case will be moved to the replacement.

[400cp, Discounted for Villains] Pieces of the Forbidden One

The legendary Exodia is sought by the villainous groups of the region. Too bad for them, you're already a step ahead.

These are the five pieces of Exodia the Forbidden One: head, left arm, left leg, right arm, and right leg. On purchase, decide whether these are the originals (naturally, this can be only be done once across multiple purchase), or a new set that corresponds to a new Exodia and Exodia Necross pair.

By bringing these pieces to the top of Pokémon Tower and performing a summoning ritual (the details of which are also provided to you), you can call forth Exodia. By bringing these pieces to the Shadow Realm and performing the same ritual, you can call forth Exodia Necross. You are not limited to just one of these choices.

In either case, you will be attacked, and must catch the monster if you wish to wield its power. Fortunately, as a special consideration, you can attempt this as many times as you like until you succeed. Once Exodia or Exodia Necross is caught, it is considered a follower.

In future settings, the pieces may change in nature to represent a local legendary monster. By bringing them to a certain location (which you must discover yourself), and performing the ritual, you can summon that monster to your position. However, this item does not provide any means of turning these other monsters into followers or taking them across jumps on its own.

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

[600cp, Discounted for Villains] Jumper Kingdom

You've acquired your own private island, which would serve as a great place to host dueling tournaments.

A Pokémon Center and Poké Mart, the latter of which will maintain a stock of standard Poké Mart merchandise, can be found at the island's port. Also included is a ship which can ferry people to and from the island.

Throughout the island are plenty of spaces suitable for Pokémon battles. Each of these areas permanently maintain a kind of weather condition or special terrain, including terrains exclusive to Yu-Gi-Oh! POKeDUEL. So long as you are gaining significant advantages, you can determine the specifics of which weather/terrain environments are located where. See the Notes section for more information on exclusive terrain types.

At the centre of the island is a castle, which in addition to luxury quarters features arenas suited for Pokémon battles, these ones free of additional conditions.

Accompanying this item is a small army of employees to maintain the various aspects of the island for you. They count as followers and are intensely loyal to you. Should any perish, replacements will arrive at the start of the next jump (post-chain, after ten years).

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

Should your island be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse via a special gateway. Should the ship be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

Duel Monster Items

[Free and Exclusive to Duel Monsters] Your Poké Ball

This is the Poké Ball that was used to capture you in the past. You are free to determine its appearance, whether it be that of an existing ball, or something completely original. Mechanically speaking, it functions as a Luxury Ball, with a standard capture rate, but providing the utmost of comfort for you when you travel inside it.

If you haven't been captured yet, then at least you'll have something nice on hand when you find the right Trainer for you.

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

[100cp, Free for Duel Monsters] Pieces of the Jumping One

A set of five artifacts. On purchase, you may decide their appearance, so long as it provides no special advantages.

When brought together, a ritual may be performed to summon you to that location. You must be within the range of a region in order to be summoned, though you can travel to spaces that overlap within your current location, like the Shadow Realm in this setting. You are free to refuse the summon.

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

[200cp, Discounted for Duel Monsters] Equip Spell

Some held items are unique to this particular version of Kanto. One such item is the Axe of Despair, which improves the crit rate when held by the Axe Raider or Battle Ox family. Another is the Horn of the Unicorn, which boosts the attack of Beaver Warrior, Jerry Beans Man, Feral Imp, and Sapphire Pegasus.

Each purchase of this option provides you with either be one of the Yu-Gi-Oh POKeDUEL exclusive held items, or an original held item. Original held items must fall within the scope of the exclusive held items, and be based on an Equip Spell card from the Yu-Gi-Oh! TCG/OCG. In either case, you will be able to benefit from the effects of the held item in any form you take, so long as you can carry or wield it.

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

[400cp, Discounted for Duel Monsters] Evolution Stones

A pair of peculiar evolution stones, unique to this version of Kanto.

The first is a Toon Stone, which resembles a small comic book. When used on a Pokémon, it evolves them into a Toon form, which possess the Fairy type and a kind of cute charm. The second is a Link

Stone, a dark blue stone. When used on a Pokémon, it evolves them into a Link form, which possess the Electric type and may carry a cyberspace aesthetic.

Normally, these stones only work on specific monsters, however the ones acquired via this option will work on any kind of Pokémon. A Pokémon evolved in this way cannot evolve again, even from the other stone.

