
DIGIMON 25TH PROJECT
DIGIMON SEEKERS
-NOVEL- -TRAILER- -PRODUCTS-

Digimon Seekers

A Jumpchain CYOA by WoL_Anon

Ver. 1.0

The Digital World—a land entirely unlike that which humans call the real world.

This cyberspace built upon the network is home to digital monsters known as Digimon.

The discovery of these AI lifeforms is both a blessing and a curse to human society, which relies on the network to manage everything in their world.

Eiji Nagazumi is 19 years old and earns his living doing risky jobs related to Digital World. He's a "loser" cracker. One day Eiji meets Professor Ryusenji, an authority at the Tokyo University of Electrical and Computer Engineering. He is entrusted with a certain Digimon along with the latest Digimon Dock, the Digimon Linker: Loogamon, a wolf-type Digimon with a mysterious interface attached to its forehead. Eiji's unremarkable daily life will completely change.

JUDGE, a righteous hacker who hates code crackers. DIGIPOLICE, Investigative Unit Eleven of the Metropolitan Police Department's Cybercrimes Division whose mission is to stop Digimon crimes. As well as SoC: Sons of Chaos, an extremist crack team led by legendary code cracker TARTARUS...

Ryusenji sends Eiji to infiltrate and investigate SoC. He discovers that they are planning a widescale cyberterror attack. What is the special skill known as Mind Link? What are the answers to Loogamon's missing past and true specs? Will Eiji come out on top in the Digital World and turn his life around...?

This is the beginning of a Digimon story steeped in chaos.

You arrive here the day the Eiji receives his Digimon Linker. You will be staying here for next ten years.

You have 1000 choice points (cp) to spend.

IMPORTANT NOTE: Should the jump end whilst you are DMIA (as a human), or whilst you are unconscious because a human is DMIA and stuck in your DigiCore (as a Digimon), it will be considered death for the purposes of chain failure.

-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. You may also freely choose your gender.

Such things matter a lot less to Digimon than they do to humans.

-Background and Species-

You must choose one of the following options, which will serve both as an Origin, as well as a species choice. Each one qualifies you for different discounts. You may design a background in this world, based on your Origin and what you purchase here, as long as it makes sense and does not provide you with advantages not granted by purchases you have made. Alternatively, you may choose to take your Origin as a Drop-In, with no memories or history in this world. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will.

[Free] Human

Humans are the dominant species of the real world.

As a human, you might be a code cracker, who uses Digimon in in the pursuit of you own freedom, or your own personal gain. You might be a hacker, who operates with a strong sense of justice, that often pits you against selfish code cracker. Or, you might a be more “legitimate” user of Digimon, such as a member of Japan’s DigiPolice, or a researcher like Professor Ryusenji.

[Varies] Digimon

Digimon are strange creatures that inhabit the Digital World. You might be a free Digimon that was born in or otherwise found themselves in the ‘surface’ Digital World, unable to reach the majority of the Digital World that is protected by a large firewall. Or, perhaps you are a Digimon that works with or for a human, be it as a partner, or as a tool.

Digimon take on a wide variety of forms and types. They can be separated by “levels”, with Digimon progressing through levels as they mature. Digimon of a higher level can typically be expected to defeat those of a lower level, though this is not always the case.

For the In-Training I, In-Training II, and Rookie levels, the cost of this option is Free. For Champion level Digimon, the cost is 200cp. For Ultimate level Digimon, the cost is 400cp. For Mega level Digimon, the cost is 600cp. Finally, for Ultra level Digimon, this cost is 800cp.

Alternatively, if you have already acquired a Digimon form prior to this jump, you may elect to import that form here. In this case you pay nothing.

As a special consideration, you will be able to speak when hololized in the real world, even before undergoing a Mindlink.

-Location-

Your starting location is determined by your species choice.

Humans may choose to arrive anywhere in Tokyo, as long as it makes sense and does not provide you with any additional advantages you have not purchased.

Digimon may choose to start anywhere in the surface Digital World, as long as it makes sense and does not provide you with any additional advantages you have not purchased. Alternatively, if a *Digimon Dock* or *Digimon Linker* has been purchased, you may start within that device.

-Perks-

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

Human Perks

[Free and Exclusive to Humans] Mindlink Capable

Mindlinking is a powerful phenomenon that provides many advantages. It allows a human to provide better commands to their Digimon partner, as they are able to see through their partner's eyes, or from nearby, as opposed to looking through a single screen with a fixed POV. It provides additional power to the Digimon. And, when the resolve of human and Digimon are sufficiently aligned, and their bond is strong enough, allows the Digimon to undergo temporary Digivolution.

Unfortunately, Mindlinking is something not just anyone can do. It requires a special capability, which is what this perk provides you. With the right tools and a compatible partner, you'll be able to successfully Mindlink. Right now, you won't be able to bring your partner past the Champion level, but with years of experience and a strong bond your partner may one day reach Ultimate, and maybe even Mega level.

[100cp, Free for Humans] Cracker Basics

You understand the basics of operating as a code cracker, and making use of Digimon with tools.

You know how to source Digimon Dock parts and AI tools via GriMM. You know how to use a Digimon Dock, maintain it, and swap out basic parts. You know how to care for your Digimon, and how to command them remotely via tools. You also have a rudimentary understanding of cryptocurrency, ensuring you can buy what you need via GriMM.

Whether you are a "loser cracker" just getting started, or a trained member of the DigiPolice, such knowledge is essential if you want to succeed.

[100cp, Free for Humans] Looks Like Leon

You are quite attractive, it seems.

On purchase, decide whether this takes the form of a notable enhancement in masculine handsomeness, or feminine beauty. In either case, you can expect to pick up at least a few admirers during your time here.

[200cp, Discounted for Humans] OPSEC

You are particularly skilled at protecting your identity, both in the real world, and especially in online and digital spaces.

On top of that, you'll find that so long as you are doing a good job for an organisation you are a part of, the members of that organisation will not mind you withholding your true identity from them.

Whether you plan on being the next Tartarus, or simply want to keep your personal information away from those that would exploit it, this perk will be quite useful to you.

[200cp, Discounted for Humans] Squad Leader

You are able to demonstrate an impressively high level of concentration and situational awareness on the battlefield. In combination, talent like this will help you command large squads of Digimon via tools even as you maintain a Mindlink with a Digimon partner.

The DigiPolice would be lucky to have you!

[400cp, Discounted for Humans] Songsmith

You are an extremely competent IT engineer and software developer. With expertise like yours, you could have contributed to the establishment of GriMM. Perhaps more importantly, this expertise will help you develop AI support tools compatible with Digimon. Command tools, training tools, and perhaps even potent medicine that can extend the time limit a Mindlinker has, or even ultimately serve as a cure for DMIA or similar conditions.

