

A Jumpchain CYOA by WoL_Anon

Ver. 1.2

Welcome to the world of Yu-Gi-Oh! This place is the setting for a slightly different telling than you may be used to. Nonetheless, Yugi, Kaiba, ancient Egyptian artifacts, and most importantly card games are all present here in some form. It's time to duel!

You will be staying here for the next ten years.

You have 1000 choice points (cp) to spend.

-Starting Time and Location-

Before anything else, you must determine when and where you begin. Regardless of your choice, your total time in this world will not be affected. There are two options:

Ancient Egypt

This is a story about the ascent of a young prince and his journey to become a Pharoah. The wicked Heishin will usurp the throne and claim most of the Millennium Items before the prince is able to return from the future and defeat him. You will arrive here just before the young prince runs away from Simon to play card games with the commoners, and begin out amongst the commonfolk yourself.

Modern Japan

This is a story about a young duelist named Yugi, who will compete in a Yu-Gi-Oh! World Tournament. Along the way, he will collect the Millennium Items, seal them in cards, and use them to return the spirit of his Millennium Puzzle back to his proper time period. You arrive here before the world tournament begins, at the event premises, giving you plenty of opportunity to sign up yourself.

-Age and Gender-

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

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

-Background-

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

-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.

[100cp] Original Hair Design by Kazuki TAKAHASHI

This world is home to many weird looking hairdos, and with this perk you can count yourself amongst them.

On purchase of this perk, designate a preferred hair style. It can be something simple, such as Kaiba's understated bowl cut, or something truly bizarre like whatever you call the prince's hair style. 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] Run Away

Playing card games is not a hobby that typically leads to positive physical health, but you have somehow managed to pull it off.

If you didn't already, you now have an above average physical fitness. You are also surpassingly fast and agile, sure to come in handy when escaping a lecture from your mentor, or running away from guards. Best of all, this perk ensures that you will retain this fitness, speed, and agility even if you live a sedentary lifestyle.

[100cp] Time and Place

A wise royal knows how to walk amongst their people, in order to gain information and build relationships that would otherwise be off-limits to them.

To pull this off, you have learned to quickly adjust to different cultures, and learn to act in an appropriate way as to 'blend in'. A skill like this will also be a great help if you are somehow still around thousands of years from now as well.

[100cp] ***Did you think me foolish enough to fall for this cretin's ploy?***

A common pitfall of the villainous sort is that their allies are just as duplicitous as they are, betraying them at the worst possible moment.

Thanks to this perk, you have become quite shrewd in this respect, allowing you to sus out those who mean to turn on you in the near future, and giving you the opportunity to either head them off, or factor their betrayal into your plans.

[200cp] Card Continuity

Times change, but your deck won't, unless you mean it to.

Your card collection is both surprisingly resilient, and shows up where and when you need it to. If you were to be sent forward thousands of years and stuck in the body of a young child, then that child will somehow manage to stumble across your cards, in just as good a condition as you left them. If you were to be sent back in time, you will retain any new cards you had picked up in the future, though this trick cannot be used to collect the same cards multiple times, or to get back cards you chose to sell or trade away.

While this perk will protect your cards from natural wear, accidental damage, or damage when you aren't present, it will do nothing to prevent your cards from being deliberately destroyed in your presence.

[200cp] Fusion Fanatic

Fusion is a vital part of the format here, and yet using it correctly can be a challenge to newcomers. Not you though.

You can always easily recall any of the fusion results possible in Yu-Gi-Oh! Forbidden Memories. Should additional cards be added to this format (such as via the Import Deck item), you will also be aware of the fusion outcomes possible using those cards.

More broadly, you have developed a good intuition for fusion outcomes, whether they be outside of this format, in other card games, or even the fusing of people or items in the real world. While you may not always know the specifics of such outcomes, you will always be generally correct when predicting such outcomes.

[200cp] Guardian Star Guru

A new wrinkle to the Duel Monsters you might already know is the Guardian Star system. Each monster has access to two different Guardian Stars, one of which is chosen for them on summon. When a monster battles another that possess a Guardian Star that is weak to theirs, that monster gain additional power for that battle.

Not only can you easily remember which Guardian Stars are effective against others, but you can also easily recall which Guardian Stars each monster present in Yu-Gi-Oh! Forbidden Memories has access to. Should additional monsters be added to this format (such as via the Import Deck item), you will also be aware of the Guardian Stars these monsters have access to.