You may also choose to use these stones in a second way, either on Pokémon forms or on Duel Spirit/Duel Monster forms from other Yu-Gi-Oh!/Duel Monsters settings. This instead turns the effect into a transformation that can be toggled on or off at any time, but only from the form it is used on (if they were to then evolve, for example, they would lose access to the transformation unless they were somehow able to devolve). Should both stones be used in this way on the same form, only one of the transformations may be active at any one time.

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

Should either stone be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. Should one be used up, a replacement will appear in your Warehouse at the start of the following jump (post-chain this will become after ten years).

[600cp, Discounted for Duel Monsters] Slice of Shadow Realm

Somewhere close to your starting location is a large cave, which serves as an entrance to another part of the Shadow Realm, one you are considered ruler of. Optionally, you can have this entrance be one way, with a second cave elsewhere in the region, that serves as a one-way exit that forces a visitor to trek through the entirety of your realm.

Powerful and dangerous cards live within this section of the Shadow Realm, but defer to you and will not attack you and your allies unless you would wish them to. There's about nine different species present; they default to the ones present in the Route 21 Shadow Realm, but you may change some or all of this selection as you like, so long as they are present in Yu-Gi-Oh POKeDUEL and you do not choose legendaries or those at their power. These cards can make effective guards or training partners, but cannot be taken out of the Shadow Realm by any means.

Should someone have means of banishing others to the Shadow Realm or similar space, you can choose whether or not to allow your realm to be accessed in this way. If you like, you can even intercept the banished, either on an individual basis or when they comply with certain criteria. You can change these decisions any time you are within the realm.

In future worlds, you may choose for the Shadow Realm to be attached to your Warehouse via a special gateway, or to be placed out in the world, with a cave entrance being located close to your starting location and optionally a cave exit located within a region's range.

Should the cave(s) or realm be destroyed, a replacement will appear in the same position after 24 hours. If either was placed out in the world, and that location is no longer viable, the Shadow Realm will instead become attached to your Warehouse via a special gateway.

General Items

[Free, Exclusive to Humans] Trainer ID

You have a Trainer ID Card, which serves as a form of identification in the region. The card updates to track some of your duelist-related statistics.

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

[Free, Exclusive to Humans] Pokédex

You have your own Pokédex, a Pokémon encyclopedia, of the same model currently used in this Kanto region. It is set up to accommodate the Duel Monsters style Pokémon found here.

The pages of your Pokédex are currently empty; you will have to catch or otherwise acquire Pokémon if you want to fill it out. At the end of the jump, any blank pages you have left will be automatically filled out for you, so don't stress too much about completing it – just enjoy your Pokémon journey!

If your Pokédex is lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[Free] Beginner's Allowance

A neat sum of Pokédollars, the currency of the Pokémon world. It's not a lot, but it could get you some basic supplies. It will not replenish, so think carefully before spending it.

[Free] Beginner's Item Set

This set of items includes 1 Potion, and 5 Poké Balls. These items will not respawn, so think carefully about their use.

It also comes with a town map of the Kanto region. If lost or destroyed, a replacement of this map will appear in your Warehouse after 24 hours.

[50cp] Yu-Gi-Oh POKeDUEL Game

A high quality GameBoy Advance Emulator, and two Pokémon FireRed roms – one standard, the other patched with Yu-Gi-Oh POKeDUEL. They come on your preferred form of physical media.

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

[50cp] Trading Card Collection

A set of Yu-Gi-Oh! TCG cards. Every single Duel Monster present in Yu-Gi-Oh POKeDUEL that is represented by a card is included. Should Jumper or companions acquire an original Pokémon form via the species choice (not Retraining), then any parts of that form's natural evolution line that are represented by a TCG card is also included.

All of these are ordinary trading cards, and offer no special properties.

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

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

[50cp] Potion Set

This is a small supply of recovery items, perfect for when you just can't wait until the next Pokémon Center.

Each purchase of this item provides you with 10 Potions, 2 Super Potions, 1 Hyper Potion, 1 Max Potion, and 3 Full Heals. Once a week, you will receive a replacement for any item you have lost, destroyed, or used.

[50cp] Poké Ball Set

For those that would rather buy their Poké Balls here rather than at your local Poké Mart.