Beyond caring for your own Digimon, these tools can be sold for substantial amounts of money. It's expertise that is greatly sought-after here.

[400cp, Discounted for Humans] ***You're a sociopath!***

You are highly manipulative, finding it easy to tell confident, shameless lies, and to string others along with fabricated evidence.

Worse, you have a certain charisma to you that draws others in, and that makes them easier to exploit. Set yourself up as a kindly professor that cares greatly for their students, and you'd be surprised at the number of subordinates you can use up and toss aside for your own benefit without that image being broken.

[600cp, Discounted for Humans] Mindlink Master

You aren't just capable of Mindlinking, you are a prodigy in the making!

If you don't already, you now benefit from the *Mindlink Capable* perk, even if it normally would not be available to you. But that's just the start.

Your talent with Mindlinking develops at an extraordinary pace, allowing you to reach levels in weeks that would take expert code cracker years. This will help you extend your Mindlink time limit, and mitigate possible side effects of Mindlinking.

Perhaps more importantly, you are able to develop strong bonds with your friends, Digimon or otherwise. These bonds are resilient; fights between you and your friends can be moved past and forgiven far more easily, without damaging your relationship. Long periods of absence don't seem to decay your bonds much either; a childhood friend not seen in years could become a great friend once more in no time at all.

You may even find that a strong bond with your Digimon partner allows you to survive DMIA to some degree; even without returning to your body you may eventually awaken and gain some semblance of shared control of the Digimon body you are trapped inside. During this jump, such an outcome will allow you to avoid death as a result of chain failure from DMIA, but only if you have not taken the *JMIA* drawback. If you manage such a feat you will be automatically separated and returned to your body (which will be restored if necessary) when the jump comes to an end.

[600cp, Discounted for Humans] Professor

You have a level of expertise on Digimon and the Digital World equal to that of Tomonori Ryusenji. You understanding the science and technology that goes into Digimon Docks, even cutting edge models like the Digimon Linker. Making your own models is a piece of cake, and with time and effort you may even iterate and improve upon the best this world has to offer.

You have a thorough understanding of the Mindlink phenomenon. You can develop tools that allow you to measure the compatibility a human has with a given Digimon, equipment that will allow them to practice Mindlinking in a safe environment in order to extend their time limit and mitigate side effects one may experience as a result of Mindlinking.

You also know how to incorporate spyware and other malicious tools into devices and software you create. How curious. I can't imagine you'd do anything with this.

Finally, with your expertise, access to a large part of Source Domain data, or an equivalent thereof, would allow you to force Digimon under your control to undergo Death-X-evolution. This effectively "zombifies" them, shoving additional DigiCores into their body, and removing their personality's influence over their form, bending it to your will. A horrible process to put a Digimon through, though potentially one they can be rescued from if their new form is sufficiently destroyed. You don't intend to make use of this though. Right?

Digimon Perks

[100cp, Free for Digimon] High DS Values

The Mindlink phenomenon is a pathway to great power for a Digimon. Unfortunately, it requires a human partner that has a high compatibility, something that most Digimon will never come across. Thanks to this perk, this is not something you have to worry about.

This perk allows you to designate one human. This human is now guaranteed to have a very high baseline compatibility for Mindlinking with you, comparable to top tier code crackers, and grants them the benefits of the *Mindlink Capable* perk if they do not have it already. Of course, developing a strong bond with your partner is still important; this just ensures you are able to reach the starting line, so to speak.

You do not have to make your choice right away, allowing you to wait until you find a human partner you approve of. You'll be able to change your decision once per jump (post-chain, once every ten years). Post-jump, you can designate non-humans with this perk as well.

[100cp, Free for Digimon] Filesharing

You are able to collect or put together small packets of data, which can then be kept on your person, given to another Digimon, or stored in a data storage device.

You have some flexibility as to how these files appear when collected together, allowing you to hand them off to another Digimon as a present that can be unwrapped. How wonderful!

[200cp, Discounted for Digimon] Recovery Mode

From now on, when you sustain significant damage while at the Champion level or above, you can allow yourself to revert back to a Rookie. You will be unable to Digivolve until you have recovered, but will find yourself recovering at a faster rate than usual. Additionally, if you have entered a crazed or berserk state, you'll still have this option (which will activate based on your true desires), and doing so will allow you to properly come to your senses. Once you have recovered, you may revert back to the highest level you can permanently sustain without having to go through the process of 'earning' it all over again. If your higher form was a result of a temporary transformation, then you'll be able to go through it again in the usual way.

This ability can be applied to any Digimon form you come to possess. It can also be applied to the forms of creatures that 'evolve' in a similar way; in this case, use whatever is the closest equivalent of the Rookie level (or simply the earliest stage where no obvious equivalent exists) as that form's Recovery Mode.

Recovery Mode on its own cannot be used to take creatures down a different evolutionary pathway than the one they have travelled, but does not prevent it occurring if such a thing was otherwise possible.

[200cp, Discounted for Digimon] Boss

Within the Wall Slum, where fights between Digimon over limited resources are common, various "boss' Digimon have emerged, ruling over respective areas. If you are looking to do the same, this perk will be a useful boon.

You now have the temperament to rule over small to medium sized gangs that are dictated by strength, and greater judgement in such matters as well. Those you rule over are also less likely to usurp you in those times where your strength is not quite at the heights it could be, or once was.

Of course, this perk does not provide additional strength; you have to look elsewhere for the necessary strength to set up such gangs in the first place.

[400cp, Discounted for Digimon] *I've got hellfire in my veins.*

Like Loogamon, you are able to generate extreme heat within your body. While this heat is perfectly safe for you, you can use it to selectively burn away and destroy foreign objects present in your body. This only applies when you would want it to, allowing you to maintain research tools implanted in your body as long as you like, but then immediately destroy them should you discover they are in fact are means of restraint.

Importantly, you are always able to flare up this internal heat as you like, even in cases where your body is completely under the control of another. If someone plans on controlling you via an object implanted into your body, they're in for quite a surprise.

[400cp, Discounted for Digimon] State Secret

As your raw power increases, so too does your ability to carry out cyber-attacks, as does your ability to create hardened defences against these attacks.

The effect of this perk caps out around the power of a Mega level Digimon. By this time, the danger you pose in the hands of a rogue nation might be comparable to a nuke. You could remotely hack planes mid-flight and force them to crash, or penetrate the cyber security of national powers.

Be warned: if it becomes known that you are such a threat, you are likely to be targeted by many, whether to keep you out of the hands of the wrong people, or to exploit for their own benefit.

