
YU-GI-OH!
遊戯王
モンスターカプセルGB

Yu-Gi-Oh! Monster Capsule GB

A Jumpchain CYOA by WoL_Anon

Ver. 1.1

On a stormy night, a black shadow creeps up on Kaiba – whose heart was still shattered after losing his Doom-T Duel.
"…I have found the perfect body to fulfill my desires…
…Heh heh heh. I swear it will be mine! Mwahahaha…"
Taking over Kaiba's unconscious body, the shadow hints it will steal Yugi's Millenium Puzzle…

A few months after the Doom-T Duel, Yugi and his friends – who wish for Kaiba's recovery – receive an invitation.
They go to Kaiba Amusement Park – where a butler guides them to Kaiba…

"Heh heh heh… Mind Doll!"
Joey, Téa, Tristan, Bakura, and Grandpa suddenly collapse to the floor.
Mind Doll has sealed all five of their minds into dolls.

"If you want to save them, win the Monster World Tournament!"
Holding the five hostage, Kaiba forces Yugi to participate in the Monster World Tournament taking place at the Duel Tower.

"If you lose, you will hand that Millenium Puzzle over to me!"

You arrive in this world after Kaiba has left the entrance hall, having just sealed the souls of Yugi's friends into dolls. You will be staying here for the next week.

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 doll. 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.

[Free] Doll

Requires a purchase of the Mind Doll item.

Thanks to the Millenium Ring, many of Yugi's friends have had their souls stolen and stored in small dolls. For some reason, a similar phenomenon has happened to you.

Whilst in your Doll form, you are still able to speak. You can be used in both Monster World and Monster Capsule battles, becoming immersed in those worlds as if they were real places. You can act on your own in these cases, but must comply with the rules of the game. Being destroyed will count as death for the purposes of chain failure.

Although your ability to act is greatly limited in this form, as a special consideration you cannot be damaged or destroyed by accident, and may apply your typical durability in order to protect yourself from deliberate acts. Becoming a Doll via this option means your soul hasn't actually been removed from your body, and instead that your body itself has changed – this means that nothing is stopping you from alt-form switching or using shapeshifting powers to take a form capable of moving about as normal, unless you take a certain drawback.

See the *Mind Doll* item for more information.

-Background-

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

-Location-

Roll 1d10, or pay 50cp to choose. Alternatively, you may start at the Entrance Hall for free.

Typically, one must defeat a Dark Master before they can move to the next floor However, should you start on a higher floor, you will be considered to have qualified all of the way up to that area. You might still wish to head back down to get some training in. If you are a Doll, this qualification can instead apply to a human player you have allied with.

[1-2] First Floor

Where the Monster World tournament begins. The Dark Master of this floor is Mokuba Kaiba, and his adventure involves rescuing a child from the Feral Imp.

[3-4] Second Floor

The second floor of the Duel Tower. The Dark Master of this floor is Weevil Underwood, whose adventure involves dealing with a bandit gang and their attempt to evolve the Great Moth.

[5-6] Third Floor

The Duel Tower's third floor. The Dark Master of this floor is Rex Raptor, whose adventure involves reconciling two neighbouring countries in a drought-stricken land.

[7-8] Fourth Floor

The penultimate floor. The Dark Master of this floor is Mai Valentine, whose adventure involves an egg containing Baby Dragon.

[9] Fifth Floor

The top floor, and the stage for the Monster World Tournament's conclusion. The Dark Master of this floor is Seto Kaiba – or rather, the Millenium Ring that controls him.

[10] Free Choice

Lucky you! You may choose to begin at any of the above locations for free.

-Perks-

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

[Free] Monster Capsule Basics

You have an understanding of the rules of Monster Capsule battles, but this perk does not give knowledge of any specific MCs, or of the Mind Dolls.

You'll need such an understanding if you wish to participate in the Monster World Tournament.

[100cp] Attribute Relationship Guru

Monsters are divided into seven Attributes; these Attributes determine which kinds of fields they receive a bonus on, but also the kinds of monsters they are strong or weak against.

Attribute relationships work as follows: Sogen beats Wasteland but loses to Forest, Wasteland beats Mountain but loses to Sogen, Mountain beats Umi but loses to Wasteland, Umi beats Forest but loses to Mountain, and Forest beats Sogen but loses to Umi. The last two Attributes are a bit different: Yami beats the prior five Attributes but loses to Light. Light beats Yami and has no specific weaknesses.

You'll always find it easy to remember these relationships. In addition, not only will this knowledge not impede your ability to learn the relationships between types and attributes in other games, but you will have an easier time learning and remembering such relationships in general.

[100cp] Kazuki Cuts

Yugi has got quite the odd hairdo, doesn't he? If you'd like something equally outrageous, consider this perk.

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

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

[100cp] Gorgeous Gamer

To call you attractive is to put it mildly.

On purchase, you must choose whether this grants a great enhancement of feminine beauty, which would allow you to rival the likes of Mai Valentine, or an equivalent enhancement in masculine handsomeness.

[100cp] Villainous Ventriloquist

You are an expert ventriloquist, able to throw your voice effectively, and even mimic the voices of others to a limited degree. Such talent might come in handy were you to take on the role of a game master in a TTRPG.

You are also quite good at manipulating puppets and dummies, and could potentially play games like Monster Capsule by having a puppet act out your part.

[200cp] Attribute Focus

It is quite common for players and Dark Masters alike to focus on a specific Attribute. You too, may benefit from such a tactic.

On purchase of this perk, choose one of the seven Attributes present in Monster Capsule GB (Sogen, Wasteland, Mountain, Umi, Forest, Yami, or Light). From now on, when you use Capsule Monsters of the chosen attribute, you perform noticeably better than usual. You notice superior plays more frequently with those monsters, critical hits tend to happen more often, and fumbles tend to happen less often.

This boost will carry over to other games as well, including trading card games, so long as that game has an equivalent of your chosen attribute (you can consider creatures that would receive some kind

of Field Power bonus on that kind of terrain as having this Attribute for the purposes of this perk). the critical hit/fumble effect only applies if the game in question employs such mechanics.

