

A Jumpchain CYOA by WoL_Anon

Ver. 1.3

The British Empire in the 1480s…

The War of the Roses, a power struggle between the Houses of Lancaster (Red Rose) and York (White Rose) to decide a royal successor, was nearing an end. With the Yorkists well in the lead, the reign of Richard 3 was but a step away. And in France, Yugi (Henry Tudor) – the last Lancastrian heir – was being forced to live a life of exile. The Lancastrian forces were rendered powerless by ancient cards of sorcery wielded by "Seto" and his 7 followers who, known as the "Rose Crusaders", served under the flag of Lord Crawford, a powerful Yorkist nobleman. Lacking a duelist to champion their cause, defeat was imminent for the Lancastrians. In England, duel card games were still at the fledgling stage. Thus, the Lancastrians had to look elsewhere for a duel master capable of facing the Rosenkreuz in battle. With this in mind, Margaret Mai Beaufort of Lancaster secretly requested a High Druid to summon a duelist from another age.

You arrive in this world as Simon McMooran summons the Rose Duelist. You will be staying here for the next ten years.

You have 1000 choice points (cp) to spend.

-Age and Gender-

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

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

-Species-

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

[Free] Human

An ordinary human. Nothing more needs to be said.

[200cp] Duel Spirit

You are a strange being originating from the spirit world and now inhabiting the mortal world.

Barring exceptional circumstances not present during this time period, you are unable to fully manifest this form. This means that you are unable to physically interact with the world around you. On the other hand, you cannot be harmed in conventional ways, usually requiring magic or esoteric energies that can interact with your form, you can float around as you please, and you can choose who can see and hear you (though those individuals with the specific ability to observe spirits will see and hear you regardless).

Should circumstances arise in which you do fully manifest, you will become able to physically interact with the world around you, but may be harmed as normal and lose the ability to float and hide your presence. You can also draw upon your power as a monster, though by default this power is quite weak.

Your form is decided by you on purchase of this species. It can be a monster already present within Duel Monsters (even one that does not yet exist in this time period), or something completely original. The only conditions are that your form must remain within the scope of established monsters in terms of size, and that you fall into a type and attribute present in the Yu-Gi-Oh!/Duel Monsters card game (besides Divine-Beast/DIVINE) even if that type may not be immediately apparent to others.

If you have already gone to a Yu-Gi-Oh! or Duel Monsters jump, and acquired a monster form there, you may choose to import it here for no additional charge. In this case, your choice of appearance is overridden to that of your previous monster form, and when manifesting completely you possess identical powers to that monster form.

When Your Card (the item offered in this jump), or a card specifically made to reference you is played in a duel, you may choose to appear in that location, replacing any likeness of you that would ordinarily appear (such as a hologram). This allows you to experience the duel in a manner most cannot, though you are unable to take any actions that break the rules of the game in this state (you can't dodge attacks you are not supposed to, for example). Being destroyed or otherwise removed from the field during these games does not constitute death for the purposes of chain failure, merely shunting you back to your prior location outside the game. You may also freely choose to leave a game at any time, with a hologram or similar likeness that you replaced reappearing in your place. You can only be present in a single game at a time.

While Duel Spirits can learn to act as a proper Deck Leader for their duelist, without the appropriate perk this is no guarantee.

-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 1d8, or pay 50cp to choose.

[1] Stonehenge

A location used for powerful summoning magic, utilised by both forces. Both the Rose Duelist and Manawyddan fab Llyr are summoned here. It is also where a Lancastrian aligned Rose Duelist may duel Seto.

[2] Weaker Yorkist Duelists

You may choose to begin at Chester, Tewkesbury, Exeter, or St. Albans. These are locations where a Lancastrian aligned Rose Duelist may face Yorkists earlier in their journey.

[3] Stronger Yorkist Duelists

You may choose to begin at Towton, Newcastle, Lancashire, or the Isle of Man. These are locations where a Lancastrian aligned Rose Duelist may face Yorkists later on in their journey.

[4] Bosworth Field

Should the Rose Duelist side with the Lancastrians, it is likely they will duel Richard Slysheen of York here. It will also serve as a battlefield between the White Rose and the Red Rose, resulting in the death of Richard 3.

[5] Lancastrians in England

You may choose to begin at Windsor, London, Canterbury, or Dover. These are locations where a Yorkist aligned Rose Duelist may face Lancastrians earlier in their journey.