[600cp, Discounted for Digimon] Prototype Digimon

You are an ancient Digimon, perhaps not in age, but in design. Of course, just because you are built off of ancient framework doesn't mean your specs are bad – in fact, you'll find they provide you with several advantages.

Your status as a prototype would typically be displayed on an "interface" prominently attached to your forehead. On purchase of this perk, you are free to determine whether or not this interface is apparent. Post-jump, you can toggle this interface on and off as you like – this is purely aesthetic.

Due to running off a strange framework, you'll find that you are able to quickly decode, decrypt, and unlock data in the Digital World. This DECODE MODE does require you to be present in the digital space you are hacking through, but its effectiveness is highly impressive, even for Digimon.

In this Digital World, three prototype Digimon, one each of the Data, Virus, and Vaccine attributes, that each have reached the Ultimate level at least once before, can come together to create a "tripartite key" – a massive, layered geometric shape that will allow these Digimon (and those humans linked to them) to bypass the firewall and access the Source Domain that not even the Digital World's System Administrator and Royal Knights have authority over. In other Digital Worlds, and similar spaces, a tripartite key may allow you access to parts of the Digital World not normally accessible to others. Depending on the world, it may be possible for you to find substitutes to help to assemble a tripartite key.

Lastly, while it may not matter much in this particular world, prototype Digimon are natural carriers of the X-Antibody. This provides you complete immunity to the X Program, a program that has proven capable of wiping out entire Digital Worlds.

[600cp, Discounted for Digimon] Takemikazuchi

In times of great crisis, you must work together with others, putting your life in their hands. Thanks to this perk, you have learned a great power that embodies such a philosophy.

You are now able to "fuse" with a willing target, transforming yourself into a weapon that can be wielded by your ally. You can choose the nature of this weapon, defaulting to a greatsword, though this won't change its effectiveness. As a special consideration, if you or your ally have a preferred weapon on hand, you may merge with this weapon during this fusion, so they don't have to give up their existing strength to make use of yours.

Wielding you as a weapon will provide a notable power boost to your ally, which scales based on your own power. You'll get the best results out of this by being wielded by an ally at or above your power. This transformation is in fact a fusion, and counts as such for anything that would matter for. It may result in your ally receiving minor aesthetic changes for its duration. This does mean that this power cannot be used at all if you don't have a willing partner to wield you.

Maintaining the fusion incurs no additional exhaustion, has no time limit on its own, and can be undone at will by either party. However, existing exhaustive effects are still in play. If you fused after entering a transformation that exhausts you to maintain, then the fused form will feel that exhaustion. If your transformation depends on another, such as a Mindlinked human partner, then they continue to support it while you are fused. If such a pre-transformation cannot be sustained, the fusion will immediately end.

A fused Takemikazuchi form cannot make use of this perk to fuse again in the same way.

-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 and Exclusive to Humans] Basic Digimon Dock

A curious device, designed to interface with Digimon.

Digimon can be stored in the device. They can then be deployed to the Digital World, and observed from the device. However, there are a variety of hurdles to overcome. Digimon stored in the device cannot be communicated with, and the monochrome LCD screen through which the Digimon is viewed significantly limits the ability to observe its environment. As such, those who make use of the Digimon Dock employ various AI software tools to issue commands, instil training regiments, and more. Your Dock comes with a handful of basic tools; you'll need to navigate GriMM or make your own if you want something more complicated.

Those familiar with the Digimon franchise will recognise that Docks like these happen to resemble Digimon virtual pet toys you may encounter in other worlds. You can choose the general look of your Digimon Dock, so long as it doesn't provide additional advantages.

In addition to the usual import availability, you can import any kind of 'Digivice' into this option.

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

[200cp, Exclusive to Humans] Digimon Linker

This item cannot be discounted.

A cutting-edge, smartwatch type Digimon Dock, like those developed by Professor Ryusenji. Fortunately, yours lacks any spyware he may have installed in other such devices.

The Digimon Linker has all the features of a standard Digimon Dock. It boasts a higher quality, colour screen, and the ability to project holographic displays. This allows you to make use of platforms like GriMM, and even 'hololize' your Digimon – rendering them as an insubstantial 3D hologram nearby.

The Digimon Linker is designed to be worn 24/7. It has a medical class sensor that records pulse, blood pressure, respiration, body temperature, and more. This biometric readings act as a security system, preventing others from using the Linker. More importantly, it is necessary to enable its Mindlink feature, in which a person's consciousness is temporarily digitized and sent into the DigiCore of their Digimon partner. A certain aptitude, as well as a high compatibility between user and Digimon are required to make use of this, and as a safety feature Mindlinking is not possible when the user is in a mentally unstable state.

Mindlinking allows the user to see through the eyes of their Digimon partner, and then optionally hololize tangibly nearby. Once a Mindlink is first established, the Digimon partner gains the ability to speak. This is retained even after the Mindlink ends, allowing you to hololize your partner into the real world to speak to them. As your consciousness is physically entering a DigiCore, it isn't possible to Mind Link with more than one Digimon at a time; however, those talented enough can still command other Digimon via tools even as they maintain a Mindlink.

Maintaining a Mindlink will allow your Digimon to draw out greater power, and even temporarily Digivolve, but it is not without risk. Essentially, humans have a time limit for how long they can maintain a Mindlink, which can be increased with training, tools, and certain medicine. The higher level a Digimon is, the faster this time limit expires. Should the time limit fully expire, or should a human hololize themselves in the Digital World and then suffer serious harm, the human will suffer a condition known as DMIA (Digital Missing In Action). Their consciousness will be trapped in the DigiCore, and the Digimon partner will be rendered unconscious as well. Unless a certain medicine (which has only recently been developed) can be given to the unconscious Digimon, if it can even be found, this is essentially a death sentence. Post-jump, as a special consideration, you can choose not to suffer DMIA from using this device to Mindlink, instead being ejected from the Mindlink and be locked out from Mindlinking again for a period of time.

In addition to the usual import availability, you can import any kind of 'Digivice' into this option.

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

[50cp] Digital Novel and Manga

Want to get a grasp on the events to come, or do you just like Digimon stories?

This item provides you with a digital copy of the Seekers section of the Digimon site, allowing you to read the Seekers novel, watch the related trailers, and more. Also included a digital copy of the Wall Slum's Nightmare and The Crossroad Witch manga. All of these are stored locally on a storage device of your preference.

You can toggle the language these are presented in, optionally electing for a more technically proficient English translation than the official version if you prefer.

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

[50cp] Physical Novel and Manga

Do you prefer to have a book in your hands when you read?