You can purchase this perk multiple times, but must choose a different Attribute each time. Discounts only apply to the first purchase.

[200cp] Treasure Hunter

You'll need every advantage you can get if you want to take down the Dark Masters in Monster World. The truth is though, these Monster World adventures are full of advantages if you just know where to look.

While playing games, you have a sixth sense of sorts, one that alerts you to nearby hidden treasure. For example, you will get a feeling you should look inside that vase, or take a detour off the main path, if you want some treasure. While playing Monster World, this will generally result in finding Power Capsules, but other games naturally have their own kinds of treasure.

[200cp] Encounter Evader

In Monster World, it is necessary for the player to roll in dangerous areas to see if you encounter enemy monsters. You have learned a special trick to minimise this – simply keeping moving your piece as you roll. Not only do the extra steps mean you need to roll less times in a given area, but if you leave an area before the roll is finished, you can completely skip what would have otherwise been an encounter. This trick does not allow you to bypass fixed or scripted encounters that are important parts of an adventure.

Post-jump, you'll find that you have access to a special kind of luck that makes random enemy encounters in games happen less often. You can toggle this effect for each game you play – sometimes you might want to seek out opponents, after all!

[200cp] Dark Assassin

You are an expert at tracking down targets, spying on them from the shadows, and finding opportunities to confront them when no-one else is around.

As to what comes next… unfortunately, this perk offers nothing for that. But you've come this far, surely you have what it takes to finish the job? Right?

[400cp] Gachapon God

You are extremely lucky, but in one specific regard.

When it comes to capsule machines, gacha systems in games, and very similar systems in the real world, you are now far more likely to receive outcomes that you would be pleased with. This perk can only cause outcomes that are actually possible in the first place; for example, you won't be getting high level MCs from the capsule machines on the first floor.

With such luck, you may well get your hands on the elusive Blue-Eyes White Dragon Monster Capsule!

[400cp] Expert in Evolving

“Level is too low.” If you’ve played with Monster Capsules before, you might be familiar with this phrase.

You see, certain Monster Capsules are able to ‘evolve’ into a stronger form via the use of an Evolution Capsule. Unfortunately, players are not told which ones are. Even if they find out, different monsters must meet different level requirements before an Evolution Capsule will work.

To start, you have a comprehensive understanding of the evolutions canonically present in Yu-Gi-Oh! Monster Capsule GB. Additionally, should you encounter new and original Monster Capsules, you will be able to intuit whether they can evolve, and what level they must reach first.

This same intuition will apply when it comes to other monsters that go through a similar process of evolution, both in other games and in the real world, allowing you to quickly discern the requirements of such a transformation and giving you a general idea of the resulting form.

[400cp] Dark Master

You are highly skilled at acting as a game master in TTRPGs. You can write gripping adventures that keep your players engaged, you can design interesting dungeons or gameplay scenarios that are fair but challenging, and you can run such adventures effectively, keeping your players on task.

But, you don’t have to be so kind. Monster World is so often treated as a game between adversaries, after all. So, you are also quite good at designing adventures that push the limit of “fair”, coming up with confusing labyrinths for your players to navigate, writing stories that require your players to needlessly bounce back and forth between the same locations (encountering enemies all the while), and implementing scenarios where your boss monsters simply can’t lose at given times and must be ran from.

If you are taking a background in this setting, and aren’t replacing Yugi, you can choose to take on the role of one of the first four Dark Masters in the Monster World Tournament, with the replaced person becoming a standard player.

[400cp] Pride of a Duelist

Like Seto Kaiba, you are able to shrug off unwanted attempts to possess you or otherwise take control of your body.

The catch to this is that you must remain conscious in order to apply the effects of this perk; were you to be in a coma, for example, others would be free to puppet your body until such a time that you regained consciousness.

[600cp] King of Monster Capsule

To call you an expert gamer is putting it mildly, Jumper.

Your talent shines brightest in two particular areas. First, you are extremely proficient at battling with Monster Capsules. You are able to create formations that make the most of each Monster Capsule, either spreading them apart to provide maximum coverage with their attack patterns, or bundling them together to take advantage of Support Effects, as the situation requires. With such talent, your teams will punch well above their weight, helping you defeat stronger opponents.

The other area of gaming in which you particularly excel is taking up the role of a TTRPG player. In such situations, you are acutely aware of how to advance, both in terms of moving through the 'plot' of such adventures, and in terms of navigating through complex dungeons. In combination with the above, you certainly have what it takes to win the Monster World Tournament.

Such talent will carry over to other games where applicable. Even for games where it isn't, you'll generally perform a fair bit better than you would otherwise.

[600cp] Doll Defence

Don't like the idea of having your soul sealed away in an inanimate object? Then, consider this perk.

From now on, so long as your soul remains within a vessel, it cannot be targeted by unwanted effects, whether those effects attempt to move or remove the soul, alter it, or damage or destroy it.

This perk does nothing to prevent you being killed in a more traditional manner, nor does it stop someone damaging your soul's vessel to the extent that it can no longer be used as such.

-Items-

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

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

[Free, Exclusive to Humans] Your Figure

A figure that represents you, and that can be used in Monster World. It has no special properties.

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

[Free, Exclusive to Humans] Starting Star Chips

You start with five Star Chips. You'll need these to purchase MCs, or to wager in battles. They are also required to challenge the Dark Masters, but this starting amount is not nearly enough for such a thing.

These Star Chips will not be replaced, so use them wisely.

[Free] Pair of Dice

A pair of d10s, one blue and one red. You'll need dice like this to battle with MCs, or play Monster World.

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

[50cp] Yu-Gi-Oh! Monster Capsule GB Game Bundle

Want to play Monster Capsule on the go? This bundle contains:

- A Game Boy Color.
- A Game Link Cable.
- A Japanese copy of Yu-Gi-Oh! Monster Capsule GB
- A modified version of Yu-Gi-Oh! Monster Capsule GB, which comes with the English translation of the Early Days Collection pre-applied.