[6] Lancastrians in France

You may choose to begin at Amiens, Paris, Le Mans, or Rennes. These are locations where a Yorkist aligned Rose Duelist may face Lancastrians later in their journey.

[7] Brest

The headquarters of Yugi (Henry Tudor), currently living in exile.

[8] Free Choice

Lucky you! You may choose to begin in any of the above seven 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.

[100cp] Duelist Out of Time

One might think that someone summoned from the modern day back into the 1480s would have a tough time adjusting, but if you were thinking about you, they'd be wrong.

You have an easy time adjusting to drastically different cultures and etiquette. Even after being exposed to many of them, you'll always be able to keep them distinct in your mind. A nice thing to be able to pull off, especially in places that carry out more medieval forms of punishment.

[100cp] Deck Cost

You have a strange ability that allows you to gauge the overall "power level" of trading card game decks, represented in a numerical value known as a Deck Cost. This ability can be both applied to your decks and the deck of others.

This skill is especially useful for one trying to win the Rose Cards, as you can only do so by winning a duel with a weaker deck than your opponent. Even for those you do not seek the Rose Cards, such a talent is sure to be a boon in worlds like this one that are dominated by card games, allowing you to avoid tough opponents, or find worthy ones depending on your preferences.

It is important to note that the Deck Cost solely relates to the cards used within a deck, and does not account for the skill of the duelist piloting a deck, or sheer luck.

[100cp] Hair by Kazuki Takahashi

Yu-Gi-Oh! is well known for its outlandish hair styles, and with this perk you'll fit right in!

Upon purchase of this perk, designate a preferred hair style. It can be something simple, such as Seto's understated bowl cut, or something truly bizarre like whatever you call Yugi'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] War of the Expies

Why do these important historical figures look like anime characters you may have met before? Who knows, but thanks to this perk you can continue to experience the same phenomenon wherever you go.

From now on, you will find that important individuals within the setting have been replaced with copies of important or interesting people you have met in the past.

Replaced individuals will refer to themselves both by the original and new names, with the new name often becoming a nickname they have somehow managed to pick up. They gain the appearance and personality of the character they are now an imitation of, whilst still accounting for their position in this world. The replacement will not have any new powers or superhuman abilities as a result of this change.

These changes do not make a setting any more or less dangerous, will not cause major events to go off-course, and will go unnoticed by everyone other than you unless you choose to specifically bring it to the attention of others.

You can toggle this effect whenever you like, though doing so does not cause any replacements you have already encountered to be undone.

[200cp] Deck Builder

What's the smallest number of cards that you can put in a deck? A fool might answer 40, but someone like you knows that the answer is actually 14.

You are an expert when it comes to the construction of trading card game decks. You are able to make the most of limited card pools, and can find and exploit useful synergies between cards. With knowledge of your opponent's decks, you will have an easy time organising your deck to counter or exploit theirs as much as possible. Should you also possess the Deck Cost perk, you are skilled at cutting down the overall power of your deck in an efficient manner, maintaining the key pieces and finding suitable downgrades where they exist.

While this perk does not grant any talent in using your deck directly, the level of understanding one derives from personally constructing their deck is a definite advantage when it comes to using it.

[200cp] Fusion Expert

There is no Extra Deck present within the Perfect Rule format, nor are you told in advance what the outcome of fusing multiple monsters together would be.

Fortunately, you can always easily recall any of the fusion results possible in Yu-Gi-Oh! The Duelists of the Roses. 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] Field Specialist

While some might be worried by a change from a single row of monsters to an entire board to move around on, someone like you will take it in stride.

You can now easily recall all of the terrain effects present in Yu-Gi-Oh! The Duelists of the Roses. Should additional effects be added to this format (such as via the Import Deck item), you will also be aware of those effects as well.

You have a knack for strategizing around these terrain effects, as well as movement and positioning within the Perfect Rule format overall. This skill would also allow you to design interesting custom maps for you and others to duel upon if you desired to. Your knowledge of movement and positioning may also translate into other board or tabletop games, and possibly even to strategy in general, though to a lesser extent than it will help you in the Perfect Rule format.

[200cp] Slot Machine Superstar

How strange. It appears as though you have gained some serious luck, but only when it comes to using slot machines or functionally similar devices. While this won't guarantee a win every time on its own, it does mean you'll win far more often than the average person.