Each purchase of this item provides you with 10 Poké Balls, 5 Great Balls, 3 Quick Balls, and 1 Ultra Ball. Once a week, you will receive a replacement for any ball you have lost, destroyed, or used to catch a Pokémon.

-Companions & Followers-

[Free] Your Starter

You are entitled to a single free purchase of any of the 50cp companion options. This will likely be a starter Pokémon for humans, or a duelist for cards, but does not have to be. Companions cannot use this option.

[200cp] Full Deck Discount

Looking to fill out of the rest of your team? With this special offer, you get five purchases of any of the 50cp companion options for the price of four. This option can only be purchased once, and cannot be purchased by companions.

[50cp per.] Import

Already have some companions with you? For 50cp each, you may import these companions into this world, providing them with 600cp to spend on perks, items, and their species/Origin. They may

not purchase companions, Card Packs, or Pokémon Storage, but may purchase followers via Duel Monster Recruit.

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive 600cp to spend on perks, items, and their species/Origin. They may not purchase companions, Card Packs, or Pokémon Storage, but may purchase followers via Duel Monster Recruit. Their appearance, personality, and history are up to you, provided you do not grant them anything not reflected in their purchases. By default, they are absolutely loyal to you, but you may forgo this if you wish.

[50cp per.] Recruit

For 50cp each, you may take any named human character appearing in Yu-Gi-Oh POKeDUEL along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a 'slot', so you can ask around and find another character to journey with if you would like.

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

[50cp per.] Duel Monster Recruit

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

[Varies] Card Packs

The first purchase of this option is 200cp. Additional purchases are 100cp each.

Each purchase of this option will provide you with 8 "packs", which can be redeemed at any Pokémon Center when you are ready. You'll have one last opportunity to claim any unclaimed packs right before the jump ends.

When redeeming a pack, you can choose a specific type, which will then award you with a random non-legendary Duel Monster that possesses that type. Or, you can choose a master pack, which will then award you with a random Duel Monster of any type, including legendaries. Cards provided by this option may either treated as a companion or follower, decided by you on an individual basis once you know what you have.

This could be a means to cheaply provide yourself with powerful cards, or a way to waste your valuable points on a bunch of junk. Do you feel lucky?

[400cp] Pokémon & Item Storage

A portable computer. The computer itself is not a companion, but presents an opportunity for you to acquire many Pokémon followers.

Any Pokémon caught by you or your companions can be sent straight to this Pokémon Storage System, at which point they become a follower and are registered to the system. Pokémon acquired as gifts or through trading are eligible as well. Jumper, companions, and followers obtained by other means, cannot be sent or registered to this system.

The Pokémon Storage System is divided up into 'Boxes'; each can hold up to 30 Pokémon. There are a total of 25 Boxes, meaning 750 total slots. In order to send additional Pokémon here beyond this, you must 'release' an existing Pokémon stored in the system. Such a Pokémon will be lost to you, and will be unreachable until post-chain.

Pokémon in the Storage System can freely be taken out as you like, but still count as using a slot when out and about.

Also include is an Item Storage System, which allows you to digitize and store up to fifty different kinds of small items (the kind that could easily be carried around in a bag). Duplicate items can share the same slot, "stacking" up to 99 times before a new slot is required.

You'll be able to access either system from any computer, smartphone, or sufficiently advanced device, after some initial set up. The power of science is amazing!

Should the portable computer be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours. You will never lose any Pokémon in this way.

If you have an existing computer, you may elect to have that computer receive this system instead of receiving a new computer.

If you already possess a similar Pokémon Storage System, you may instead add additional slots to that system, equivalent to the amount of slots you paid for here, ignoring all other parts of this option. If that system did not already have an Item Storage System component, it gains one. If it did, it gains an additional fifty slots.

-Drawbacks-

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

[0cp] Jumper History

Using this toggle, you can incorporate the events of any Yu-Gi-Oh!, Duel Monsters, or Pokémon settings you have visited before. These events will be adjusted as necessary to make sense for this particular setting, both in tone and detail. This cannot be used to remove major characters from the setting, but will likely have a strong impact on how others feel about you.

[0cp] Randomizer

Using this toggle, you can randomise the encounter rates, as well as the cards used by other duelists (you can elect to leave notable duelist's decks alone). Legendaries and the like are unmoved, and this won't significantly impact the events to come.

[+100cp] Confusing Terminology

Is it a Pokémon battle or a duel? A trainer or a duelist? A Pokémon, a Duel Monster, or a card?