In general, you also have an easier time learning and remembering type matchups, and can keep conflicting type matchup systems clear in your head.

[200cp] ***Don't need words… I can understand you…***

Sharing a body can be rough at the best of times, but it is tougher still when you can't communicate with the other occupant. An issue no more, thanks to this perk.

Now, you can communicate with beings that possess or reside in your body, beings that you are possessing or residing inside of, and alternate personas or similar entities. You can do this at any time, even if the other party would not normally be aware when you are in control, and likewise you can allow the other party to contact you in the same way, even if you would not normally be aware when they are in control.

While this can be a verbal conversation, you are also able to communicate wordlessly, quickly relaying large concepts or explanations in no time at all. Of course, merely talking is just the first step in any kind of relationship; it will be up to the pair of you to draw something meaningful out of it.

[400cp] ***I believe the boy represents what you are to be.***

Fate works in mysterious ways, Jumper.

It seems that in every time period, you can encounter what might be considered another incarnation of yourself. Should you desire to encounter them, you'll quickly be pulled together by fate. If you do not, you won't, and they will never come to have a major impact on the setting either, allowing you to safely ignore them if you have no need of them.

These individuals will look extremely similar to you, though they may differ in species or ethnicity to reflect the local populace. They will not possess any powers or abilities beyond that which could be expected of the average citizen, but are generally competent. They have a personality and temperament that suits yours, and for one reason or another will be strongly inclined to help you out. They are also an ideal vessel for you, unable to resist any attempts you make to possess them or otherwise control their body. Such powers of yours will last as long as you want them to when used on these individuals, even if they would normally strain you or have some kind of time limit.

Whether you choose to work with these potential allies or exploit them is up to you, but with this perk you can take comfort in the knowledge that even if you are thrown thousands of years into the future, you'll have at least one person you can rely on.

[400cp] Millennium Host

While not putting on that weird looking necklace might have been kind of obvious in hindsight, sometimes people just make stupid decisions. Fortunately for you, at least in this case, you won't have to suffer for it.

Thanks to this perk, you have become completely immune to unwanted attempts at possession. Of course, sometimes you do actually want to be controlled by the millennia old spirit of a prince. In these cases, you retain final say in how your body is made to act, and can completely cancel the possession at any time if you wish to.

[400cp] High Field Mage

On purchase of this perk, choose one of the following fields: Umi (Ocean), Mountain, Wasteland (Desert), Sogen (Meadow), Forest, or Yami (Darkness).

When participating in card games, you can magically apply your chosen field at the start of the game without using a card. Depending on the card game, the specific effects of the field may vary in order to fit within the rules, but you'll find that you can do this even in games without Field Spells.

As the application of a field does not use a card, it cannot be removed by effects that remove cards from play, but it can be overridden by playing other Field Spells. You cannot apply your chosen field at any other time other than the start of a duel, so if it is removed, you won't be able to reapply it during the same duel.

Additionally, you have picked up a minor amount of magical combat ability, enough to take out a handful of ordinary humans armed with mundane melee weapons. If you want to pull off a full-fledged coup, you'll need the support of a larger group.

You may purchase this perk multiple times, each time choosing a different field. If you purchase multiple fields, you can only apply one of them at the start of a duel, but you can choose which one. Additional purchases do not increase your magical combat ability further.

[400cp] ***You look better as a card.***

You have picked up a special power, perfect for dealing with weak fools.

You can now transform someone into a card. On using this power, you can determine which card game the card belongs to, defaulting to the Forbidden Memories format of Yu-Gi-Oh! if you make no choice. The specifics of the card, such as the card name, flavour text, and card mechanics, are all determined based on the person transformed. The card image is in fact a window into a confined space. From the perspective of the transformed party, they are trapped in this space, and only able to see the world outside through this window. The person remains able to speak through this window. However, while they remain a card, the person will be unable to move around the card itself, or use powers that effect the world around them.

Within this world, the use of such cards in duels is apparently legal, with DarkNite making the claim that he is the origin of all cards, though their legality in other worlds may vary. As such, fusing cards or otherwise using them in card games is perfectly safe for the transformed person. However,

outside of card games, the card is about as durable as you might expect, and destroying or significantly damaging the card will kill the transformed party.

This transformation can be resisted by those more powerful than you, or who possess significant magical backing (such as being the wielder of a Millennium Item). You can undo any of these transformations at any time.

[600cp] King of Games

You are absurdly talented with when it comes to games, Jumper.