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

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

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

- A 2025-era television.
- A Nintendo Switch, with Joy Cons, dock, and all needed cables.
- A Nintendo Switch Pro Controller.
- Either a physical or digital copy of Yu-Gi-Oh! Early Days Collection.
- A lifetime membership to Nintendo Switch Online + Expansion Pack.
- A copy of both "Harpie's Feather Duster" promotional Yu-Gi-Oh! TCG cards. These are ordinary trading cards intended for the real-world trading card game, and are not connected to Duel Spirits or work with Solid Vision technology.

Should any of these be lost or destroyed, a replacement will appear in your Warehouse 24 hours later. Any saves made on the Nintendo Switch will automatically be backed up on Jump-chan's special cloud server, ensuring your save data is never lost. You will also be able to play online in any world with an internet connection, even ones where Nintendo does not exist. Who exactly are you playing with, anyway?

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

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

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

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

[50cp] Trading Card Collection

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

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

To store your cards, you also receive a Yu-Gi-Oh! Monster Capsule 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] Jukebox

A jukebox, which comes with every piece of music present in Yu-Gi-Oh! Monster Capsule GB. This particular machine doesn't need money to operate.

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

[50cp] Monster Capsule Storage Box

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

A Monster Capsule-branded storage case. It will always be able to hold all of your Monster Capsules. To do so, it will expand internally as required without getting heavier. You will always find it easy to sort through the case and find the Monster Capsule you are after,

Should any Monster Capsule you receive via options in this jump be lost or destroyed, you can choose to have replacements appear in this storage case after 24 hours (or as soon as the storage case becomes available if it is not at that time), overriding its usual replacement rules. During the Monster World Tournament only, MCs that were destroyed by being defeated will not be replaced until the tournament comes to an end.

Should the case itself be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. Monster Capsules kept in the case will also be replaced at this time, unless they had already been replaced by their own rules.

[50cp] Lucky Pull!

Are you just after a single Monster Capsule? Then this might be worth a purchase.

Each purchase of this option provides you with a single Monster Capsule present in Yu-Gi-Oh! Monster Capsule GB. You can even choose Evolved monsters, but you cannot choose Mind Dolls. All MCs start at level 1.

During the Monster World Tournament, if a Monster Capsule is defeated it will be destroyed and rendered unusable. When the tournament ends, any of the MCs provided by this item will be immediately repaired. From that point, your Monster Capsules will no longer be destroyed when defeated.

Should your Monster Capsule be lost or destroyed (outside of being defeated during the tournament), a replacement will appear in your Warehouse after 24 hours.

[100cp] Monster Capsule Board

A board for playing Monster Capsule battles.

The board helpfully tracks and calculates various aspects of the game, including displaying the stats and health of each monster, comparing stats and attributes to calculate hit chance and damage output, and determining whether Field Power bonuses and Support Effects occur.

On the top of field, the board can easily change which terrain is display between games. This can be done manually, can be done randomly, and can even be done randomly with altered probability for field type – very helpful if you want to run a Monster World adventure, for example.

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

[100cp] Stat Enhancing Power Capsules

Each purchase of this item provides a supply of HP+ Capsules, ATK+ Capsules, DEF+ Capsules, and SPD+ Capsules. You get four of each, enough to provide one to each MC or Doll in your primary formation.

Power Capsules purchased here can work on other game pieces too. In order to qualify, the game piece must actually have the stat in question. For game pieces that are expected to grow over time across games, like MCs, you can use multiple capsules of each type on the same game piece, though this will not allow you to overcome any "soft cap" the game in question has. For game pieces that are expected to remain the same across games, you may only use each type of capsule once. The efficacy of these capsules will depend on the game in question.

Regardless of what you use them on, the effects of your Power Capsules can be toggled on and off whenever the game piece in question is not being used in a game.

Power Capsules provided by this option are not replaced, so use them wisely. At the start of each jump, you receive a new supply of them (post-chain, this occurs after ten years).

[100cp/200cp] Empty Dolls

A blank, featureless, doll. Should a soul be sealed inside, the doll will transform in appearance to reflect the soul inside. At this time, it will become a playable game piece (as described in the base tier of the *Mind Doll* item, with the exception that they do not receive a human form at the end of the jump). This item provides no means of sealing souls into it on its own; you'll have to acquire such means elsewhere. For 100cp, you receive a single doll. For 200cp, you receive four dolls, and will receive a new set of four dolls each jump (post-chain, every ten years).

Souls stored in dolls may be taken across jumps, but once a soul has been taken across jumps in this way it cannot be taken out of the doll by any means. Individuals that are made into followers or companions in some other way are not kept under this restriction. If a soul is removed from the doll, the doll remains a playable game piece, but can no longer speak or act on its own until the soul is returned to it. The destruction of a doll will destroy any soul trapped inside.

Lost dolls will reappear in your Warehouse after 24 hours.

[200cp] Monster World Adventure

Want to run an adventure all your own? Then you'll love this.

This a large table with a detailed, hand-crafted world sitting on top. It is comparable to the Monster World adventures canonically present in Yu-Gi-Oh! Monster Capsule GB in terms of scope. It also comes with a Monster Capsule Board (as described in that item).

Included in this item is a bundle of Monster Capsules, which cover its random encounter pool, as well as any special boss encounters you have in mind. Unlike regular MCs, these ones will not gain EXP, keeping them at fixed appropriate levels. They will not be destroyed on defeat, however you will find it impossible to use them outside of their intended adventure during the Monster World Tournament.

The nature of the adventure is determined by you on purchase of this item. If you like, you can elect not to make a decision, and have an adventure created for you, that is generally aligned with your tastes. The “power level” of the adventure can freely be switched to match the power of any of the five canonically adventures whenever it is not being used; this includes automatically adjusted the levels of included Monster Capsules.

If you are taking a background in this setting, and aren’t replacing Yugi, you can choose to take on the role of one of the first four Dark Masters in the Monster World Tournament, with the replaced person becoming a standard player. The adventure you have chosen here will be fixed to the power level of the replaced Dark Masters usual adventure until the Monster World Tournament is over.

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

[200cp] Transformative Power Capsules

Each purchase of this item provides you with two Skill Capsules and one Evolution Capsule.

Skill Capsules change a Monster Capsule’s attack. In most cases this is a straightforward upgrade, improving the attack pattern to cover more ground, while it some cases the attack is completely different. Most Monster Capsules can only take one Skill Capsule, but some have two different attacks that can be reached with these capsules.