During your time here, you'll be constantly confused by the conflicting terminology used in these parts. Even when you know what they are talking about, you'll still have to take a moment to adjust whenever the terminology happens to change.

[+100cp] Yugiboomer

Yu-Gi-Oh! was better back in the day. Who even knows what a co-link is? And don't get me started on pendulums!

For the duration of your time here, you will feel compelled to loudly opine along these lines. If you cannot speak, you will seek out other ways to communicate these views.

[+100cp] Glitches

Occasionally during your travels, you will encounter oddities that can best be described as graphical glitches. These are unlikely to practically impede you, and simply leaving and returning will cause them to disappear, but you will feel a strong sense of annoyance when you come across them.

Additionally, someone in the region is a strange question mark shaped Pokémon, that will attempt to flee the moment you encounter it, and then will never be seen again. Should you manage to take it out of the jump with you, it will become an untrained and unremarkable Bulbasaur.

[+200cp] No EV's

Training undertaken by you, and that you put your deck through, is strangely less effective than it would otherwise be. Sure, combat experience is still gained, but that experience somehow translates into less power growth than would normally be the case.

Unfortunately, this doesn't apply to those outside of you and your deck.

[+200cp] Konami Test Case

Mr. Konami might not succeed with his plans, but he's somehow already succeeded with you.

For the duration of the jump, whenever you attempt to buy something (or someone attempts to buy something for you), you must instead purchase a "booster box" with a chance of containing the item you want, and a chance of containing junk items you don't want. Yes, this even applies to groceries.

Not only will this inflate the cost of your purchases, but is likely to frustrate you to no end.

[+200cp] You Cheater!!

You are simply incapable of accepting losses you take as legitimate. You will be convinced that your opponents have cheated in some capacity, and will likely take great efforts to get back at them in some way for this transgression, whether that take the form of stealing from them, barring their progress on their journey, or something equally obnoxious.

Overcoming these thoughts and impulses is possible, but requires great effort on your part. Perks and powers that would make such a task easier fail to do so.

[+300cp] Banished to the Shadow Realm

Uh oh, you've been banished to the Shadow Realm!

Escape is possible, but immensely challenging; there are lost souls who have been trapped here for more than sixty years. Beyond merely navigating the depressing environment, you'll have to watch out for powerful Duel Monsters and vicious duelists who have given up on escape and now prey upon others.

If you purchased *Slice of Shadow Realm*, that item is located where your starting location would be without this drawback, and you cannot access it until you have first escaped here.

If you haven't managed to escape by the time the jump comes to an end, you will fail your chain and remain stranded here.

[+300cp] Brutal Mode

Things just got a lot tougher.

When in battle, you (and your trainer should you have one), are barred from using items. Additionally, you will find that certain significant foes utilise much stronger and competitive teams than usual – in some cases their cards may even scale to match your power directly (if you are a Pokémon) or the power of the strongest Pokémon on your team.

Fortunately, these power boosts only seem to apply when these opponents face you, and thus won't have an impact on the world as a whole.

[+300cp] Jumplocke

A drawback for those looking for a real challenge. The way this drawback works varies based on your species choice.

For Humans, it works as follows. Should one of your Pokémon be defeated in battle, regardless of whether it is a companion, follower, or neither, you will lose access to it for the remainder of the jump. Fleeing and switching a Pokémon out are both safe. Additionally, you are limited in the amount of new Pokémon that you may acquire. You may only catch the first wild Pokémon in each route or

settlement that you come across. If you lose track of it before capture, you will miss out on any new Pokémon for that area. Gift Pokémon, or those received from trades, will automatically be lost until the jump ends.

If at any point you do not have any useable Pokémon, you will fail your chain. You do not count as a Pokémon yourself, even if you have a Pokémon form from a previous jump.

For Pokémon, this drawback is decidedly simpler, though no less difficult. Should you be defeated in battle (fleeing is okay), you will fail your chain. If you are working with a duelist, they must lead with you in battles, and cannot switch you out.

-Ending-

You have reached the end of your stay here. All of your drawbacks are hereby revoked. Any background memories you have acquired no longer have any influence over your behaviour.

Choose one of the following three options:

Post-Game: You choose to remain in this world. Your chain ends here.

Gotta Jump 'Em All!: You choose to continue your chain. Proceed to the next jump.