A physical copy of the Digimon Seekers novel, and physical copies of the Wall Slum's Nightmare and The Crossroad Witch manga. They are professionally made, and display nicely.

On purchase you may decide the language these works come in, optionally electing for a more technically proficient English translation than the official version if you prefer.

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

[50cp] Digimon Linker Toy Collection

This collection of toys includes a Digimon Vital Bracelet BE, a swappable Linker style strap for it, as well as every single official DIM and Digimon related BEMemory.

These are simply toys; they do not contain real Digimon or provide access to the function of a legitimate Digimon Linker. Nonetheless, a Digimon superfan may enjoy playing with these.

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

[50cp] DigiCoin

A decent amount of DigiCoin, a cryptocurrency prevalent in this world.

It's enough for a human to live comfortably on for a couple of months, but will not replenish if spent. Perhaps you could use it to find your feet, or to cover an unforeseen expense?

[100cp] Meat Data

A replenishing supply of meat data. It's enough to keep a single Digimon very well fed. If you're a Digimon, or intend to care for one, then such an item may appeal to you.

[100cp] DigiPolice Attire

Are you part of the DigiPolice, or do you simply want to dress like a cop? In either case, this is the item for you.

This attire is self-cleaning and self-repairing. Most importantly, it will automatically change in nature to suit your current form. For example, while it presents as a standard uniform for a human, for a Numemon it would take the form of a siren that can be worn on top of its head. This form change includes changing between data and physical item as necessary.

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

[200cp] Apartment

This luxury Tokyo apartment is now all yours. All bills associated with the apartment will automatically be taken care of, with no effort on your part.

Where applicable, an equivalent apartment will be waiting for you in each future world you visit.

Due to the nature of this item, you cannot import into it.

[200cp] DMIA Medicine

This program, which visually resembles a syringe, was originally developed to extend the length of time a Mindlink can be maintained for. Through testing, it has been determined that it can in fact be

used to cure DMIA – remarkable, considering that to this date no person has ever managed to come back from this condition.

In order to use it, you'll need to apply it to the Digimon that has the human consciousness trapped within. This will free the consciousness, returning it to its body. While it isn't clear what would happen if the human body is not alive at this time, it presumably isn't good, or at least renders the medicine unusable.

Included in this item is a single dose of medicine, that will be replenished at the start of each jump if lost, used, or destroyed (post-chain, after ten years). Also included is detailed documentation on the medicine; someone with sufficient IT engineering expertise could use this to make more. If lost or destroyed, this documentation will be replaced after 24 hours. Perhaps the principles in play might be very helpful in curing similar conditions relating to the digitisation of consciousness?

[400cp] Police Squad

A large squad of Digimon have come under your command.

This squad includes many Commandramon, and a few Sealsdramon. It includes a Mechanorimon, which may serve as an effective command centre to operate out of on the battlefield. Lastly, it includes a Cargodramon, a large aircraft Digimon that can carry your squad around for you.

Each of these Digimon are considered followers, and are intensely loyal to you. Should any perish, a replacement will show up at the start of the following jump. Post-chain, replacements show up after ten years.

[400cp] National Server

A large server, comparable to the one utilised by Nation X.

The server has top of the line cybersecurity. On purchase, you can decide what it looks like when presented in a digital space, defaulting to a particularly gaudy look with a large statue of you dominating the surroundings.

In addition to the normal uses such a server would have, it is set up to imprison and exploit a powerful Mega level Digimon, in order to perform and defend against cyberwarfare.

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

[600cp] Social Networking Platform

You've gained ownership of your own social networking platform, equivalent to GriMM. If you like, this may in fact *be* GriMM; naturally, this decision can only be made once across multiple purchase.

The platform allows for short messages, video chat, and livestreaming. Individuals or groups can make channels, which may even be used to host virtual reality lounges that can be visited by both humans and Digimon.

Beyond that, the platform also serves as a financial tool, utilising its own proprietary cryptocurrency (in GriMM's case, this is DigiCoin). While the legality of this is dubious, it isn't practical for other nations to deal with it. Your platform is effectively an economic zone in its own right, with a large number of adopters.

This item includes the necessary software and infrastructure to run your platform, as well as a large number of loyal human followers that can maintain it for you.

When entering a new world when social networking platforms and/or cryptocurrency are already present, you can choose to slot your platform into the background of the world, giving it in appropriate history instead of having to force it into an existing market and culture.

[600cp] Jumper Electronics

Congratulations, you are now the primary stakeholder in your own IT company, which competes on a global stage.

Besides the profits you'll be able to derive from this, the company boasts an impressive and secure laboratory, that someone wishes to conduct Digimon-related research would be thrilled to make use of.

When entering a new world, you can choose to slot your company into it, giving it an appropriate history and likely changing the specific of its operations (and perhaps even industry) in order to make sense for the local setting.

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

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

-Companions-

[Free] Your Partner

You are entitled to a single purchase of any of the 50cp companion options. Humans will likely want to pick up a Digimon partner, and vice versa. Companions cannot use this option.

[300cp] Bulk Purchase Offer

A special deal for those wanting many allies. This option allows you to purchase seven 50cp companion options for the price of six. This option can only be purchased once, and cannot be purchased by companions.

[50cp per.] Import

Already have some companions with you? For 50cp each, you may import these companions into this world, providing them with 600cp to spend on perks, items, and their species/Origin. They may not purchase companions.

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive 600cp to spend on perks, items, and their species/Origin. They may not purchase companions. 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 Digimon Seekers along on your journey as a companion. In order to successfully recruit them, they must agree to this. As a special consideration, when recruiting a human with one or more Digimon partners, you may also take a single one of those Digimon free of charge. You can decide whether they use separate companion slots, or whether they share a single companion slot, with perks purchased for them being divided between them, lowering the potency of the perks somewhat.

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

With this toggle, you can import the events of any previous Digimon jumps you would like to, smoothing out any inconsistencies between them in a manner of your preference. Given the travel between Digimon settings that occurs from time to time, your actions in other Digital Worlds may result in unexpected consequences.

Attempts to use this toggle to interact with prior versions of either yourself or companions will invariably fail.

[0cp] The Crossroad Jumper

Taking this toggle will cause you to arrive in this world earlier, shortly before Shuu Yulin is given Ryudamon by Professor Ryusenji. This increases your total time spent here, as you will still leave at the usual time.

This will allow you to more thoroughly experience the story of this world, or perhaps to take it further off the rails.

[+100cp] Machine Translation

Occasionally, written and spoken word will be presented to you in a highly stilted manner. Rarely, it will be presented in an entirely incomprehensible manner.

Strangely, no one but you seems to pick up on this. It's almost as if it is a problem with the way in which you are experiencing the world, rather than an issue with the world itself.