Skill Capsules purchased here can work on other game pieces too. In order to qualify, a game piece must have at least one specific “attack” as part of its rules (simply having an attack stat is not enough). The Skill Capsule will improve that attack somehow, with the specifics depending on the game in question. If a game piece has multiple attacks, you can choose which attack to improve. A non-MC/Doll game piece can only ever have one Skill Capsule used on it.

Evolution Capsules completely change a MC’s form, upgrading it to a generally superior version. Not every MC has an evolution; in fact, most do not. With the sole exception of Larvae Moth, which evolves a whopping five times, MCs only evolve once. Normally, a Monster Capsule must first reach a specific level in order to use this, but as a special consideration the Evolution Capsules obtained via this option work at any level.

As with Skill Capsules, it may be possible to use the Evolution Capsules on game pieces from other games as well. In order to qualify, a game piece must already be able to undergo a similar process of evolution, permanently changing it across different games. Should this be the case, an Evolution Capsule will allow you to go through this process, ignoring other conditions such a process normally has. A non-MC/Doll game piece can only ever have one Evolution Capsule used on it.

Regardless of what you use them on, the effects of your Power Capsules can be toggled on and off whenever the game piece in question is not being used in a game.

Power Capsules provided by this option are not replaced, so use them wisely. At the start of each jump, you receive a new supply of them (post-chain, this occurs after ten years).

[200cp] Advanced Monster Capsule Team

Do you want access to some high value MCs right away? Do you not trust your luck at the Capsule Machine? Then, you may appreciate this option.

Each purchase of this item provides you with eight different Monster Capsules present in Yu-Gi-Oh! Monster Capsule GB – that's enough for two full formations of monsters, giving you some flexibility in your team selection, or simply giving you backup options. You can even choose Evolved monsters, but you cannot choose Mind Dolls. All MCs start at level 1.

During the Monster World Tournament, if a Monster Capsule is defeated it will be destroyed and rendered unusable. When the tournament ends, any of the MCs provided by this item will be immediately repaired. From that point, your Monster Capsules will no longer be destroyed when defeated.

Should your Monster Capsules be lost or destroyed (outside of being defeated during the tournament), a replacement will appear in your Warehouse after 24 hours.

[200cp/400cp] Jumper's Monster Capsule Team

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

Maybe you'd like something more specifically tailored to you.

This is a set of eight Monster Capsules. Unlike the option above, these are original Monster Capsules not present in Yu-Gi-Oh! Monster Capsule GB. If you have been to Duel Monsters or Yu-Gi-Oh! settings before, these MCs will reflect your time there; this might include forms you or your allies have gained, cards you or your allies have used, or Duel Monsters that are more generally important to those settings. If you haven't been to such a setting, then they will simply represent Duel Monsters you like.

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

All MCs acquired via this option will fall within the range of power present in Yu-Gi-Oh! Monster Capsule GB. The initial MCs you receive start at level 1. When you receive MCs via a Capsule Machine, they start at a level common to MCs from that machine; in other cases, they also start at level 1.

During the Monster World Tournament, if a Monster Capsule is defeated it will be destroyed and rendered unusable. When the tournament ends, any of the MCs provided by this item will be immediately repaired. From that point, your Monster Capsules will no longer be destroyed when defeated.

Should your Monster Capsules be lost or destroyed (outside of being defeated during the tournament), a replacement will appear in your Warehouse after 24 hours.

[200cp/400cp] Mind Doll

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

You have acquired a Doll that contains the soul of a person. If you are taking the *Doll* species option, then your first purchase of this item instead reflects your new body.

Physically, the Doll is a miniature which is around the same size as a Monster Capsule. It looks like the human whose soul is inside, but if they had taken some kind of fantasy class and/or race. The Doll can be used in Monster Capsule battles and in Monster Word. It is a relatively strong game piece, with an attribute chosen by you on purchase of this item.

Normally, the Doll can speak but cannot move. When used in Monster Capsule battles or Monster World, the Doll will become immersed in that world as if it were a real place, and can act on its own – though it must do so in ways that comply with the rules of the game. For example, if one of your Dolls attacks in a Monster Capsule battle, your other monsters won't be able to act that turn. One advantage they have over regular MCs is that they are not destroyed if defeated in a game.

At the 200cp tier (provided this isn't a doll form for you), you can choose to receive the actual Joey, Bakura, Tristan, Téa, or Grandpa Dolls. You can instead choose to receive a copy of any of these Dolls, or an original Doll which can either be an original character, or a copy of an existing Yu-Gi-Oh! character. You cannot acquire a Yugi Doll at this tier. Original Dolls of any kind are on par with the Dolls present in Yu-Gi-Oh Monster Capsule GB, excluding the Yugi Doll.

At the 400cp tier, your Doll is quite special. Once the Doll has reached level 50, it can evolve with the appropriate capsule. If the Doll is not for your form, it becomes extraordinarily powerful – putting it in contention for the best piece in the game. If the Doll is for your form, then this evolved state possesses all of your powers, adjusted for use in the game. This will update as you gain new powers outside of the game. It is likely that this form completely breaks all game balance. You can choose to acquire a Yugi Doll at this tier. As a special consideration, post-jump your Doll will become able to evolve at level 50 even without an appropriate capsule.

All Dolls received via this option start at level 1. Any Doll received via this option that is not your new body is considered either a new follower or companion (when purchased by companions, these Dolls must be considered followers). Post-jump, they receive a human alt-form they can switch in and out of as desired. If a follower Doll perishes, it will be replaced at the start of the next jump (post-chain, after ten years).

[400cp] Complete Monster Capsule Collection

This is a complete collection of every single Monster Capsule present in Yu-Gi-Oh! Monster Capsule GB. You have a single copy of each. Evolved MCs are also given separately, but Mind Dolls are not included in this collection. All MCs start at level 1.

During the Monster World Tournament, if a Monster Capsule is defeated it will be destroyed and rendered unusable. When the tournament ends, any of the MCs provided by this item will be immediately repaired. From that point, your Monster Capsules will no longer be destroyed when defeated.