Game Over: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

Helpful Links (not that kind):

Pokecommunity page with download link

https://www.pokecommunity.com/threads/yu-gi-oh-pokeduel.445345/

Official Website and Documentation

https://pokedueldb.com/

All Pokémon

https://pokedueldb.com/Pokedex/

All Moves (includes regular moves from Gens 1-9, unique Yu-Gi-Oh! moves can be found towards the bottom)

https://pokedueldb.com/Move/

Do "regular" Pokémon exist in this setting?

Yes. The tree blocking Slowpoke in Cerulean City is still present, with the nearby Trainer not recognising it. The Lorelei Sevii Island event is still present with her mentioning her Lapras. The Man Eater Bug Pokédex entry states that they wiped out the local Weedle population. Brendan and May imply that the Duel Monsters style Pokémon are pretty much limited to the Kanto region, with them coming to the region to discover them.

On Legendaries:

The following Duel Monsters are considered Legendary for the purposes of pricing and other jump rules:

- D Master K (Dragon Master Knight)
- Five God D (Five-Headed Dragon)
- Hamon (Hamon, Lord of Striking Thunder)
- Raviel (Raviel, Lord of Phantasms)
- Uria (Uria, Lord of Searing Flames)
- Obelisk (Obelisk the Tormentor)
- Ra (The Winged Dragon of Ra)
- Slifer (Slifer the Sky Dragon)
- Exodia (Exodia the Forbidden One)
- Exodia NCR (Exodia Necross)
- Rainbow D (Rainbow Dragon)
- Rainbow N (Rainbow Neos)
- Yubel

- Yubel TI (Yubel – Terror Incarnate)
- Yubel UN (Yubel – The Ultimate Nightmare)
- Critias (The Fang of Critias)
- Timaeus (The Eye of Timaeus)
- Hermos (The Claw of Hermos)

If a subsequent update happens that introduces additional monsters presented as a Legendary or at their power, assume they are treated as such as well.

Can I use Nature Changer or Gender Swap on myself?

Sure.

On Card Maximizer:

From a gameplay perspective, *Card Maximizer* refers to an NPC on Cinnabar Island that can raise a Pokémon to maximum IVs. It is worded in such a way that you don't have to treat IVs as an objective part of the world if you don't want to.

Maximising a card is a one-time process; it doesn't preclude a Pokémon from finding other ways to further enhance themselves, but either the user or the Pokémon possessing 'uncapper' effects or the like does not change the effect the perk has on the Pokémon.

On New Terrains:

Here is a summary of the new terrains sourced from the game. It may not be comprehensive:

- Forest: Forest increases the power of all Grass & Bug moves by 30%. At the end of each turn, all Grass & Bug types have their status condition healed. Monsters with the ability Overgrow & Swam have their defense increased by 30%.
- Mountain: Mountain increases the power of all Dragon & Flying moves by 30%. Also, Electric moves have 100% accuracy.
- Venom Swamp: Venom Swamp causes any poisoned monsters to have their Atk and Sp.Atk lowered each turn. Poison monsters and monsters with Poison abilities are immune to this effect. Poison moves have 100% accuracy. The effects of Poison Heal and Toxic Boost are doubled.
- Wasteland: Wasteland increases the power of all Ghost/Ground/Rock moves by 30%. Grass moves decrease in power by 50%. In addition, Growth/Leech Seed & Ingrain fails.
- Yami: Yami increases the power of all Dark moves by 30%. Fairy moves decrease in power by 50%.
- Zombie World: Zombie World turns all monsters on the field into the Ghost type. Ghost moves increase in power by 10%. Monsters will return to their original type when Zombie World ends.

On Rare Fusions:

Here are the current monsters that can be made with the rare fusion machine:

- Chimeratech Overdragon: Cyber Dragon (or its evolutions) + five other Steel types.
- Dragon Master Knight: Blue-Eyes Ultimate Dragon + Black Luster Soldier.
- Rainbow Neos: Rainbow Dragon + Elemental HERO Neos.

If more become available in a later update, the item will be able to make them as well.

So, what exactly happens here, anyway?

Note: This summary was created using a playthrough of 4.0.6 of Yu-Gi-Oh POKeDUEL, differences may exist in other versions. The name and gender of the player as well as the name rival character are determined by the player. For the purposes of this summary, the protagonist is a boy called Red, and his rival is named Gary. This summary focuses primarily on differences between this version and the original FireRed, familiarity with that game is recommended.