[+100cp] ***Of course she had a boyfriend.***

During your time here, you'll be a great deal less lucky in love than you are used to. Those you develop feelings for often already have a partner. If you are a Digimon, this drawback will also apply to your human partner, should you have one.

[+100cp] ***So I hate needles, what of it?***

Like Loogamon, you have a fear of needles. Seeing one unexpectedly will cause you to flinch and freak out a bit. Seeing one when you would expect to is merely uncomfortable. On the other hand, having to be injected will be very distressing to go through.

[+200cp] Oversharer

You have an unfortunate habit of being loose lipped, often directly answering questions your enemies ask of you, even when that provides them with confidential information.

It will take great efforts on your part to resist this behaviour, and maintaining a secret identity will be just about impossible for you.

[+200cp] Trauma

Sometime in your past, someone close to you died, and you believe yourself responsible in some major way. This could be from your time prior to this jump, or your background in this setting. If you are Dropping In, and have no pre-jump trauma to draw from, then a fictitious scenario will be implanted into your head, and you cannot be persuaded it is fake until the jump's end.

This trauma will cause you to act rashly, and will allow others to more easily manipulate you for their own ends. It will also just make your time here more unpleasant in general.

[+200cp] What a Twist!

This is a world of chaos. The forces of good and evil are not so neatly divided up, and recognising which is which may be a challenge without prior knowledge. This drawback will provide you this challenge.

As a result of taking this drawback, you (and anyone you are bringing into this jump with you) lose all knowledge of the Digimon franchise that wouldn't otherwise be available to you as a result of your background in this setting. If you are Dropping In, then that is all of it. You'll also lose any memory of taking this drawback.

Items that allow you to acquire this knowledge in a manner not typically possible in this setting (for example, being able to read the story of Digimon Seekers), will not be able to do so. How this is done depends on the item, and minimises additional loss of functionality beyond this restriction.

You'll regain all lost knowledge when this jump comes to an end, and any items modified by this drawback will be fixed at that time as well.

[+300cp] Most Wanted

The DigiPolice consider you a high priority target, and will make serious and sustained efforts to apprehend you and keep you under their custody. While they won't kill you if they don't have to, being kept in police custody when the jump ends will cause you to fail your chain.

Should you leave Japan, local law enforcement will make arrangements to ensure you are extradited back to Japan if caught.

[+300cp] Baldy's Revenge

Somehow, you've made an enemy of the unnamed dictator of the similarly unnamed Nation X. In the real world, Nation X is a nuclear power, and notorious for state sponsored terrorism. In the Digital World, Nation X has access to the state secret Digimon Machinedramon, which is used to commit atrocious cybercrimes, as well as the tools and infrastructure necessary to capture it in the first place. Be careful.

[+300cp] JMIA

At some point during the jump, even if you never Mindlink, you will immediately go into DMIA. Your consciousness will be trapped in the DigiCore of a partner Digimon. If you do not have a partner Digimon, it will be trapped in the DigiCore of a random Wall Slum Digimon.

If you are a Digimon, then instead your human partner (or a random human from Tokyo if you do not have a partner) will suffer DMIA and will be trapped in your DigiCore.

If you are neither human or Digimon, then what you are closet to at the time of this drawback triggering will be the position you take.

It will fall upon your companions, or other allies you have built up bonds with, to save you. The human body must be preserved; should it perish, recovery won't be possible. The Digimon body

must be located, a task which may prove far more difficult that it might first seem. A special medicine must be either be developed or acquired, and applied to the Digimon body, which will awaken both consciousness and allow the human to return to their own body.

While a DMIA might be cured in other ways not native to this setting, the DMIA inflicted by this drawback can only be cured in the above manner.

-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:

Jumper of Ninth Avenue: You choose to remain in this world. Your chain ends here.

Missing In Action: You choose to continue your chain. Proceed to the next jump.

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

-Notes-

Thank you to everyone who assisted in making this jump.

On Digimon Forms:

You are not limited to Digimon that appear in Digimon Seekers; you may use any official Digimon for your species choice. Likewise, you may use any official Digivolution line instead of just what is present in Digimon Seekers. Use wikimon if you need help with this.

Digimon forms are considered equal at each level for your species choice, so while you may choose Lucemon as a Rookie form, it will be no stronger than choosing an Agumon would be. While you are free to choose Loogamon, Dorumon, Ryudamon, or their Digivolutions, without the *Prototype Digimon* perk, they are not considered prototype Digimon in this setting, and won't have the benefits of the perk.

On Translation Quality:

An official English translation of Digimon Seekers was released alongside its Japanese version. Unfortunately, at least large parts of it (particularly early) seem to be machine translation. Apologies for any issues that causes when reading this jump, or for mistakes or misinterpretations I may have picked up about the setting.

On the Real World and the Digital World:

In this Digimon setting, humans are not able to exist in the Digital World in their physical form, having to Mindlink with a Digimon or take advantage of certain tools to hololize there. If you have means of travelling to and from the Digital World from other settings, you can still do so just fine.

Likewise, in this Digimon setting, Digimon do not appear to be able to manifest in the real world beyond intangible holograms projected from devices they can be stored inside. If you have a Digimon form that is able to appear in the real world, it can still do so. Post-jump, Digimon from this setting can appear in the real world just fine.

Useful Links:

You can read Digimon Seekers here:

https://digimon.net/digimonseekers/novel/index.php

You can read Wall Slum's Nightmare & The Crossroad Witch here:

https://digimon.net/digimoncomic/en/

Keyword Guide:

Note: Sourced from

https://digimon.net/digimonseekers/index.php

Minor corrections have been made for readability.

Digimon Dock

A generic term for devices used by hackers and code crackers to store Digimon. Most of them are modifications of commercially available electronic terminals, and many of them are shoddy.

They are also sold on the Dark Web, and the higher the quality, the higher the price.

Digimon Linker

A smartwatch-type digital dock worn by the protagonists. It is the latest machine from Abadin Electronics, a company led by Professor Ryusenji.

It is a special grade device that converts the user's spirit into digital data and transfers it to the digi-core of the digimon.

GriMM

A universal communication tool. Information gathering, personal trading, crowdsourcing. People all over the world use it as a venue. Especially liked by code crackers. It is also an SNS to use, order crack work or illegally captured Digimon, remodel your Digimon Dock, etc.
On the Internet where black market trading etc. are carried out. There is an aspect of lawlessness.

Abadin Electronics

A global IT company founded by Tomonori Ryusenji.

The company boasts the world's top market share in digital network equipment and electronic terminals.