Interestingly, your sense of timing has also improved. Perhaps a device exists in this world that suits these new quirks you have picked up?

[400cp] Destiny Draw

From now on, when you are playing a card game, and are in a dire situation within that game, you have a chance to pull off a 'Destiny Draw'. This bizarre technique allows you to, when drawing from your deck, somehow retrieve a card that was not in your deck to begin with. Such a card will be geared to solve the current problem you are facing in some form. It will always be a card that actually exists within the card game and would typically be considered legal. If it is not a card you own, it will disappear after it is played, or when the duel comes to an end if it is not played.

For some reason, the use of this technique is completely within the rules, and never criticised, even if the other player or spectators know what you are doing. Fortunately, you can always elect not to use your Destiny Draw if you want to keep things more sporting. You may only use your Destiny Draw once per duel, and if you elect to forgo it you lose your use for that duel.

[400cp] Symbol of Friendship

Imagine going to all the effort of summoning a potential ally from the future, just to have them turn around and stab you in the back! Fortunately, such things will be less of a concern for you after taking this perk.

You have gained a 'sixth sense' for determining when someone would make a suitable ally or friend, or when they are likely to betray you. This does not account for the person being coerced or otherwise made to act against you, rather it just indicates their general attitude.

Additionally, should you attempt a summoning that is open-ended in nature, allowing for multiple possible choices, you can elect for the summoning to prioritise those who would be positively predisposed towards you. After a summoning like this, you won't have to worry about your sworn enemy swooping in and stealing your ally from under you.

[400cp] Legend Seeker

Did you know that prior to the summoning of the Rose Duelist, Seto had already summoned and defeated multiple legendary Guardians?

Like him, you have great luck when hunting down local legends. When searching for one, you will find yourself drawn to information that you assist you, or will inform you that the legend in question is merely superstition. Likewise, you will often find yourself arriving at important locations at opportune moments. For example, if a prophesised hero is being summoned, you might arrive immediately after, allowing you to verify the summoning magic and giving you an opportunity to turn the hero to your cause.

You can toggle the effect of this perk on or off as you like. Sometimes bumping into legend after legend might become more tedious than useful, after all.

[400cp] Promoted Deck Leader

Requires the Duel Spirit species.

A Deck Leader is a Duel Spirit that acts an intermediate between a duelist and the rest of their cards, which are empowered by the energies of the Ancient Ones. Initially, this 'merely' allows the cards to be made semi-real, becoming the equivalent of magical holograms that can be observed as they battle and move around the map – though they cannot interact with the world outside the game, such as either duelist. As a Deck Leader gains experience, and synchronises their soul with their duelist's, this same connection can also be used to gain various bonuses during Perfect Rule duels. The process of developing these effects is referred to as Promoting.

While any Duel Spirit could potentially learn how to do the above, purchasing this perks provides several benefits. First, you have already Promoted once, meaning you can already provide a bonus to nearby cards during duels under the Perfect Rule format where you are acting as a Deck Leader. Examples of these bonuses include: increased movement, level cost reduction for summoning same type, movement bonus for same type friendlies, extended support range, increased strength for same type friendlies, and weakening specific types of enemy cards. You can continue to Promote and gain additional bonuses over time.

Additionally, you may apply your power as a Deck Leader to other card games your duelist engages in. For entirely mundane card games, you can still (somehow) create magic holograms for cards, but you cannot provide bonuses. For card games backed by mystical forces, you can learn to adapt your ability as a Deck Leader to these mystic forces. You will not have to re-learn the Promotions you have undergone, but the bonuses themselves will change to fit the rules of the card game and their strength may vary based on the nature of the mystic forces at play.

Finally, just as the use of Deck Leaders are a normal part of the format of this world, using your Deck Leader powers to assist a duelist in other card games will always be considered legal, though it may draw unwanted attention onto your duelist. A duelist may only benefit from the assistance of a single Deck Leader at a time.

[600cp] Rose Duelist

You are amazingly good at dueling, to the point that prophecies might have been written about your skill (and if they weren't, you are an equal to the one they *are* written about). In this time period, you have but one equal in raw talent, and only if you didn't choose to replace them.

You are able to make the most of your cards, allowing you to score victories with objectively weaker decks than your opponent. You are able to adjust to changes in format, be they the addition of or change to a summoning mechanic, or something as extreme as the Perfect Rule. This talent of yours extends to other card and board games you might play, though to a lesser degree.