The starters in this game are Illusion Magician (becomes Dark Magician and then Dark Sage), Paladin of White Dragon (becomes Blue-Eyes White Dragon and then Blue-Eyes Ultimate Dragon), and Black Dragon's Chick (becomes Red-Eyes Black Dragon and then Red-Eyes Black Metal Dragon).

On Route 2, the old man who would normally teach Red how to catch Pokémon has been defeated in a Shadow Duel, and upgrades Red's Pokédex with the Dexnav before he is taken into the shadows. Red spots a Rare Hunter and Team Rocket Grunt. The Rare Hunter leaves Red to the grunt and heads off to Mt. Moon. After the grunt loses, he heads off for Mt. Moon as well.

The Pewter City Gym Leader is Rex Raptor, who claims he would be the 8th Gym Leader if not for Joey taking his Red-Eyes. He uses Ground-type dinosaurs. After Red defeats him, he confers the Boulder Badge.

On Route 3, Red defeats Tea Gardner in a duel. She gives him ten Friend Balls as a reward. The "Magikarp Salesman" instead offers Red a Dark Magician Girl. Before entering Mt. Moon, Red encounters Brendan and May from the Hoenn region. They have come to encounter new Pokémon, and have each picked up a starter that Red did not, challenging him to a Double Battle to test them out. They give him Berry Juice as a reward for beating them.

In Mt. Moon, Red stumbles upon a meeting between Giovanni and Odion. Team Rocket and the Rare Hunters are being merged, backed by the finances of an unknown party. They seek to collect the five pieces of Exodia. As punishment for his insolence, Giovanni instructs Odion to banish the soul of the grunt from earlier. The fossil choice is still in place, but the Dome Fossil later becomes Tyrant Dragon and the Helix Fossil becomes Levia-Dragon – Daedalus. Red also finds Left Arm of the Forbidden One here.

On Route 4, Red defeats Tristan Taylor, who gives TM56 Hone Claws as a reward.

Bill is a creep in this version of the setting. When Red encounters him at Cerulean Cape, he has deliberately become a Kuriboh, and is upset when Red reverses the process. He only gives Red the S.S. Ticket after losing to Red in a battle.

The Cerulean City Gym Leader is Mako Tsunami, who uses Water-types. After Red defeats him, he confers the Cascade Badge.

On the S.S. Anne, Red encounters Weevil Underwood, who asks to see his deck with the intent of throwing it overboard. Red refuses and defeats him, causing Weevil to steal his piece of Exodia and throw that overboard instead, before leaving for Celadon City.

The Vermillion City Gym Leader is Mal Valentine, who uses mainly Flying-types. After Red defeats him, she gives him a badge (it is unnamed, but looks like the typical Thunder Badge). Red can also duel Johnny Steps in order to acquire a Music King.

Red battles Bandit Keith in Diglett's Cave.

On Route 10, Red battles Green Hair Kaiba, who gives him TM77 Flame Charge as a reward.

Rare Hunters block the path west from Lavender Town. A Rare Hunter base can be found north of Lavender Town; Red fights his way through to reach Odion. Odion explains that both Team Rocket and the Rare Hunters can make use of the Exodia pieces as there is more than one Exodia. After Red defeats Odion, he leaves to report this loss. Red collects the Right Leg of the Forbidden One.

On Route 8, Red battles Brendan and May again, who give him Zoom Lens as a reward. He also defeats Duke Devlin in a duel, who gives him a Loaded Dice.

In Celadon City, Red can acquire an Elemental HERO Neos (where the Eevee would normally be acquired). Nearby is Jaden Yuki, who gives Red a random HERO egg. Red can battle Lumis and Umbra on the roof of the Department Store. Red battles through the Rocket Hideout under the Game Corner. He defeats Giovanni, who claims he had already moved his real deck to his new headquarters at Silph Co. Giovanni leaves, and Red claims the Left Leg of the Forbidden One, and a Silph Scope. The Celadon City Gym is comprised of women who use female Duel Monsters, however some time ago Erika went missing and Weevil Underwood took over as the Gym Leader. Red defeats Weevil, earning the Rainbow Badge.