In addition, it has Digimon and Digital World research, and has a highly secure and secretive laboratory, and has a secret laboratory with a high level of security.

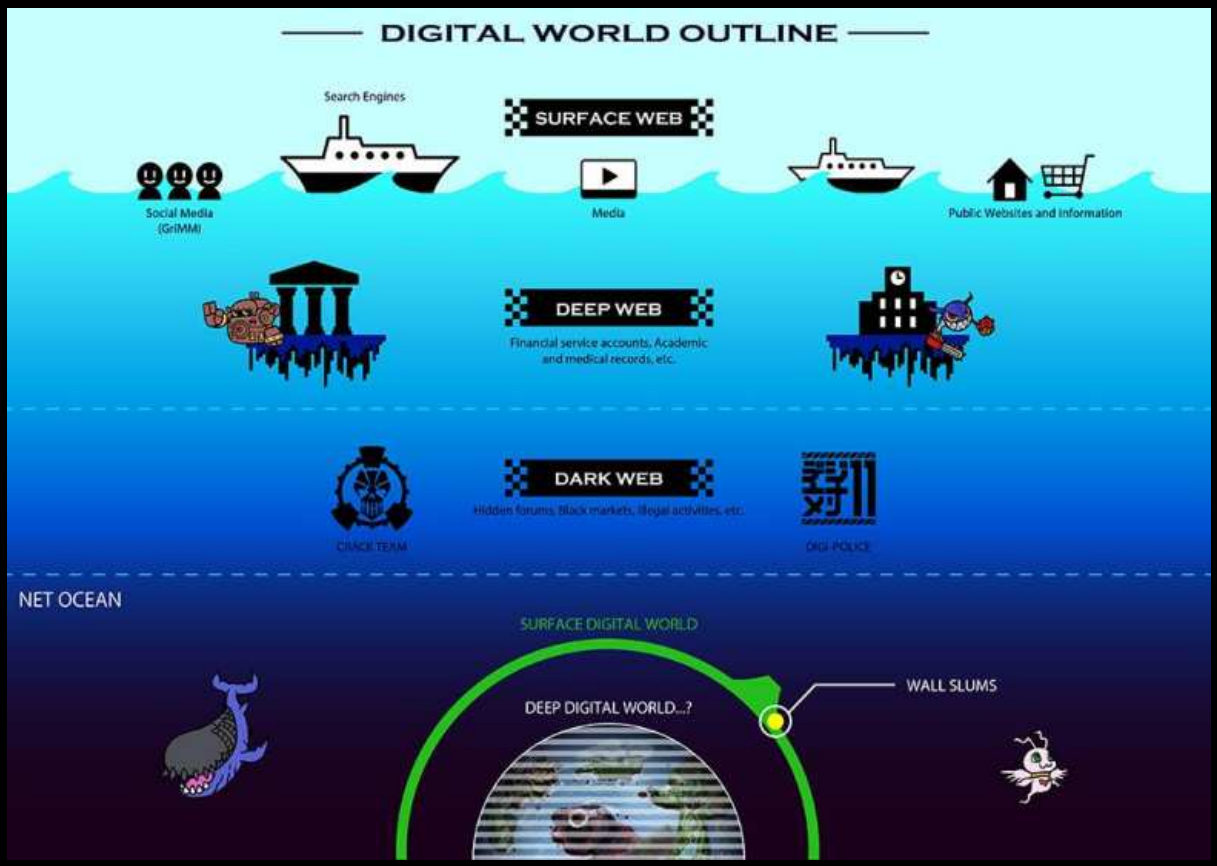
Mindlink

The name of a technology for digitizing and transferring the Digimon Linker user's spirit to the DigiCore of a Digimon.

By mind-linking, the user becomes one with the digimon.

There is a time limit for spirit transfer, and the higher the digimon's growth stage, the shorter the time limit. Excessive digivolution of digimon will cause a time crunch.

Digital World



DMIA

An acronym for "Digital Missing In Action" (going missing while performing digital activities).

This term refers to a person whose consciousness is unable to return from a DigiCore due to surpassing the Mind Link time limit, leaving them stranded in the Digital World or Network Space as a Digimon.

Fused with the consciousness of a Digimon, such a person loses their sense of self and enters a vegetative state.

So, what exactly happens here, anyway?

The Crossroad Witch:

Takes place well before the events of Seekers, after Saya become the first DMIA victim. It involves Shuu Yulin being given Ryudamon by Professor Ryusenji. She looks for Black Agumon with Ryudamon, and though they are unable to find it, they are able to develop a strong bond and defeat a wicked WaruMonzaemon.

Chapter 1 Eiji: Wolf of the Ninth Avenue

https://www.youtube.com/watch?v=XU9ioSY6xZo

Eiji Nagasumi is a code cracker (codename Fang) who frequents GriMM – a social networking site that also serves as a financial tool that uses DigiCoin (DC), a proprietary cryptocurrency of dubious legality. Eiji is browsing GriMM for work opportunities, while using his Digimon Dock to have his Tyrannomon catch a ModokiBetamon.

Eiji goes to the Abadin Electronics Corp. next to the Tokyo University of Electrical and Computer Engineering, where he meets Professor Ryusenji – who had given him the ModokiBetamon job. Though most believe Digimon to be a kind of AI tool, kept by collectors or enthusiasts as pets, or utilises by hackers as a tool of cyberwarfare, Ryusenji explains that they are actually living beings, coming from a place called the Digital World. Abadin was at one point considering expanding into the entertainment sector, to create a Digimon theme park, however the true nature of Digimon and the existence of the Digital World was being suppressed by the powers that be to prevent them being exploited for cyberterrorism, and the risk of a "theme park character" suddenly being associated with such crimes made such a venture impossible. Ryusenji says his goal is to experience the Digital World in person with his own senses, instead of relying on observational data he has collected.

Ryusenji gets mad when the Digimon Dock Eiji uses to transfer the ModokiBetamon nearly deletes their data, throwing the device away. Apologising, he gives Eiji a prototype Digimon Dock he created – a smartwatch type called the Digimon Linker. The device has Loogamon on it, and Ryusenji only asks that Eiji use it for his next job, wanting to see what he will do with it.

On The Last Coast in the Digital World, Satsuki Takahime of the DigiPolice (The Metropolitan Police Department, Community Safety Bureau, Cyber Crime Division, Investigation Unit 11, Digimon Crime Response Team) thwarts an attempt by high school hackers to poach a Digitama using remotely controlled Espimon. Though the minors express their view that the Japanese police don't have jurisdiction in the Digital World, Satsuki's insists she won't allow them to do as they please. Pulsemon, Mindlinked with notorious hacker Judge arrives to defeat the Espimon, who mocks Satsuki for being soft before escaping with the Digitama.