Additionally, you generate an immense amount of 'duel energy' when you participate in Duel Monsters, with more energy being released the more intense the duel you have. This energy does nothing on its own, but may be harnessed by magics and technologies to great effect. While releasing such energy is perfectly safe for your body, be warned that those in the know may try to exploit this energy by tricking you into dueling them. Post-jump, you can toggle your duel energy generation on or off as you please.

[600cp] Ante of the Roses

While it may be interesting that Rose Cards can only be won when winning with a weaker deck, what is more interesting is that everyone is willing to take on such one-sided bets. A trait that you have now learned to apply more generally.

From now on, whenever you enter a contest with another that you are going into with a clear disadvantage, you may force them to accept an ante of a single one of their prized possessions, whilst you don't have to offer anything on a defeat. Both your opponent and onlookers will not recognise the strangeness of taking this bet unless you choose to specifically point it out to them.

Winning an item in this way does not prevent someone attempting to get it back from you later, so be careful how you choose to use this.

-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 Duel Spirits] Your Card

This is your card, the one that needs to be played in order for you to appear within a game (see the Duel Spirit species for more information).

The card is always a monster card of some variety, and is reflective of your power and appearance when fully manifested as a Duel Spirit. Additionally, should you possess or acquire additional Yu-Gi-Oh! or Duel Monsters style monster forms, the card can switch between which of these it is representing at any time outside of a duel it is being used in. This reflective nature does not go both ways; should you find some means of making the card more 'powerful' (such as by importing into some other strong card) you won't personally experience a sudden growth in power. Your card is always considered legal for any format of Yu-Gi-Oh!/Duel Monsters duels, though a duellist may receive unwanted interest if they choose to play it.

Your card cannot be damaged or destroyed, and is always right there when you need it, except during duels it is being used in. During these times it cannot be moved to a place of convenience by this effect, buy may still be repositioned by other powers, such as those that guarantee a duelist draw a particular card.

[Free] Basic Deck

Everyone's gotta start somewhere, right?

This is a very weak deck similar to one of the starter decks the Rose Duelist will receive at the start of their adventure. Getting wins will be an uphill battle, but on the plus side this is a good base to work off of when you are trying to keep the power level of your deck low.

These are cards designed for use under the Perfect Rule, and are empowered by the energies of the Ancient Ones (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! The Duelists of the Roses Game Bundle

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

- A 2001-era television.
- A PlayStation 2, and all needed cables.
- A PlayStation 2 controller.
- A copy of Yu-Gi-Oh! The Duelists of the Roses.
- A choice of one of the following sets of promotional Yu-Gi-Oh! TCG cards: “Alpha the Magnet Warrior, Beta the Magnet Warrior, Gamma the Magnet Warrior”, “Blue-Eyes White Dragon, Dark Magician, Exodia the Forbidden One”, or “Fairy King Truesdale, Cipher Soldier, Slate Warrior, Electromagnetic Bagworm, Rigorous Reaver”. These are ordinary trading cards, that are designed for the normal version of the card game, and are not powered by the energies of the Ancient Ones, 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! The Duelists of the Roses. 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 Rose 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 powered by the energies of the Ancient Ones. 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! The Duelists of the Roses 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 Roses

A set of sixteen Rose Cards, eight White and eight Red. These are mere replicas of the real deal, and possess no magical properties. Though intended to act as a nice souvenir, perhaps they could also be used to trick your enemy?

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] A Card! A Card! My Kingdom for a Card!

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! The Duelist of the Roses. These are cards designed for use under the Perfect Rule, and are empowered by the energies of the Ancient Ones (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 powered by the energies of the Ancient Ones.

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] Custom Map

This large game board is designed to facilitate duels fought under the Perfect Rule format.

At any time outside of a duel, you can change the arrangement of terrain used by the board, using any terrain type found within Yu-Gi-Oh! The Duelists of the Roses. Should additional terrain types be added to this format (such as via the Import Deck item), the board will be able to use these terrains as well.

During the duels themselves, the terrain types appearing on the board will change should an effect be activated that would trigger such as change. Even if cards not empowered by the energies of the Ancient Ones are being used, or if such energies cannot be harnessed by a duelist, the board will still show 'magic holograms' of the monsters summoned onto it. This allows for more engaging duels which can be enjoyed by spectators. Finally, the board will track each duelist's LP, level stars, and card counts, and also calculates battle damage, making duels more streamlined and easier to play.