As Red climbs Pokémon Tower, he duels Bonz. At the top, he rescues Mr. Fuji from Team Rocket, but Mr. Fuji was up there praying to keep pendulums as bad decks. Mr. Fuji gives Red the Poké Flute (here, Big Shield Gardna takes on Snorlax's role in the game).

In Saffron City, when Red attempts to enter the Silph Co. building, a scientist tells him that "Mr. K" has a message for Red, telling him to back off and not involve himself in business that doesn't concern him. Inside, Red battles through both Team Rocket and the Rare Hunters. The employee that would normally give Red Lapras gives him Cyber Dragon in this version. Red defeats Arkana, and then goes on to defeat Giovanni and Odion in a double battle. In addition to receiving a Master Ball from the Silph Co. president, he collects the Right Arm of the Forbidden One. Red can duel Sartorious, who wishes to enslave him to the Light, but will tell him about how his Arcana Force monster evolves if he loses. The Saffron City Gym Leader is Solomon Muto, who uses a variety of types. Red defeats him, but before he can collect the Marsh Badge, Solomon is kidnapped when a pair of men trick him into coming with them to look at an ultra-rare Black Luster Soldier. They tell Red to visit a certain house in Vermillion if he wants to rescue the old man.

Red can meet a boy in Saffron named Little Ricky, who Mr. Fuji refused to take in to his orphanage because he was a pendulum player. At his behest, Red defeats Mr. Fuji and banishes him to the shadow realm. Fujiware Yusuke appears in time to see this happen, vowing vengeance; it turns out he is Mr. Fuji's son. Red can collect one million Pokédollars from Little Ricky, and collect a Pendulum Machine left behind by Mr. Fuji. Red can confront Fujiwara in the Abandoned Dorm east of Lavender Town. After winning, he doesn't banish him, which causes Fujiwara to believe he was wrong, and tell Red how to get Clear Vice Dragon.

At the house in Vermillion, Red encounters Maximillion Pegasus. Pegasus tells him that he is hosting a tournament on his private island, the second edition of his Duelist Kingdom tournament. Pegasus says Red must participate if he wants to rescue Solomon.

Red takes the ship from Vermillion to Duelist Kingdom. In the preliminaries, a duelist must collect four star chips by defeating others in order to proceed, and must use a team of up to four. Pre-set weather or terrain conditions will be applied to each battle, and you are eliminated from the tournament if you lose.

The duels in the first round are against Mako Tsunami (in permanent rain), Rex Raptor (in permanent sandstorm), Weevil Underwood (Forest terrain), Mokuba Kaiba (Mountain terrain), Bonz (Zombie World terrain), and PaniK (Yami terrain). After at least four wins, Red moves on to the finals, the last to qualify. In the finals, there is no preset weather, and teams of up to six are allowed. Red is randomly pitted against Bandit Keith, Mai Valentine, Joey Wheeler, Seto Kaiba, and Yugi. After two wins, he faces Pegasus in the final match. For winning, Red receives two million Pokédollars, a large amount of rare items, and a Victory Dragon egg. He releases Solomon, who gives Red the Marsh Badge.

On Route 12, Red encounters Tea, who asks for his help; her friend Joey is under mind control and waiting to duel the Pharaoh. Red defeats Joey, freeing him of the mind control.

On Route 14, Red duels Espa Roba, allowing him to collect a Jinzo.

On Route 18, Red duels Yusei Fudo. After Red wins, Yusei upgrades his bike into a Duel Runner, and gives him some milk.

In Fuchsia City, Thelonius Viper acts as a gatekeeper to the Safari Zone, keeping weak duelists away. Red defeats him and gains entry. The Saffron City Gym Leaders are the Paradox Brothers, who engage in Double Battles. Red defeats them to claim a badge. Red investigates the newly built Konami HQ, battling through executives and confronting Mr. Konami. Mr. Konami reveals his ambition to replace all purchases with booster boxes, even for items like groceries. He explains he financed the merger of Team Rocket and the Rare Hunters, planning to stab them in the back once they obtained Exodia. After defeating Mr. Konami, Red has the choice of whether to banish him to the Shadow Realm.

With Surf, Red can battle Strings on Route 15. Surf also allows Red to reach the Power Plant. Here, Red duels Ishizu, who is testing him to see if he is worthy. Ahead, Slifer the Sky Dragon replaces Zapdos in this version of the game, which Red can catch. Red can also surf south of Vermillion to collect the Left Arm of the Forbidden One that Weevil threw overboard.