This talent is most apparent in the area of card games, helping you devise and build creative and powerful decks, and providing you superior dueling skill such that you could claim world championships even with inferior decks. Further, you have a special kind of luck during said card games, leading you to draw important cards during vital moments, particularly when the duels have the greatest stakes. In this world, only a single duelist, a young prince, is a match for you.

This talent of yours extends to other games you might play, though to a lesser degree, and without the luck aspect.

You can toggle the luck aspect of this perk on or off as you like, in the event you are seeking a 'fairer' game.

[600cp] ***It's only fair that the course of our pact be decided with the cards.***

An odd quirk of the world is the willingness of its inhabitants to resolve conflicts with card games. With this, you will be able to take the quirk with you.

Now, you can force others to resolve their disputes with you by playing a card game of your choice. There must be reasonable stakes on both sides for you to do this; using it to replace physical combat is acceptable, asking them to offer an ante without one on your end is not. You can only ask something of your opponent that is within their control (for example, if you want to rout an army, you will have to duel the leader, not a random soldier). Both sides are bound by the results of the game; attempts to escape the consequences of your loss will fail.

If your opponent does not know the rules of the card game you are requesting, they will automatically be granted an understanding of them, how the cards in their deck work, and a knowledge of cards in general equal to an average player. If your opponent lacks cards of their own, this perk will provide them with a deck to use. The more powerful the opponent relative to you, the more powerful a deck they will receive; if necessary, they may be granted original cards in order to provide them with appropriate levels of power. Cards provided by this perk can only be used for the game in which they are intended, and will disappear once that game comes to an end.

-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] Basic Deck

A weak deck to get you started, in line with what the young prince begins with at the start of his adventure. It will be an uphill battle to upgrade this into a powerful deck.

These cards are designed for use in the Forbidden Memories format of the game, and as is typical of this world, are connected to the Duel Spirits the cards represent (and will continue to be so after you have left this world).

Should any of these cards be lost or destroyed, a replacement will appear in your Warehouse 24 hours later. If you also purchased the Trading Card Collection item, you may have them appear in the card album instead when they are replaced.

You cannot import into this item. See Import Deck if that interests you.

[50cp] Yu-Gi-Oh! Forbidden Memories Game Bundle

Want to practice duelling under the Perfect Rule? This bundle contains:

- A 1999-era television.
- A PlayStation, and all needed cables.
- A PlayStation controller.
- A copy of Yu-Gi-Oh! Forbidden Memories.
- A set of five promotional Yu-Gi-Oh! TCG cards: “Red-Eyes Black Dragon”, “Harpie’s Pet Dragon”, “Metalmorph”, “Zoa”, and “Metalzoa”. These are ordinary trading cards, that are designed for the normal version of the card game, and are not are connected to the Duel Spirits the cards represent, making them functionally useless for the duels that take place here.

Should any of these be lost or destroyed, a replacement will appear in your Warehouse 24 hours later. If you also purchased the Trading Card Collection item, you may have your promotional cards appear in the card album instead when they are replaced.

[50cp] Trading Card Collection

A set of Yu-Gi-Oh! TCG cards. It contains a TCG counterpart to every card that appears within Yu-Gi-Oh! Forbidden Memories. This even includes “cards” that you would not ordinarily be able to physically acquire in this world, such as fusions. It does not include the Millennium Item cards, as they possess no counterpart.

Note that all of these cards are entirely ordinary, are designed for the normal version of the card game, and are not are connected to the Duel Spirits the cards represent. This makes them functionally useless for the duels that take place in this world. Perhaps they are best used as a memento of your time here?

To store your cards, you also receive a Yu-Gi-Oh! Forbidden Memories 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] Replica Millennium Item Cards

A set of seven cards, each representing one of the Millennium Items. These are mere replicas of the six Millennium Item cards created during Yu-G-Oh! Forbidden Memories plus an original card to represent the Millennium Puzzle. They possess no magical properties. While they are intended to act as a souvenir, you might be able to trick DarkNite into giving you a fighting chance by showing him these.

Should any of these cards be lost or destroyed, a replacement will appear in your Warehouse 24 hours later. If you also purchased the Trading Card Collection item, you may have them appear in the card album instead when they are replaced.

[50cp] PASSWORD

Want to get a head start on your deckbuilding, but don’t have the points or inclination to get a full deck? This is the option for you.