Should your Monster Capsules be lost or destroyed (outside of being defeated during the tournament), a replacement will appear in your Warehouse after 24 hours.

[400cp] Capsule Machines

You have acquired a set of six capsule machines, which contain Monster Capsules and Power Capsules.

The first five capsule machines reflect the capsule machines on each of the five floors of the Duel Tower. Each machine contains more powerful Monsters Capsules than the last, at higher levels. The sixth machine is a copy of the special basement capsule machines that Yugi will not access until after he has dealt with Kaiba; the MCs from this machine may all be at level 1, but you can get very rare and sometimes evolved monsters from this machine. You will not acquire Yugi's doll from this machine – use the Mind Doll item for that.

Post-jump, you will also receive an additional capsule machine. The MCs from this machine are all level 1, but are a rotating cast of new and original Monster Capsules, based on other monsters from the Yu-Gi-Oh!/Duel Monsters setting.

In addition to being able to access superior MCs earlier, your capsule machines will accept any kind of currency, meaning you don't have to give away from precious Star Chips. They never run out of stock, no matter how much they are used. At the same time, you will find it impossible to steal from them.

Should a capsule machine be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

[600cp] Millennium Item

You have acquired a copy of a Millennium Item, a powerful magical artifact originating from ancient Egypt.

There are seven Millennium Items in total, each providing unique abilities. If you like, you may have a custom Millennium Item with its own abilities, as long as it remains within the same scope as the original Millennium Items. In addition to its unique ability, your Millennium Item is also a source of great magical power. See the Notes section for more information.

Optionally, your Millenium Item may be inhabited by a spirit of your design. This spirit can possess the wearer of the item, though this can be overcome with sufficient willpower, and has the equivalent of the *King of Monster Capsule* perk. You may import an existing being who already lives inside you into this role, granting it the advantages this option provides. The spirit counts as a follower by default, though if you are importing an existing being, then it remains whatever that being counted as prior.

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

[600cp] Jumper Tower

A large tower, consisting of five floors and a basement.

Each floor is filled with various arcade machines, which are sure to provide hours of amusement. Of course, that is probably not why you bought this.

On each floor, you will find various gamers, each eager to battle with their Monster Capsules. Each time you defeat one, they will give you a Star Chip. Each floor has a Dark Master room, which will require Star Chips to access. These rooms will allow you to play Monster World with a Dark Master. You'll be able to find Power Capsules during these adventures.

The exact cast of characters in the tower rotates from time to time. You'll even encounter important characters from other jumps you have visited, with a focus on those particularly fond of gaming or raising monsters. You will never be able to get anything out of them, barring some pleasant conversation, and gaming with them in the assigned spaces. This goes both ways; these visitors will never attempt to harm anyone else in the tower, or each other, and they will never get anything from you other than a nice talk or the fun they get out of playing with you. While the visitors will only have Monster Capsules with them, you are free to play other kinds of harmless games with them if you supply the necessary materials.

Each time the cast rotates, the Monster World adventures change to become more appropriate for the new Dark Master filling in – providing new experiences, and more opportunities to collect Power Capsules.

The tower is equipped with capsule machines, which operate on Star Chips, but have limited supplies that only refill every so often. If you also purchased the Capsule Machines item, then the capsule machines in this tower all gain the same benefits of those machines, such as having an endless supply of capsules, and accepting other currencies.

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 tower 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.

-Companions-

[50cp per.] Import

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

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive 600cp to spend on perks, items, and their species. They are entitled to the same freebies and discounts as you. They may not purchase companions. Their appearance, personality, and history are up to you, provided you do not grant them anything not reflected in their purchases. By default, they are absolutely loyal to you, but you may forgo this if you wish.

[50cp per.] Recruit

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

-Drawbacks-

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

[0cp] Jumper History

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

[0cp] Protagonist Replacement

Requires the Human species and Millennium Item, choosing the Millennium Puzzle with a spirit inhabiting it. Cannot be taken with Yami Jumper.

With this toggle, you have taken on the role of Yugi for yourself. Your starting location is fixed to the Entrance Hall. Your Millenium Puzzle is not a copy, but the Millenium Puzzle that normally exists in the setting.

[0cp] Extended Stay

With this toggle, you can choose to stay up to a total of ten years. Additional Monster World tournaments will be a regular occurrence throughout the duration.

[+100cp] Japanese Only

Everyone you encounter in this jump will insist on speaking Japanese, and nothing else. Unfortunately, you have forgotten any knowledge you might have of the language. While learning the language from scratch is possible, any perks or special powers you possess that might make such a task easier will inexplicably fail to do so.

[+100cp] Lost Initiative

In Yu-Gi-Oh! Monster Capsule GB, Yugi always gets to go first. Well, you aren't so fortunate; in fact, you must always go second in any Monster Capsules battles you are involved in. If you are a Doll acting as someone's MC, this applies to them.

[+100cp] Screen Sight

When playing Monster World, your field of view is strangely diminished. It is as if you were playing Monster World on a handheld device, and not a tabletop that you can step back and take a broader view of. If you are a Doll immersed in Monster World, then you vision is just a bit worse than usual.

The effects of this drawback do not apply to Monster Capsule battles, whether or not they are a part of Monster World.

[+200cp] Forced Encounters

For the duration of the Monster World Tournament, you will be compelled to accept all Monster Capsule battle challenges made towards you. This includes ones with unreasonable wagers, such as each player betting all Star Chips when they have one and you have many, or if they ask you to wager a valuable treasure such as a Millenium Item. Your opponents can still refuse challenges from you.

Whilst playing Monster World, you are unlucky with encounter rolls and end up in battles a fair bit more often than usual.

If you are a Doll, this drawback applies to any ally carrying you around (you can't exploit this drawback to apply these conditions to your enemies).

[+200cp] Fixed Fumbles

During Monster Capsule battles, you are more likely to roll fumbles than you would normally, causing your Monster Capsule to damage itself instead of attacking the enemy.

Approximately 10% of the time, when you roll to hit, this drawback will force you to roll a fumble, bypassing any luck you have, as well as any ability to cheat a dice roll. If you are a Doll battling yourself, this drawback only applies to your attacks, but instead occurs 20% of the time and will include when others roll for you.