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

[100cp] War of the Roses Attire

Does Seto's Blue-Eyes inspired armour appeal to you? Maybe you just want an outfit to suit the times?

This is a custom outfit, made just for you. You are free to decide the specifics, though it cannot serve more effectively as protection than a mundane suit of armour made in the 1480s.

Should it be lost or destroyed, a replacement will appear in your Warehouse 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! The Duelist of the Roses. 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 right without adjustments. While this can give you a high-power deck, remember that Rose Cards cannot be won when using a stronger deck than your opponent, so that may be something to consider when choosing which cards you receive.

These are cards designed for use under the Perfect Rule, and are empowered by the energies of the Ancient Ones (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. You also receive a TCG counterpart to any fusion monster that can be made using the cards you chose. These additional cards are entirely ordinary, are designed for the normal version of the card game, and are not powered by the energies of the Ancient Ones.

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] GRAVEYARDs SLOT MACHINE

This strange, slot machine-like device is surprisingly portable, allowing you to take it with you on your travels.

Each time you win a trading card game against someone, the machine-like device will light up and be ready to play. It possesses three wheels that can be stopped individually, and will award trading cards after all three wheels have been stopped, based on the result. You can only use the machine once per win, and if you win an additional time before using it, you will miss out on the earlier use.

The cards awarded are always from the same type of game you just played. If the card game is backed by mystical forces (such as the cards here being empowered by the energies of the Ancient Ones) then the awarded cards will possess that same backing, though you will never be awarded unique or special existences within that system.

If you defeated your opponent without them using any cards, then the panels will be filled with the image of a dud card, as close to worthless as possible within that card game. However, as your opponent plays cards, more and more of those panels will be replaced with an image of one of the cards that played. You will earn a single copy of each card the wheel lands on, but you won't earn multiples of you landed on the same image multiple times. Additionally, if you match three non-dud images, you may receive a rare card from the card game, even if it wasn't used in your opponent's deck at all.

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

[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 Perfect Rule format, it cannot be imported.

Each imported card is adjusted in order to fit the Perfect Rule format employed in this world, and becomes empowered by the energies of the Ancient Ones (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 Perfect Rule 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, remember that these cards still have a power level value, and relying on them may make it impossible for you to win Rose Cards from others.

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] Your Ship

A well-made ship by the standards of 1480s England. If you are wanting greater freedom to move as you please, this may be what you are after.

The ship optionally comes with a basic crew, so you can leave the operation of it to them if you prefer. They count as followers, and cannot be made to leave the ship. When not in use, you may store your ship in a special subspace, ensuring you have it on hand when you need it, and that you don't have to leave it behind when you travel further inland.

Should the ship be destroyed, a replacement will appear either on a property you possess, or in a nearby sea (whichever is more convenient for you) after 24 hours.

[400cp] Rose Pendant

A pendant bearing the White Rose, identical in appearance to the one that might be given to the Rose Duelist, should they side with the Yorkists.

If shown to Seto or a member of his lineage, they will recognise it as proof that you or an ancestor of yours performed a great service to their family in the past. You will be treated favourably, provided food and a place to stay if they can afford it, and generally be given the respect they believe you are owed. Whilst this won't prevent you from suffering the consequences if you act against the family, it may buy you the opportunity to explain your actions.

At the start of each jump, the pendant will change its appearance, and apply to a prominent rich or noble family found within the current world. Post-chain, this occurs every ten years.

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

[600cp] Bouquet of Red Roses

A full set of eight Red Rose Cards. Typically, these require some level of magic talent to make use of, but by purchasing them here you ensure that they always work just fine for you.

Used together in ritual, these cards are able to summon an individual from the future. There is no known limit on how far in the future this may be, but the demonstrated use was more than 500 years ahead. You can choose to target a specific individual with this summoning, but doing so without knowledge of the future will be a challenge. You can also choose to summon someone with specific traits; a strong duelist for example.

Be very careful when using this ritual. It is unclear what the effect summoning many would have on time. Additionally, the ritual is only one way, and it does not guarantee that the summoned party will not turn on you.