Each purchase of this item grants you three copies of any single card appearing in Yu-Gi-Oh! Forbidden Memories. These are cards designed for use in the Forbidden Memories format of the game, and as is typical of this world, are connected to the Duel Spirits the cards represent (and will continue to be so after you have left this world).

Post-jump, you also receive a TCG counterpart to every card that you received from this item. These additional cards are entirely ordinary, are designed for the normal version of the card game, and are not are connected to the Duel Spirits the cards represent.

Should any of these cards be lost or destroyed, a replacement will appear in your Warehouse 24 hours later. If you also purchased the Trading Card Collection item, you may have them appear in the card album instead when they are replaced.

You cannot import into this item. See Import Deck if that interests you.

[100cp] Ancient Egyptian Attire

An outfit appropriate to the Ancient Egypt found in this world. Its design is up to you, chosen on purchase of this item. A prince might choose a commoner's garb, to run amongst their people without drawing attention to themselves. A mage might choose something more ostentatious, leaving a greater impression on those around them. Of course, you could just be someone from modern times who like to cosplay.

The outfit is self-cleaning and self-repairing, ensuring you can wear it for the duration of your stay. If it is lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Game Table

Whether it be through a magical effect, or some cutting edge technology, this table is able to create holograms of Duel Monster cards. With such a tool, your card games are sure to be even more fun than usual.

The table has two different motifs, one that wouldn't look out of place in Ancient Egypt, and a modern table akin to the one that will be used in the KaibaCorp sponsored world tournament. The table can be switched between these looks at any time.

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

[200cp] Advanced Deck

Want a powerful deck right off the bat?

Each purchase of this item grants you any 40 cards that appear in Yu-Gi-Oh! Forbidden Memories. You may choose the same card multiple times, even more than three, though this would mean the cards you collect from this item won't be a legal deck without adjustments. A powerful deck can take you far in a world like this, but is not everything.

These are cards designed for use under the Forbidden Memories format, and as is typical of this world, are connected to the Duel Spirits the cards represent (and will continue to be so after you have left this world).

Post-jump, you also receive a TCG counterpart to every card that you received from this item. These additional cards are entirely ordinary, are designed for the normal version of the card game, and are not connected to the Duel Spirits the cards represent.

Should any of these cards be lost or destroyed, a replacement will appear in your Warehouse 24 hours later. If you also purchased the Trading Card Collection item, you may have them appear in the card album instead when they are replaced.

You cannot import into this item. See Import Deck if that interests you.

[200cp/400cp] Import Deck

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

Oh, do you already have a deck you are fond of? With this option, you can convert them into appropriate cards for the duels that take place here.

The base level of this item allows you to choose up to 40 cards to import. In order to be a valid choice for import, the original card must either be a useable Duel Monsters card that you acquired from a Yu-Gi-Oh! or Duel Monsters setting, or an official and legal Yu-Gi-Oh! trading card (legal in this case does not refer to a banlist, but rather whether or not the card is useable at all). You cannot import Extra Deck cards. If there is no way for a card's rules to be changed to fit the Forbidden Memories format, it cannot be imported.

Each imported card is adjusted in order to fit the format employed in this world, and becomes connected to the Duel Spirit(s) the card represents (and will continue to be so after you have left this world). While you may choose to import particularly special cards such as the Egyptian Gods, unless you are importing the real deal connected to the appropriate Duel Spirit, the result will 'merely' be a powerful card instead of anything unique. Should you import all named fusion components of a fusion monster, those cards will be able to fuse into that monster without Polymerization while in the Forbidden Memories format, just as the monsters of this world can.

Imported cards can be freely changed between their pre-import and post-import appearances, meaning you can still use them in more traditional Duel Monsters formats. While this option can grant you a very powerful deck, without effect monsters it will likely be much weaker than you are used to.

For an additional 200cp (undiscounted), you can import as many cards as you like, and can even continue to alter cards in this way during and after the jump. In order to adjust cards during and after the jump, they must either be your property or you must physically contact them (contacting a card sleeve, binder, or deck box they are located in is sufficient). Additional cards must still meet the criteria explained above to be valid targets.

Should any of these cards be lost or destroyed, a replacement will appear in your Warehouse 24 hours later. If you also purchased the Trading Card Collection item, you may have them appear in the card album instead when they are replaced.

[400cp] Card Shop

This small store is located either close to your starting location or attached to your Warehouse by a special gateway.