This drawback doesn't prevent you from rolling additional fumbles on top of these guaranteed fails.

[+200cp] Curse of the Capsule Machine

Excited to see what fun new Monster Capsule you pull out of the machine? Don't be.

During your time here, you will only ever receive common MCs from Capsule Machines, and always at the lowest level a given machine will provide. You can forget about getting any special enhancement capsule either.

If you are a Doll, this drawback also applies to any ally carrying you around (you can't exploit this drawback to apply these conditions to your enemies).

[+300cp] Capslocke

Due to the perma-death rule MCs operate under, you might be expecting to go though many of them during your time here. After taking this drawback, throw that thought away.

This drawback varies depending on your species choice.

For humans, you begin with a total of 4 'slots' for Monster Capsules or Mind Dolls, and will receive an additional slot each time you reach a new floor (if you are starting at a higher floor, you receive those extra slots immediately). Once you have committed to a MC or Doll for a slot, that decision is final; you don't have to use it in every game, but you cannot use a MC or Doll at all if it isn't committed to a slot. If your MC or Doll is defeated in battle, you lose access to that slot; in the case of Dolls, you can choose to commit a defeated Doll to another slot. Should you run out of slots at any point during the Monster World Tournament, you will fail your chain.

For Dolls, this drawback is simpler, but no less challenging. Should you ever be defeated in battle you will fail your chain. If you are being carried around by a player, they will be forced to use you in every Monster Capsule battle they play.

[+300cp] Yami Jumper

Requires Human species. Cannot be taken with Protagonist Replacement.

Oh dear. It appears that the Millenium Ring has decided that you are a more appropriate vessel than Seto Kaiba, and has taken control of your body. It will use your body in order to acquire other Millenium Items, starting with the Millenium Puzzle.

Fortunately, you will regain control of your body at the end of the jump. Additionally, if the Millenium Ring is defeated directly in a game, you will have an opportunity to wrest control back if you have sufficient willpower or appropriate perks. Outside of such an opportunity, any perks or powers you or anyone you bring in with you will fail to give you back control.

[+300cp] All Dolled Up

Requires Doll species.

You are forced to remain in your Doll form for the duration of the jump, and are otherwise limited to your Body Mod and perks purchased from this jump.

It is going to be very difficult for you to get anything done during your time here.

-Ending-

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

Choose one of the following three options:

Keep Rolling: You choose to remain in this world. Monster World tournaments will be a regular occurrence. Your chain ends here.

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

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

-Notes-

Thank you to everyone who assisted in making this jump.

A Brief Summary of the Rules of Monster Capsule/Monster World:

The game used in Yu-Gi-Oh! Monster Capsule GB combines elements from the Capsule Monster Chess and Monster World games present in the manga.

Battles between Monster Capsules (MCs) take place on a 6x6 grid. Each player places up to four MCs in any of their closet two rows. Each turn, a player can move and/or attack with a single MC. Different MCs have different attack patterns, making placement critical. When an MC attacks another, a percentage chance to hit is calculated by comparing the stats of the MCs. Two d10s are then rolled; if the result is equal to or lesser than the percentage the attack hits, and if it is higher than the percentage it misses. If the roll is particularly good, a critical hit occurs, dealing double damage. If the roll is a 00, it is a super critical, dealing triple damage. If the roll is particularly bad, the MC fumbles and deals some damage to itself. If a MC loses all of its health, it is destroyed and cannot be used again. If it is not destroyed, it regains all health at the end of the battle. If a player wins, their surviving MCs gain EXP, which leads to level ups and increased stats. Throughout the story Yugi collects dolls with the souls of his friends sealed inside – these can also be used for Monster Capsule battles. Unlike regular MCs, these do not get destroyed on defeat, allowing them to be used in subsequent battles.

Monster World is a TTRPG. One player acts as the Dark Master, who controls all NPCs and enemies, and leads the other player through an adventure. Compared to TTRPGs in the real world, this is treated as an adversarial role. When moving through dangerous areas, the player must roll after a certain number of steps, and if the player fails the roll, a battle occurs. Battles also occur at fixed points during Monster World adventures. Battles play out via the Monster Capsule battle rules.

Various types of terrain exist, which can provide bonuses to certain MCs. Which terrain tiles appear is influenced by the location of the battle, both in and out of Monster World. MCs also receive a Support Effect if they attack an opponent one of their allies could also hit with an attack. Both kinds of bonuses increase accuracy and attack power.

On Dolls and Monster Capsules:

All Dolls and Monster Capsules received via this document, including ones obtained via the *Capsule Machines* item, have some special features that make them more useful as game pieces. If you purchased both *Capsule Machines* and *Jumper Tower*, then the MCs from the capsule machines in the tower also have these benefits.

First, you are able to scale back each Doll or Monster Capsule's level as desired. This does not prevent them gaining more EXP. For the purposes of EXP calculation, the general EXP the team receives is still determined by the highest active level, but any Dolls or MCs that have reduced their level from above this instead have their EXP calculated based on their maximum achieved level. This will allow you to still use your preferred MCs as you train weaker ones.

Second, you are able to scale back any stat bonuses a Doll or Monster Capsule has received from stat-boosting capsules. Third, if a Doll or MC has changed their attack due to the use of a Skill

Capsule, you can change back to any previous attack they had access to. Fourth, if it is an Evolved Doll or MC, you can revert them back to their prior form(s) (levels between these forms are kept separate). These decisions can be made any time when you are not using it in a game, and you can bring your Dolls and MCs back up to their full power freely without additional item use or training.

Dolls are able to utilise these features themselves at appropriate times, and can resist them being used by others if they wish to for some reason.

On Millennium Items:

Here are the unique abilities of each Millennium Item:

- Millennium Puzzle: Capable of summoning and controlling Duel Monsters.
- Millennium Eye: Can read the minds of others, can seal the souls of others into cards.
- Millennium Ring: Acts as a compass that points towards hearts' desire. Can seal souls into objects.
- Millennium Scale: Judges how much darkness lies within a person's heart. Can fuse Ka.
- Millennium Key: Enter a person's mind, allows you to facilitate communication between a person and another identity inside them.
- Millennium Rod: Can mind control others, effect can be broken by a strong will and does not work on those connected to the Millennium items.
- Millennium Necklace: Can see into the future or past. Future visions are not absolute.