At home, Eiji looks for information for raising his new Digimon, though hides the specifics of Loogamon. He is unable to find AI learning tools suitable for Loogamon, but receives advice online that leaving Digimon together will help them grow. He links his dock containing Tyrannomon with the Loogamon on the Digimon Linker. However, he neglects to read that he should ensure the Digimon are discipline first, and a few days later Eiji visits Ryusenji, explaining that Loogamon bullies the Tyrannomon to eat their share of food, and doesn't follow commands. As they talk, Ryusenji tells Eiji that the data suggests he has high combability with Loogamon. When Eiji states that the Digital World has no borders, Ryusenji asks if he knows where that expression comes from, explaining it is used by the code cracking team. Ryusenji asks Eiji what his goals are, and Eiji says he wants to win at life via the Digital World, to become successful like Ryusenji. Ryusenji talks about the Sons of Chaos (SoC), an extremist hacking group. Their leader, Tartarus, caused a terrorist incident when he used Digimon to hijack and crash a plane. Ryusenji's goal is to study the Digital World, but the existence of this group will turn policy and sentiment against this, and he tasks Eiji with infiltrating this group in order to gain information on it and its leader.

Eiji is able to speak with a SoC member. Applying to join is a fairly easy process, but actually getting accepted requires a demonstration of talent by completing a difficult mission, with SoC not compensating the loss of any Digimon.

Eiji Mindlinks with Loogamon for the first time, allowing him to experience the Digital World more directly. Eiji is surprised to see Digimon talking to each other. Loogamon defeats a ChuuChuumon, who recognises him as The Demon Wolf of the Castle of Nine Wolves. Eiji and Loogamon are able to talk directly to each other, and Eiji is able to get a grasp on the situation. Loogamon explains that Wall Slum, their current location, is only the surface Digital World, and humans thus far have yet to bypass the security wall to go deeper inside.

At the meeting point, a Digimon masking its identity provides Loogamon with a mapping tool. The test mission is to map a portion of Wall Slum for the SoC, as with information constantly pouring in from the real world, Wall Slum regularly changes its layout. After Eiji and Loogamon leaves, the Digimon and the SoC interviewer, having recognised Loogamon, decide to up the difficulty of the test.

Eiji and Loogamon take the train to Ninth Avenue. On the way, Loogamon explains that the security wall that keeps humans from going further into the Digital World also keeps out Digimon that have been "contaminated" by the real world. Many of the Digimon in Wall Slum are poor and/or injured, having been abandoned by human owners for failing them or some other reason; as a result fighting is common, often over food, and "bosses" have emerged to rule over different parts of Wall Slum. Loogamon also says he is missing much of his memory, and is hoping to recover it.

The pair arrive at Castle of Nine Wolves on Ninth Avenue. Loogamon recognises it as his former home, not a scent that seems like his, but stronger. Eiji wonders if it was from Loogamon but in an evolved form. They are interrupted by the arrival of a the DigiPolice with a Cargodramon and a squad of Commandramon. The policewoman (Satsuki Tamahime) is also equipped with a Digimon Linker, accuses Eiji of poaching, but cannot find Digitama data on him. Eiji claims he is merely studying the Digital World (technically true), but Loogamon suddenly attacks some of the Commandramon, not recognising the authority of the police. Satsuki deploys her Numemon, riding on its back to battle Loogamon. After an incident of Eiji being hit by its poop, the pair are able to rebound and Loogamon Digivolves to Loogarmon. Loogarmon defeats the Numemon, and in order to protect the mindlinked Satsuki, the DigiPolice retreat as Satsuki swears to have her revenge.

Loogarmon remembers that it was the boss of Ninth Avenue, and many Digimon show up to celebrate his return. Meanwhile, the cloaked Digimon – revealed to be Dorumon – and SoC interviewer discuss the events. They were the ones to alert the police, and are eager to recruit another hacker that can min-link.

Satsuki Tamahime reports to her superior, Shuu Yulin, who dresses her down for ignoring the time limits on mindlinking, and putting her life in jeopardy. Evaluating the information, Shuu Yulin is curious as to the interface on top of Loogamon's head, which is similar to the one on her own Ryudamon's head. Meanwhile, Pulsemon reports information about the police encounter to Leon Alexander (Judge). Leon is a childhood friend of Eiji.

Chapter 2 Hacker Leon: WWW Airlines Flight 626

https://www.youtube.com/watch?v=iTzd5S7DDhQ

Leon wakes up from a nightmare involving the crash of WWW Airlines Flight 626, which was caused by a Digimon in a cyberterror attack.

Eiji briefly has his Tyrannomon set up to map Ninth Avenue and patrol it when Loogamon is away to deter invaders, but when a vortex appears, Looogamon instructs him to recall them and retreat.

These vortex are natural disasters, caused by the fact that the firewall blocking the deeper Digital World is imperfect.

Eiji and Loogamon meet Professor Ryusenji and discuss the information they have collected. Loogamon, having mindlinked before, is now capable of speaking in the real world while hololized. Ryusenji is not surprised to hear that Loogamon came from Ninth Avenue; he reveals that Loogamon was taken by his company from there for his safety, but says further info is classified. He warns Eiji that as memory returns to Loogamon, he may experience mental anguish, and asks Eiji to be there for him at those times. Eiji tells Ryusenji he has a meeting with a SoC member named Marvin, and Ryusenji gives him background on him – Marving "The Songsmith" is a leading member of SoC and a highly skilled software engineer that played a large role in the creation of GriMM.

Eiji heads to a virtual reality lounge on the SoC Channel hosted on GriMM. Marvin informs them that the SoC are looking for highly skilled hackers to help with an "Operation Infinity", and says to meet again the next day for more information. He says that the identity of Tartarus is unknown even to higher ups in SoC. He also asks if Eiji has encountered a Black Agumon – Tartarus has a particular interest in retrieving this Digimon, and is offering a large sum should someone manage to do so.

The next day Eiji attends a meeting where Operation Infinity is discussed. It is an attack on the server of Nation X (deliberately unnamed in the story, it is near the bottom in terms of GDP, notorious for state sponsored terrorism, and a nuclear power). Nation X's dictator is using Digimon cyberterrorism, namely a Machinedramon, to distract from their real world terrorism, and the SoC want to carry out the attack largely because the dictator doesn't respect the freedom of the Digital World and is making them SoC look bad. Tartarus speaks, but is not seen directly.

Eiji recalls that he was shown footage of a hacker suffering from DMIA as a result of breaking the time limit on Mindlink, likely due to something happening to their partner, and is reminded by Loogamon to be careful.