This store will always maintain a healthy of product for every card game you have encountered in the past, including prior to this jump and going forward. However, you must pay for these cards;

attempts to steal them will fail. If placed out in the world, you can choose for the store to sell to others besides yourself, and if you do you receive a portion of the profits. This decision can be changed at any time.

As a favoured customer, you are able to utilise an exclusive service of the store. By duelling often, you will earn a special currency that the store will track for you, called Star Chips. By trading in these Star Chips, you can have the store source and provide you with singles. These singles can be from any card game the store has stocked. The more powerful or useful the card, the more Star Chips is will cost to acquire.

The store can provide you with cards backed by mystical forces (such as cards from this setting), regardless of whether you are buying packs or singles, though particularly special cards such as the Egyptian Gods cannot be acquired in this way.

In future worlds, you may choose for it to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location.

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

[400cp] FREE DUEL

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

Using this space, you can duel against simulations of any of the opponents found in Yu-Gi-Oh Forbidden Memories. There is no penalty for losing these duels, and no need to worry about being turned into a card either. Additionally, extra simulated opponents will be added for each opponent you have competed in card games against in the past, including prior to this jump and going forward. If these opponents used different decks, different simulations will for each deck you faced. Naturally a simulation of an opponent from a different card game or format will be conducted under that card game or format.

Winning these duels will earn you prize cards. The cards you can win vary by duelist and winning more decisively will generally result in better cards. The cards you win always match the card game or format you are playing in. While you can earn cards backed by mystical forces (such as cards from this setting), particularly special cards such as the Egyptian Gods cannot be acquired in this way.

Attempts to take your opponents' cards out of this space (excluding the prize cards you win) will invariably fail.

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

[600cp] 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. Regardless of this unique ability, your Millennium Item is also a source of great magical power.

In addition to the above, you may choose one of the two following advantages for your Millennium Item:

- Your Millennium Item is 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 Games 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.
- Your Millennium Item is uninhabited, but you have learned how to hide yourself within it. While inside the item, you have the ability to render the item unusable except for those you deem worthy. The mechanism for this depends on the nature of the item; for example, the Millennium Puzzle and come apart and only be put together by someone you approve of. You can also attempt to possess the wearer of the item, though those with sufficient willpower may resist this. The destruction of your item whilst you are inside it will count as death for purposes of chain failure, so it is perhaps best to leave this for emergencies. While you can enter the item at any time, you can only be restored once per ten years, or by a special ritual. During the chain only, you will automatically leave the item when a jump comes to an end.

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

[600cp] Millennium Item Card Set

A set of six cards, each representing one of the seven Millennium Items, minus the Millennium Puzzle. These cards are not playable in Duel Monsters, but have their own use.

Each of these cards were created by sealing one of the Millennium Items inside them. As a consequence, each card has become a great source of magical power, though the unique abilities of each Millennium Item have been lost. Attempts to retrieve the Millennium Items from the cards will always fail.

When used together as a set, the cards can used to conduct a ritual that can remove a spirit inhabiting an item, optionally restoring it to a physical body if it had one in the past. Additionally, this same ritual can be used to send someone back in time, but only to time periods they existed in (regardless of whether they had a physical form or not at the time). Sending someone back in this way will cause them to replace themselves in that time period, but with their current form and any knowledge, powers, or skills they have picked up. Sending someone back in this way does not cause a change to the present; it seems to instead create a ‘split’ timeline.

Should any of your Millennium Item Cards be lost or destroyed, a replacement will appear in your Warehouse 24 hours later. If you also purchased the Trading Card Collection item, you may have them appear in the card album instead when they are replaced.

-Companions-

[50cp per.] Import

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

[50cp per.] Create

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

[50cp per.] Recruit

For 50cp each, you may take any named character appearing in Yu-Gi-Oh! Forbidden Memories 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] Young Prince Jumper

Requires Millennium Item, choosing the Millennium Puzzle without a spirit inhabiting it.

With this toggle, you will take on the role of the young prince (Atem) within the story, though you may instead be a princess if you prefer. You starting time and location is set to Ancient Egypt.

Your purchased Millennium Puzzle will be the original, not a copy, which may draw additional attention upon you. If at some point you decide or are otherwise forced to inhabit your Millennium Puzzle, you will automatically be shunted forward to the Modern Japan time period, where your puzzle and deck will belong to Yugi. You will gain the appropriate background memories for this time skip. Here, you will be able to present Yugi with a set of six empty cards to seal the other Millennium Items in. With all of these plus your Puzzle, you can be returned to Ancient Egypt once more.