If you purchased the Millenium Eye, or a custom Millenium Item that replaces a body part, it can come pre-installed on the purchaser's body.

When does this take place?

Monster Capsule GB takes place in a world based on the manga version of the setting, which can be determined via its use of pre-Duelist Kingdom characters, the use of the Ventriloquist instead of the Mimic of Doom, and its explicit reference to Doom-T.

The game directly states it occurs after the events of Doom-T. It must also occur after the Bakura/Monster World arc, since Bakura is among Yugi's friends, and Yugi already knows what Monster World is. From here it gets fuzzy – Kaiba has not recovered, which places it before Duelist Kingdom, but many Duelist Kingdom characters appear in the game, many of which already seem to have met Yugi. In fact, it is not at all consistent which characters have met Yugi before.

Other than the fact that Doom-T occurred, and this takes place after it, it is perhaps best to treat this as an entirely original version of the Yu-Gi-Oh! setting.

So, what exactly happens here, anyway?

Sometime after the events of Doom-T, the Millenium Ring finds its way into the possession of Seto Kaiba, and takes his body as a vessel.

Yugi and his friends are invited to the Kaiba Amusement Park. When they meet Kaiba, he uses the Mind Doll power to trap the souls of Joey, Tristan, Tea, Bakura, and Yugi's grandpa in Dolls. He tells

Yugi that if he wants them back, he must participate in the Monster World Tournament in his Duel Tower. He says that a Dark Master protects each floor, and each time Yugi defeats one, he will give him back a Doll, but if Yugi loses, he must hand over the Millenium Puzzle. He leaves, saying he will meet Yugi at the top floor.

Kaiba's butler explains the rules of the tournament. He gives Yugi 5 Star Chips. These chips must be wagered with other players in games of Monster Capsule, and are also used at the various capsule machines in order to acquire Monster Capsules (MCs) to use in competition. If you run out of Star Chips or MCs, you are eliminated. With enough Star Chips, you can challenge a floor's Dark Master, who you must defeat in Monster World.

On the first floor, Yugi collects at least ten Star Chips to open the gate. Before Yugi can meet the Dark Master, he is challenged by Kaiba's butler first, and Yugi defeats him. The Dark Master of the first floor is Mokuba. Yugi discovers that Mokuba has Joey's Doll. Mokuba's Monster World adventure requires Yugi to assist a village by saving the mayor's daughter, who was kidnapped and taken to the Cave of Darkness. Yugi moves through the Eastern Grasslands to reach the cave. Inside, he finds Joey, who had rushed in to try to beat the game on his own, but had been defeated. Further in, Yugi defeats Feral Imp and rescues the girl, completing the adventure. Yugi is given the Joey Doll and access to the second floor. Mokuba runs off.

On the second floor, Yugi collects at least ten Star Chips to open the gate. Weevil Underwood is the Dark Master here; he says that his strategy to defeat Yugi is to use the Bakura Doll as a hostage. Weevil's Monster World adventure has a bandit steal Yugi's best monster. In order to get it back, Yugi can take one of two paths – north through Waterside Meadows, or through the west cave. In either case, Yugi reaches the Moss Forest. The bandits are planning on sacrificing Yugi's monster to evolve the Great Moth. Yugi encounters Bakura in the forest. How fast Yugi proceeds through the forest determines how far along its evolution it is, and whether the stolen monster is saved. The Great Moth is defeated, and Yugi clears the adventure. He receives the Bakura Doll and heads to the next floor.

On the third floor, Yugi collects at least fifteen Star Chips to open the gate. Rex Raptor is the Dark Master of this floor. Rex Raptor's adventure involves two neighbouring countries, Eastland and Westland, said to by looked over by the Two-Headed King Rex, and whose relationship has become strained due to drought. In order to divert water from the last oasis, Yugi must open three gates. The west and east gates require cooperation between townspeople from each nation. With both opened, Yugi proceeds through an underground tunnel connected to the shrine of Two-Headed King Rex. On the way to the north gate, he runs into Tristan, who is too thirsty to act. Yugi proceeds to open the north gate, but wakes the Two-Headed King Rex. It chases him all the way back to the shrine, where the kings of both nations watch Yugi drive it off. The kings realise that they need each other, and water is returned to the land. Yugi clears the adventure, and is given the Tristan Doll. He heads to the next floor.

On the fourth floor, Yugi is immediately challenged by the Ventriloquist of the Dead, who uses a Kaiba puppet, and wagers three Star Chips versus the Millenium Puzzle. After Yugi wins, the Ventriloquist says he looks forward to seeing Yugi face the real Kaiba, and leaves. Before he reaches the gate, Yugi is challenged by Rex again. Afterwards, Rex warns Yugi that some suspicious men in black have been looking for him. Yugi collects at least fifteen Star Chips, getting him through the door to the Dark Master, who turns out to be Mai Valentine. Mai has the Téa Doll. Mai's Monster World adventure takes place in the mountains to the north. Yugi comes across a dying man, who gives him an egg and asks him to raise it into a legendary dragon before passing. A Harpie appears and attacks

Yugi. After the Harpie is driven off, the egg speaks to Yugi, and asks him to take it to the Rising Sun Cliff. At the cliff, the Harpie tries to stop Yugi again, but is driven off. The egg hatches into Baby Dragon. It tells Yugi that Curse of Dragon put a 1,000-year hex on it that forced it to become an egg again, and asks for his help in breaking the hex so it can revert to its original form.