When used in conjunction with a set of eight White Rose Cards, a ritual can be conducted to send someone summoned by the Red Rose Cards back to their original time. If both sets are brought together along with a large amount of energy (such as that brought forth by the Rose Duelist after an intense duel), a ritual can be conducted in this world to summon Manawyddan fab Llyr, though such an act may be unwise. In future worlds, this same ritual can be used to summon similarly powerful yet card game obsessed beings. Most of the time Duel Monsters will be their game of choice, though in worlds where another card game has the same level of prevalence Duel Monsters does in the Yu-Gi-Oh! setting, they will prioritise that card game instead.

Should any of your Red Rose Cards be lost or destroyed, a replacement will appear in your Warehouse 24 hours later. If a card was won or stolen by an enemy it will not be replaced until the start of the next jump. Post-jump this becomes after ten years. If you also purchased the Trading Card Collection item, you may have them appear in the card album instead when they are replaced.

[600cp] Bouquet of White Roses

A full set of eight White Rose Cards. Typically, these require some level of magic talent to make use of, but by purchasing them here you ensure that they always work just fine for you.

Used together in a ritual, these cards are able to create a barrier over an area up to the size of a country. This barrier prevents those you recognise as your enemy from moving armies into the protected space, though the odd individual may still make it inside. Once the ritual has been completed, the White Rose Cards can be moved anywhere within the protected space as long as they remain secure or with an ally. Each time a White Rose Card is captured by the enemy, the strength of the barrier weakens, and losing six or seven is enough to cause the barrier to fail entirely. The White Rose Cards can only maintain a single barrier at a time.

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-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! The Duelist of the Roses, 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] Story Selection

Cannot be taken with The Jumper of the Roses.

Just who is this Rose Duelist? Using this toggle, you can make that a bit clearer for yourself. You may determine the name, gender, and physical appearance of the Rose Duelist, as well as the kinds of cards they gravitate towards. By default, the Rose Duelist will align with the Lancastrians, however using this toggle you can instead elect to have them support Seto and the Yorkists.

[0cp] The Jumper of the Roses

Cannot be taken with Story Selection. Must be human and take the Rose Duelist perk.

With this toggle, you will take on the role of the Rose Duelist yourself. Your starting location is overridden to Stonehenge, and you have just been summoned by Simon McMooran. A choice awaits you; will you help him out or defect to the soon to be appearing Seto?

Should a ritual be attempted to return you to your "original time", that would normally be successful for the Rose Duelist, this will count as successfully completing the jump and it will come to end ahead of schedule.

[+100cp] Culture Clash

For one reason or another, you will have a difficult time adapting to the culture of England and France in the 1480s. While this is unlikely to put you in serious danger, it will definitely lessen the enjoyment of your time in this world.

[+100cp] Errand Boy/Girl

Your superiors, should you possess any, will regularly heap additional responsibilities on you, without providing additional resources or compensation in exchange. Your colleagues meanwhile, will often shirk their duties, forcing you to pick up the slack. It's as if everyone is waiting on you to sort out the problems of the world.

Fortunately, any companions or followers you bring into this world are unaffected by this drawback.

[+200cp] Away Field Disadvantage

Each time you initiate a duel with another, you'll find that the game board has undergone a last second revision, which punishes your deck to the extreme while still allowing your opponent to execute their game plan. Fortunately, this will never outright cost you on its own (no need to worry about starting a duel with your Deck Leader surrounded by Labyrinth), but it will make each duel much tougher.

[+200cp] A Luck-based Game

Whether it's a curse, destiny, or just the ways things turn out, you won't help but feel extremely unlucky during your time here. Somehow, even the most consistent deck will find ways to fall apart in your hands, and opponents will top-deck just what they need at crucial moments. Don't expect to get anything good out of the GRAVEYARDs SLOT MACHINE either.

[+300cp] War is Hell

Were you expecting to sit back away from all the fighting and enjoy some card games? Too bad!

By taking this drawback, you guarantee that you will be swept up in armed conflict whenever it occurs in the local area, and at least a few times during your stay. Armed conflict will continue to occur throughout your stay, even after the War of the Roses comes to an end, no matter what steps you take to try and prevent it.

Try not to get yourself killed, Jumper.

[+300cp] Jumper's Kingdom for a Rose!

You must gather the eight Red Rose Cards and the eight White Rose Cards together in one place and perform a special ritual during this jump. Should you fail to do so, not only do you fail your chain, but you must choose to remain in this world.