If you do skip forwards in time, that time does not count towards your ten year stay in this world.

[+100cp] Horrible Card Text

While the Magic and Trap cards present here may have been difficult to parse before, taking this drawback will turn it up to 11.

Now, each and every Magic and Trap card will only include a vague clue to what the card actually does in its text. It will take a good memory and an effort to learn if you want to play well.

Unfortunately, this change in card text is essentially a filter to your perception of the cards, so your opponents will have no issues playing.

[+100cp] Anime for Life

Big fan of these ‘old school’ rules? Well, here’s another one.

You will start all of your duels with your Life Points (or equivalent) at a quarter of their usual starting value, rounding up. For the format usually employed here, this means you will be starting with 2000LP.

Your opponents are not affected by this drawback, making it a substantial handicap.

[+200cp] Limited Card Acquisition

I hope you’re happy with the deck you’ve purchased here, because it will be a challenge to change or improve it after taking this drawback.

You cannot acquire additional cards beyond what you’ve purchased here with two exceptions. The first are prize cards, whether earned via the FREE DUEL item or won as antes out in the world. The second are cards purchased using Star Chips via the Card Shop item.

If you purchased the second tier of the Import Deck item, you cannot import additional cards beyond the first 40 until the end of the jump.

[+200cp] TCG Card Draws

Taking this drawback will change how card draws work for you under the Forbidden Memories format.

While you still begin the game with a five card hand, on subsequent turns you only draw a single cards at the start of each turn, instead of drawing until you have a five card hand. You are also banned from using cards that would provide additional card draws in a turn, or otherwise add cards from your deck to your hand, such as ones you might acquire via Import Deck. These rule changes solely apply to you.

This is a significant disadvantage to duel under, as it will limit the speed at which you can dig through your deck, as well as the number of fusions you will realistically be able to pull off in a given duel. You will have to make the most of each card you have if you want a chance of victory.

[+300cp] ***This is the noisiest card I've ever created…***

Oh no, you've been turned into a trading card!

As a card, you are unable to move around, though you can still see and speak through the window that is your card image. You are unable to use powers that affect the outside world, and attempts to change your form, such as shapeshifting or alt-form switching will invariably fail.

The card you've been turned into is usable in the Forbidden Memories format, and is reflective of your usual power. For a seasoned Jumper this will likely mean that the card is quite valuable, so it is unlikely someone will destroy your card unless provoked, but if that was to occur it would count as death for the purposes of chain failure.

While the effect will end at the end of the jump, you can end it earlier to convince someone to summon DarkNite, then convince DarkNite to return you to your usual body. Perhaps it is better just to wait, after all?

Post-jump, you can choose you receive a replica card based on your form. While it is not playable, it might serve as a memento of your time here, or as a reminder to not take drawbacks like this in the future.

[+300cp] The Millennium Jumper

The fate of your chain hangs in the balance. In order to secure it, you must first collect all seven Millennium Items. If you are in Ancient Egypt, all but the Millennium Puzzle will soon fall into the hands of Heishin. If you are in Modern Japan, you can find the holders of the Millennium Items amongst the participants of the upcoming world tournament. Millennium Items you have bought for yourself here do not count.

Once you have all of the Millennium Items, you must sacrifice all of them, in order to summon DarkNite. Then you must defeat him twice, once as DarkNite and another in his more powerful NiteMare form. While losing will not immediately fail your chain, losing to a monster like him may present other problems.

If you cannot complete the ritual and claim your victories over DarkNite before the jump comes to a close, you will fail your chain.

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

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

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

-Notes-

Thank you to everyone who assisted in making this jump.

On differences between standard Yu-Gi-Oh!/Duel Monsters duels and the duels here:

The mechanics of the version of the card game played here and the TCG vary quite a bit. Below is an excerpt from the game's Wikipedia page, as it mostly explains the differences well. The only other thing to note is that there are no effect monsters in the game, with existing monsters simply losing any effect they normally have.

From Wikipedia:

The main differences are:

A deck must be made up of exactly forty cards.

Summoning a monster normally (without using a Ritual Card) does not require any sort of tribute. For example, if one held a Blue-Eyes White Dragon card in their hand and wanted to summon it, one can place it on the field, rather than tribute two other monsters.

At the start of the player's turn, he or she draw from his or her deck until his or her hand consists of five cards; if the deck does not hold enough cards for the player to draw, the player loses the duel.