On the way to Cursed Mountain, Yugi passes through Steep Step, encountering Téa and saving her from falling off a cliff. He arrives at a Maya Village, located at the base of the mountain. The villagers believe that the mountain will soon erupt, and only the legendary dragon can save them. On Cursed Mountain, an old man gives Yugi a Dehex Rod, which will break the hex if it is used to defeat Curse of Dragon. Unfortunately, Yugi finds that Curse of Dragon has already perished. Back at the village, he learns of the Time Wizard, and heads through the west mountains to find him. After rescuing Dent (Time Wizard's apprentice) from the Harpie, Time Wizard agrees to help them and transports them back to the past. There, Yugi defeats Curse of Dragon, but unknown to Yugi and Baby Dragon he survives, aided by Koumori Dragon. In the present, Baby Dragon is not back to normal, so they head to Cursed Mountain. They learn that Curse of Dragon was still alive, and that Koumori Dragon and the Harpie were working with him to try and stop Baby Dragon returning to its original form. Curse of Dragon reveals that he is behind the volcano's eruption. The villains are defeated, Curse of Dragon is sealed away, and Baby Dragon returns to his original Thousand Dragon form. Thousand Dragon saves the village from the volcano, but uses too much energy and becomes Baby Dragon again. Yugi completes the adventure, and is given the Téa Doll and access to the next floor. Yugi can also choose to take Baby Dragon as an MC. Mai warns Yugi about Dark Assassins who have entered the tournament to try and get the Millenium Puzzle.

On the fifth floor, Yugi is confronted by PaniK, who forces him to play with the Millenium Puzzle on the line. After Yugi wins, PaniK says that he and the Ventriloquist are Dark Assassins hired by Kaiba to retrieve the Millenium Puzzle. Yugi collects at least twenty Star Chips to get into the Dark Master's room, but is first challenged by a desperate Mokuba, who insists he bet all of his Star Chips. After Yugi wins, Mokuba explains that he wants the Star Chips so that he can see his brother. Yugi is confused why he would need them to do so, but Mokuba tells him that Kaiba has changed after Doom-T. Yugi realises that Kaiba is being manipulated, and promises Mokuba that he will save Kaiba.

Yugi confronts Kaiba, and tells him he knows that he is being controlled. The Millenium Ring reveals itself. It says that if Yugi wins it will return his friends to normal, but Yugi will hand over the Puzzle is he loses. Yugi says that the Ring must relinquish Kaiba as well, and offers his life as a wager of equal value. Kaiba's Monster World is "World's End", the border between the world and the underworld.

Yugi is soon pulled into the Dark World, and make a prisoner of demons. Also imprisoned is Grandpa, and a mysterious figure named Dark. Yugi and Dark manage to escape the prison. Yugi travels through the Underworld Plain, and is forced to battle against Gaia the Fierce Knight, the ruler of the plain. The Dark World is divided into three levels, Abyssal Fire, Abyssal Lightning, and finally Abyssal Dark. To escape Abyssal Fire, Yugi heads through Underworld Volcano and the Abyssal Fire Tower. Dark reappears and helps Yugi get past some guards. At the top of the tower, they meet Red-Eyes Black Dragon, who agrees to let them through if Yugi defeats him. After the battle, Red-Eyes plans on reneging on the deal, but recognises Dark and lets them through.

At the Abyssal Lightning level, Dark tells Yugi he is looking for his missing Mage Rod, and leaves Yugi to go look for it. While exploring the Forest of the Fallen, Yugi collects an iron shaft. This can be used as a lightning rod to divert lightning striking in the graveyard, which allows Yugi to collect the Mage Rod and progress through to the Abyssal Lightning Tower. At the top, Yugi finds Dark confronting Summoned Skull, who indicates Dark was once in charge of the Dark World, but was ousted by King

of Yamimakai. Yugi defeats Summoned Skull and gives the rod to Dark, causing Summoned Skull to give up and let them pass. Dark informs Yugi that King of Yamimakai likely knows of their escape.

The King of Yamimaki is holed up in the Castle of Dark Illusions, which is shrouded in a darkness that prevents approach. Yugi collects the Sun, Moon, and Star swords from the Sage's Cave, and places them at the correct shrines to complete the Swords of Revealing Light and allow him to proceed to the castle. At the castle, Yugi and Dark encounter the Illusionist Faceless Mage, who abducts Dark and sends Yugi to the Dark Zone. Yugi escapes the Dark Zone and proceeds up the castle. He meets King of Yamimakai, who tells him that the Blue-Eyes White Dragon is capable of travelling between worlds, and can take Yugi back to the human world. He allows Yugi to proceed, warning that what he may encounter may only be an illusion. Ahead, Yugi encounters the Illusionist Faceless Mage who has used the Eye of Illusion to brainwash Dark. Yugi defeats both Dark and Illusionist Faceless Mage, freeing Dark. They encounter the King of Yamimakai again, who was hoping that they finished each other off. He reveals that Dark is the Dark Magician, the former lord of Dark World who was ousted by the King. Yugi defeats the King.

Dark Magician calls the Blue-Eyes White Dragon, who says it will only obey someone stronger than it. Yugi defeats it (actually three different Blue-Eyes), and it evolves into Blue-Eyes Ultimate Dragon. Yugi defeats it again, winning its favour, and Blue-Eyes takes Yugi back to human world. Yugi can choose to take Dark Magician with him and keep him as a Monster Capsule. The Millenium Ring tries to continue the game despite its loss, but Kaiba regains consciousness and takes it off, not allowing himself to be controlled. Yugi's friends are returned to normal, and Kaiba promises to beat Yugi fair and square another time. Yugi's friends suggest they stick around a bit longer, since they were stuck as Dolls and didn't get to play themselves.

If Yugi didn't get a single Game Over in Kaiba's world, he can use Grandpa's Doll in battle in the postgame. In the postgame the player can duel Joey, Tea, Tristan, Bakura, Grandpa, Pegasus, Bandit Keith, Shadi, Yami Bakura, and a freed Seto Kaiba. The latter two have the toughest monsters in the game. Special capsule machines are also unlocked, and if the player saved all of Yugi's friends, they can unlock Yugi and Yami Yugi as figurines by putting in 98 Star Chips into the basement floor's capsule machine, then training Yugi until he's Level 50 and using an evolution capsule on him.

-Changelog-

0.1
Created the jump.

1.0
(i) Added some extra detail to the note **On Millennium Items**.

1.1
(i) Added a new item: **Empty Dolls**. (ii) Minor rewrite of the note **On Dolls and Monster Capsules** for clarity. (iii) Minor typo fixes.