In Seafoam Islands, Articuno has been replaced by Obelisk the Tormentor, which Red can catch.

The lab on Cinnabar Island has a special fusion machine which can make Chimeratech Overdragon (requires 6 Steel types including at least one Cyber Dragon or it's evolutions), Dragon Master Knight (Blue-Eyes Ultimate Dragon and Black Luster Soldier), or Rainbow Neo (Rainbow Dragon and Neos). Red duels Mokuba in Pokémon Mansion, as the building is planned to be knocked down to make room for an amusement part. Dartz is the Gym Leader here, using mainly Ice types. He plans to collect souls to revive Atlantis. Red defeats Rafael, before defeating Dartz to earn the Volcano Badge.

In a cave on One Island, Red can acquire Stardust Dragon. Red can duel Axel Brodie on Mt. Ember. He is rewarded with TM35 Flamethrower, and gains access to the cave behind him. At the summit, Moltres has been replaced with The Winged Dragon of Ra. On Two Island, Rafael gives Red an

Orichalcos Stone (this can be taken to a scientist in Pewter City in order to gain a Kyutora). On Three Island, Lostelle is attacked by Destiny HERO Plasma instead of Hypno.

On Route 21, there is an entrance to the Shadow Realm. Once you enter, you must make your way to an exit in Viridian City – you cannot leave via the Route 21 entrance. As a reward for making his way through, he is given a Dark Necrofear egg by an old man, and also finds a Master Ball.

The Viridian City Gym Leader is Yami Bakura. Red defeats him and earns the Earth Badge.

Rex and Weevil bar the way to Victory Road, forcing Red to beat them in a Double Battle before he can proceed.

Red challenges the Duel Monsters League, defeating Maximillion Pegasus, Joey Wheeler, Yami Marik, and Seto Kaiba (each offers to heal his team after the battle). Then he defeats Yami Yugi to become King of Games.

In Cerulean Cave, Red finds the head of Exodia. Deeper in, Mewtwo has been replaced with Five God Dragon. With all pieces of Exodia, Red can head to an additional area on top of Pokémon Tower. Giovanni attempts to stop him, but after losing decides that taking over this region is impossible and leaves. With all pieces of Exodia, Red can also head to the Shadow Realm to summon and catch Exodia Necross.

After defeating the Duel Monsters League, Red can challenge Marcel in the Abandoned Dorm. Marcel wishes to use his Sacred Beasts to destroy the GX League. Jesse Anderson appears to assist Red, making it a Double Battle. Afterward, Marcel decides to abandon his Sacred Beasts and build a new deck; Red can now track down and catch the Sacred Beasts. Hamon is located in the Abandoned Dorm, Uria is on Mt. Ember, in the cave behind Axel Brodie, Raviel is on Six Island in Altering Cave.

An old man guards a cave on Six Island. If Red has a Crystal Beast with him, he will allow Red to enter and face Rainbow Dragon, which Red can catch.

Red can encounter Yubel in the Rock Tunnel. Yubel asks Red to defeat Jaden, who is present in Celadon City. After Red wins, Yubel appears and imprisons Jaden in the Rock Tunnel. When Red goes to check on him, Yubel has a mind-controlled Jaden duel him. Red wins, breaking her hold on him. Jaden thanks Red, but asks him to forgive Yubel, blaming himself for her state. Yubel agrees to go with Red.

The GX League sits on Route 3. Once Red is King of Games, he is told by the old man outside that Gary is waiting for him on Five Island. The old man will give Red the Rainbow Pass (an alternate way to get it in addition to the FireRed storyline). There, Gary claims to have completed the Pokédex, and offers the Fossil Pokémon that Red missed out on if he can defeat him in a duel. Afterwards, Gary admits he is still missing three roaming Pokémon. Red can now catch Timaeus, Hermos, and Critias, who act as roaming legendaries. Outside the GX League, Red has a final battle against Brendan and May. Red challenges the GX League, defeating Dr. Vellian Crowler, Chazz Princeton, Aster Phoenix, and Zane Truesdale (each offers to heal his team after the battle). Then he defeats Jaden Yuki to become GX Champion.

After becoming Champion of both Leagues, and defeating each Gym Leader in a rematch, Red can duel Professor Oak.

-Changelog-

0.1
Created the jump.

1.0
(i) Minor typo fixes.