The player must play at least one card to the field after drawing.

Cards can be "fused" in the hand without the card Polymerization; the player can fuse any amount of his or her cards together and in any order, but the chance of a "successful" fusion (where a new monster or magic or trap is made, or when a monster is strengthened) depends on the cards the player is fusing.

After fusion, cards can only be played face-up. Traps that are played face-up are not activated until their condition is met, but those produced as a result of fusion are immediately activated (often to no effect).

When any magic or trap card is fused with a monster that is not compatible, the magic or trap card is discarded and the monster is unaffected.

Playing ritual cards to summon ritual monsters requires specific monsters to be on the field in order to work; for instance, "Serpent Night Dragon" is summoned by playing Revived [sic] of Serpent Night Dragon while Darkfire Dragon, Dragoness the Wicked Night and Obese Marmot of Nefariousness are in play; this differs from the rules of Ritual Spell Cards in the TCG, which simply requires tributing monster cards with combined levels equal to the Ritual Monster.

There is no Special Summoning; fused and ritual monsters are simply considered normal summons.

Monster cards must select one of two "Guardian Stars", which allow a monster to gain five hundred attack and defense points if it has chosen a superior alignment against its opposing card; these alignments are taken directly from cosmic bodies and are arranged as follows (> means "is superior to"):

- *Mercury > Sun > Moon > Venus > Mercury*

- *Mars > Jupiter > Saturn > Uranus > Pluto > Neptune > Mars*

The following example is used in the manual: "when "Gaia the Dragon Champion" (AP:2600) chooses Mercury and attacks "Blue-Eyes White Dragon" (AP:3000 and in attack position), "Gaia" has his AP increased to 3100, making it possible to defeat "Blue-Eyes White Dragon"."

The Guardian Stars selected represent the type of the monster. In the 3-D battle sequence the attack the monster uses depends on the guardian star selected. For example, when you summon Meteor-Black Dragon you are given the choice of Sun or Mars. Choosing Mars will cause Meteor-Black Dragon to use a fire attack and give it an attack bonus against Jupiter (typically plant-type) monsters.

- *Mercury represents monsters from the Black Magic alignment.*
- *Sun represents monsters from the White Magic alignment.*
- *Moon represents monsters from the Demon Magic alignment.*
- *Venus represents monsters from the Illusion Magic alignment.*
- *Mars represents monsters from the Fire alignment.*
- *Jupiter represents monsters from the Forest alignment*
- *Saturn represents monsters from the Wind alignment*
- *Uranus represents monsters from the Earth alignment*
- *Pluto represents monsters from the Thunder alignment*
- *Neptune represents monsters from the Water alignment*

Cards can be played in attack or defense mode, face-up or face-down. Hence, a monster can be played in face-down attack mode. However, the card flips over after it attacks.

On Fusion Outcomes:

Here is a guide to the fusion outcomes present in Yu-Gi-Oh! Forbidden Memories:

https://gamefaqs.gamespot.com/ps/561010-yu-gi-oh-forbidden-memories/faqs/78677

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?

Yu-Gi-Oh! Forbidden Memories takes place in two different time periods, Ancient Egypt and modern Japan. Both of these periods conflict heavily with the usual anime/manga setting, and therefore this game cannot easily be placed at any point within the original setting. For example, Kaiba's ancient incarnation has a very different role, and despite characters like Bandit Keith knowing Yugi, Pegasus still has the Millennium Eye.

So, what exactly happens here, anyway?

The events of the game start in Ancient Egypt. After a short scene of the high mage Heishin finding something and laughing evilly to himself, we cut to the young prince (whose name is chosen by the player, and will be referred to as Atem for the rest of the synopsis), who flees from his instructor Simon Muran in order to duel with the commoners.

Atem meets his commoner friend Teana and duels with some commoners. After this Teana takes Atem to a festival happening in the town plaza. Watching the mage procession, Teana comments that the attitude of the mages has gotten worse, which she attributes to Heishin. Atem and Teana meet their other friend Jono, just as he loses to Seto, a mage, in a duel. Before Atem can duel him, Seto is called away by another mage. Seto agrees to duel Atem later at the town's duel field. Atem defeats Seto, after which Seto realises who Atem is, before departing. That night, the high mage Heishin and his supporters storm the palace, using the power of the Millennium Rod. Heishin is able to claim all of the Millenium Items save the Puzzle, which is entrusted to Atem by Simon. Heishin corners Atem and duels him for the Puzzle, winning. Before Heishin can claim the Puzzle, it is destroyed and Simon seals Atem and himself inside it. He explains that they must wait for someone to assemble the Puzzle in the future.