To begin with, gathering the Rose Cards will be tricky. In order to do so, you must win them from another duelist by defeating them in a Perfect Rule format duel with a deck less powerful than theirs. Attempts to steal the cards, ask for them, or take them by force will not work. This means you will have to beat at least sixteen of the time period's top duelists, which will always manage to include both Henry Tudor (Yugi) and C. Seto Rosenkreuz, in order to get them all. Rose Cards you have bought for yourself here do not count.

Once you have gathered them, and when you are ready, you may attempt the ritual. This will result in the summoning of the powerful entity Manawyddan fab Llyr (even if he was already defeated prior), who you must finally defeat in a duel to secure 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:

In this time period, duels are conducted under what is known as the Perfect Rule. As Simon explains, there are a variety of minor changes, as well as two major changes: the existence of movement/positioning, as well as the Deck Leader concept.

Instead of the normal layout, duels take place on a 7x7 grid, with each zone limited to a single card. These maps typically employ varied fields, applying effects to each zone specifically rather than generally as a Field Spell card would.

At the start of the duel, each player places their Deck Leader in the central column, as far away from each other's as possible. The Deck Leader represents the player in the game. They cannot battle, and attacking them is equivalent to a direct attack in normal duels. The Deck Leader acts as a intermediate between the player and their cards, and may enhance nearby cards belonging to the player when they have gained experience and bonded with the player.

Each player begins with five cards in hand, and draws to five at the start of their turn. Once per turn, a player can move their Deck Leader and any of the cards they have played, and can also play a new card from their hand onto the board. Each player is limited by Level on how powerful a monster they can play from their hand. They begin with four 'level stars', and gain an additional three at the start of each subsequent turn. Level stars can be saved over multiple turns to play more powerful monsters. Playing a spell or trap does not use level stars, but does count as their card. Players may fuse cards into new monsters directly from their hand without the use of cards such as 'Polymerization'. Players do not use Extra Decks, and are not directly informed of fusion results until they attempt it. If a fusion fails, the monster arranged to go last is played and the other cards are discarded. Each player can only control five monsters at a time; any additional monsters summoned beyond this are immediately destroyed. A player can delete cards belonging to them when moving another card or the Deck Leader onto them, useful for clearing up monster slots or preventing the Deck Leader from getting surrounded.

Played cards are usually placed in facedown Attack Position, initially keeping their identity hidden from the opponent. When moved, they may be flipped face up or change their battle position (Defence Position monsters cannot move from their space). When a card attempts to move into a space held by an opposing card, battle occurs. This is mostly the same as a normal game, except that Spell and Traps that do battle are automatically destroyed with no battle damage occurring, though this can trigger appropriate Traps.

There are various ways one can win a duel. Each player starts with 4000LP, and a player will lose if their LP reaches 0. If 100 turns have passed since the start of the game, the winner is determined by highest LP. If a Deck Leader is rendered unable to move, usually by being completely surrounded, that player loses. Additionally, if your Deck Leader is Exodia the Forbidden One, and you can arrange the other pieces of Exodia around it appropriately, you win the duel.

There are also various changes made to existing cards, which are mostly to make them appropriate to the format. There are some other minor rule differences beyond this as well.

On Fusion Outcomes:

Here is a guide to the fusion outcomes present in Yu-Gi-Oh! The Duelists of the Roses:

https://gamefaqs.gamespot.com/ps2/589455-yu-gi-oh-the-duelists-of-the-roses/faqs/79648/fusions-tldr-en-es

So, what exactly happens here, anyway?

Simon McMooran summons the Rose Duelist from the future using the Red Rose Cards. He explains the situation and offers a practice duel to acclimate the Rose Duelist to the different rules in this time period. Then, he provides a deck to them. Seto reveals himself. Having witnessed the use of the Red Rose Cards, he wishes to claim them for himself. He tells the Rose Duelist that they will need both sets of Rose Cards, White and Red, in order to return them to their time. He invites the Rose Duelist to join him instead; while both factions may have half the cards, only the Lancastrians were desperate enough to resort to summoning an outside party.