In modern Japan, Yugi wakes up, having experienced these events via a dream. Along with Joey, he attends the opening ceremony for the Yu-Gi-Oh! World Tournament. In the preliminaries, Yugi defeats Rex Raptor, then Weevil Underwood, then Mai Valentine, then Bandit Keith, earning his way to the finals.

During a conversation with Joey, Yugi spots Shadi. Shadi states that he was drawn to the tournament by the Millennium Puzzle. Shadi informs Yugi that all of the Millennium Items are present at the tournament. Yugi tells him about the dream he had and Shadi uses his Millennium Key to put Yugi in contact with Yami Yugi/Atem (in this continuity Yugi has apparently far less awareness about the spirit of the Millennium Puzzle and does not talk to him normally). Without words, Atem/Yami Yugi explains that he wishes to return to his time, and provides Yugi with six blank cards, meant to store the other Millennium Items. Yugi agrees to help.

In the finals, Yugi defeats Shadi, sealing his Millennium Key and Scales into cards. Next, he defeats Yami Bakura, sealing his Millennium Ring into a card and freeing Bakura from his control for good. He defeats Pegasus, sealing his Millennium Eye into a card, then defeats Isis, sealing her Millennium Necklace into a card. Finally, Yugi defeats Kaiba, winning the tournament and sealing the Millennium Rod into a card.

Inside the Millennium Puzzle, Simon explains to Atem that he must claim the Millennium Items from Heishin and seal them away, and that Heishin has hidden them sepearelty in order to preserve his holdings. Then Simon fades away. The six cards and the Puzzle create a portal back to Ancient Egypt, and Atem takes them back with him.

Back in Ancient Egypt, Atem finds Jono and Teana, who have learned that he is a prince. They explain that after he disappeared, the mages questioned them and destroyed the duel field, forcing them to use a secret underground duel arena.

Atem returns to the now ruined palace and finds a map leading him to the Forbidden Ruins. There he finds a map etched into a wall. Seto appears and explains that the map marks where Heishin has hidden the Millennium Items. Each of the six in Heishin's possession has been placed within a temple, that his subordinate mages use to enhance their magical power.

Atem defeats the mages defending the Sea Shrine, Meadow Shrine, Mountain Shrine, Desert Shrine, and Forest Shrine, collecting all of the Millennium Items except the Rod. Returning to the underground duel arena, Jono informs Atem that Heishin has kidnapped Teana and taken her to the final shrine, in order to draw Atem out. Atem and Jono head to the shrine together.

After defeating the Labyrinth Ruler, the pair encounter Seto with Teana. Seto hands Teana back to them, saying he was the one to take her, but did so to guide Atem to Heishin's Chambers. Atem continues to the Dark Shrine proper, defeating a few guards and then Heishin himself. With all of the Millennium Items collected together, Seto leads Atem to the Forbidden Ruins but then turns on him, attempting to take them for himself. He reveals a secret room in the ruins, from which he plans to use the Millennium Items to summon a Dark Lord. Atem wins, but Heishin reappears, taking Seto hostage with a dagger. Atem is forced to hand over the Millennium Items, which are used to summon DarkNite. Heishin tries to get DarkNite to do his bidding, but DarkNite refuses; as the Millennium Items were used up in summoning DarkNite, Heishin lacks sufficient proof of the pact DarkNite had made with humans in the past. DarkNite turns Heishin into a card, then sets it on fire, killing him. Before DarkNite leaves to destroy the world, Atem shows DarkNite the Millennium Item Cards that he still has with him, which DarkNite considers sufficient proof. He allows things to be decided by a duel, but when he loses to Atem he becomes enraged, transforming into NiteMare and demanding a rematch. After he is defeated again, he disappears. Seto leaves the ruins, and is never seen again.

Atem becomes Pharoah, and had the Forbidden Ruins buried. His rule is prosperous, and he comes to be known as "Yu-Gi-Oh!".

-Changelog-

0.1
Created the jump.

1.0
(i) Added a note: **On Fusion Outcomes.**

1.1
(i) Minor typo fixes.

1.2
(i) Added some extra detail to the note **On Millennium Items**. (ii) Minor typo fixes.