If the Rose Duelist sides with the Lancastrians:

Seto respects the decision, and allows the Rose Duelist and Simon to leave unimpeded. They travel to the Isle of Bretagne, where the Rose Duelist is introduced to Yugi (Henry Tudor). Yugi asks the Rose Duelist to return to England and defeat the Rose Crusaders. Their White Rose cards form a barrier that prevents his armies from setting foot on British soil. It is explained that Rose Cards can only be won by defeating the holder in a duel whilst using a deck of lesser power. Yugi plans to invade England by August, owing to limited resources, and wants the Rose Duelist to take out as many of the Rose Crusaders as possible by that time.

The Rose Duelist returns to England. They defeat Weevil Underwood at Chester, Rex Raptor at Tewkesbury, Necromancer (Bonez) at Exeter, Darkness ruler (PaniK) at St. Albans, Keith at Towton, and Labyrinth ruler at Newcastle, claiming White Rose cards from all of them. They then defeat Pegasus Crawford at Lancashire, but he possesses no Rose Card. Nevertheless, the Rose Duelist earns his respect. The seventh Rose Card is earned by defeating Ishtar (Ishizu) on the Isle of Man.

August 1485, Yugi lands at Milford Haven. Richard Slysheen of York arrives at Bosworth Field early, and agrees to duel the Rose Duelist to pass the time. After he is defeated, Pegasus appears. He reveals that he has defected to the Lancastrians, due to the impression the Rose Duelist left on him. On August 22nd 1485, the final battle of the War of the Roses occurs at Bosworth Field. Richard 3 falls in battle, and Henry Tudor becomes ruler.

Yugi tasks the Rose Duelist with collecting the final White Rose Card from Seto. The Rose Duelist defeats Seto at Stonehenge. However, Seto reveals that was part of his plan: with all of the Rose Cards gathered in one place, plus the duelling energy created from the duel with the Rose Duelist, Seto attempts to summon a being referred to as The Guardian. Manawyddan fab Llyr appears. He is confused, but accepts the tribute of the Rose Duelist anyway, and challenges them to a duel. He is defeated, and disappears. Seto goes missing, leaving behind a journal for his ancestors which states that this was not the Guardian he was seeking. It is unclear whether the Rose Duelist is sent back to their own time or remains in this time period.

If the Rose Duelist sides with the Yorkists:

Seto deals with Simon, though he states that he isn't going to hurt him, just get him out of the way until things are settled. Seto asks the Rose Duelist to go to France from Dover and claim the Red Rose Cards, while he remains in England and maintains the barrier. Seto explains the need to use a weaker deck than the opponent.

The Rose Duelist makes their way to Dover, defeating Tea at Windsor, T. Tristan Grey at London, and Margaret Mai Beaufort at Canterbury, earning Red Rose Cards from each of them. At Dover, Mako provides a ship to France, but attacks the Rose Duelist mid-trip. The Rose Duelist defeats Mako, who agrees to passage them back and forth the Dover Strait.

Now in France, the Rose Duelist defeats Joey (Christopher Urswick) at Amiens, J. Shadi Morton at Paris, Jasper Dice Tudor at Le Mans, Bakura (Jack Cade or Mortimer) at Rennes, and finally Yugi at Brest, earning the remaining Red Rose Cards. Yugi vows that he will not abandon his cause, and that he will one day rule over England.

The Rose Duelist meets with Seto at Stonehenge. He uses the Rose Cards, summoning Manawyddan fab Llyr. Unfortunately, he is angry at the treatment his brother went through (a reference to the events of Yu-Gi-Oh! Forbidden Memories), and Seto asks the Rose Duelist to defeat him. Manawyddan fab Llyr is defeated and disappears. Seto explains that according to legend, his family was the only one who managed to enter into a pact with a Card Guardian, but sometime in the past that pact was broken, and that he has been travelling the world looking for a means of summoning that same Card Guardian and revive the pact with it. Although this didn't work out for him, Seto thanks the Rose Duelist and presents them with a pendant, which is proof of service to his family. The Rose Duelist is sent back to their original time.

The barrier protecting England disappears as Seto and the Rose Crusaders leave to parts unknown. In August 1485, Yugi (Henry Tudor) lands at Milford Haven, going on to defeat Richard 3 and becoming King Henry VII.

-Changelog-

0.1
Created the jump.

1.0
(i) Minor typo fixes.

1.1
(i) Added a second tier to **Import Deck**, and adjusted its placement appropriately. (ii) Added a note: **On Fusion Outcomes**. (iii) Minor typo fixes.

1.2
(i) Minor typo fixes.

1.3
(i) Minor typo fixes.