SoC attack the server of Nation X. Eiji and Marvin's role is to work as a pair to secure Machinedramon. Marvin warns Eiji to conserve his Mindlink time by keeping Loogamon a Rookie until he is needed. They encounter a large locked gate, and Loogamon is able to use a strange power to immediately unlock it, surprising even Marvin. Machinedramon is inside, trapped and being exploited for its power. Marvin's Airdramon Digivolves to Megadramon to secure the trapped Machinedramon, but is attacked and defeated by another Mega level Digimon, Kazuchimon, cutting off their connection to Marvin. Some of the other SoC members rendezvous with the group, expecting Marvin to provide them an escape route. They recognise Kazuchimon as the Digimon of the hacker Judge. Machinedramon breaks free, but before it can rampage it is cut down by Kazuchimon.

Hackers and code crackers don't see eye to eye. Where code crackers are primarily driven out of a desire for freedom, or for personal profit, hackers are vigilantes who are motivated by their own brands of justice. Judge learned of the operation, and took advantage of it to dispose of an international threat that has caused untold harm, and also to deal with a serious code cracking group in one fell swoop. Until now, Tartarus had never lost a member in any mission they had led. Feeling indebted to Marvin due to tools provided to him, despite actually being a spy, Eiji tells the others to retreat with Marvin while he buys time against Judge.

Kazuchimon Dedigivolves back down to Boutmon – the Ultimate stage – having judged Eiji to be a minimal threat and wishing to conserve Mindlink time limit. Loogamon Digivolves to Loogarmon, and the fight begins. Loogarmon is able to stall Boutmon long enough for the code crackers to secure

Megadramon. Marvin is able to speak up again, telling Eiji to retreat. In the process he reveals Judge's name to Eiji, and both Eiji and Leon are shocked to discover they had been fighting their childhood friend. With the Nation X server crashing down, the parties flee in different directions.

The hackers are quick to lead their side of things, humiliating the SoC. Marvin meets the SoC interviewer – who in actuality is Tartarus. Tartarus insists they deal with Leon and the Judgement hacker group he belongs to, even after Marvin warns it will make them an enemy of the United States. The two code crackers are impressed with Eiji's performance, but Tartarus want to draw out his full Digivolution potential before he fully trusts him.

Meanwhile, it is revealed that Leon is supported by Professor Ryusenji, who was the one to provide him with his Digimon as a child. The Machinedramon he killed was the one that caused the crash of WWW Airlines Flight 626. Leon often works with the US Department of Defense, but in this case he struck out on his own to take advantage of the opportunity presented to him.

Leon meets with Eiji, and the pair catch up at the lab. Leon shows Eiji an old Digimon Dock. Eiji has seen it before as a child, but back then thought it to be a hard to get gaming device. The two get along well, though Leon is annoyed that he was not informed that Ryusenji brought Eiji into this – as far as he knew, he was the only person not part of the police to possess a Digimon Linker. After an interaction with a secretary (Hatsune) and her colleague, Eiji comes to realise that despite the similarities between hackers and code crackers, code crackers have a significantly worse reputation among the general public. Leon and Eiji talk about the nature of Digimon, and Leon is happy to hear that Eiji views Loogamon as a pal rather than a tool, as most code crackers do. He asks Eiji to stop code cracking, but Eiji says it isn't an option. Eiji's parents died in the crash of WWW Airlines Flight 626; this forced him to move out of his house and give up any plans for college due to lack of money and motivation to study hard enough for a scholarship – he needs the work as a code cracker to eke out a living. He also feels immense pride at being chosen by Professor Ryusenji and doesn't want to let him down. Eiji doesn't tell Leon about his role as a spy. Before Leon and Pulsemon leave, Pulsemon gives Loogamon some files as a present, though Loogamon elects not to open them.

Eiji has a meeting with Professor Ryusenji, reporting on the events. He is surprised that Ryusenji knows about Leon already, but is grateful when Ryusenji says what Leon thinks about the events doesn't change his own assessment. Ryusenji tells Eiji that stalling for time against Boutmon was the prudent action, and that he wants to be able to actually win that fight, Loogamon must learn to Digivolve further. The meeting ends with the arrival of Ryusenji's next appointment, Shuu Yulin. Eiji is told about Shuu by Hatsune. Loogamon asks Hatsune out on Eiji's behalf, which leads to her sharing her GriMM contact info – though it later turns out she only wants him to crack her boyfriend's account to see if he is cheating on her.

Leon checks the flight manifest to confirm Eiji's parents were killed. He blames himself for their death, having failed to stop the cyberattack. Even so, he resolves to stop Eiji from being a cracker, even if Eiji comes to hate him because of it.

Eiji is contacted by Tartarus, who tasks him with destroying Leon's reputation as a hacker. Eiji plans to defeat Mega Kazuchimon – typical duels between hackers and crackers are regarded as fairly safe. Eiji and Loogamon are committed to Digivolve to become strong enough to win.

Eiji tricks Leon to show up at the Rusted Coast in the Digital World with a false tip Tartarus would be there. Eiji tells Leon that the SoC will forgive his actions if he agrees to never mess with them again, but Leon refuses. Leon offers to financially support Eiji so he can quit, but this only angers Eiji. The fight begins, and Eiji springs his trap; as Boutmon and Loogarmon fight, he controls his Tyrannomon

remotely to attack as well. Boutmon is forced to Digivolve into Kazuchimon. The personality of the god-like Kazuchimon bleeds into the Mindlink, causing Leon to resolve to humble Eiji and use force to kick him out of the crackers. Eiji tries to force a Digivolution, causing Loogarmon to become Helloogarmon and go out of control. Helloogarmon doesn't respond to Eiji as he attacks Kazuchimon. Leon is reaching the limits of his Mindlink, but refuses to give up, and is convinced to tell Eiji that Machinedramon was the one that caused WWW Airlines Flight 626 to crash, and that Leon was unable to stop it and save Eiji's parents. Eiji doesn't blame him for this. Leon resolved to stop crackers like that at all costs, and says Eiji has already started down a bad path with the attack on Nation X's server and now this irresponsible Digivolution. Before something terrible happens to Kazuchimon, a vortex opens up, and out comes Omnimon, a tool of the Digital World's system administrator. It intends to delete both Digimon to prevent them bypassing the firewall. Leon and Kazuchimon sacrifice themselves to save Eiji, creating a barrier to keep Omnimon with them as they descend into the vortex. Helloogamon is hit by an attack and forced back to Loogamon to recover as Kachimon and Omnimon are pulled into the vortex.

Eiji contacts Ryusenji who calls an ambulance, but Leon has undergone DMIA and his body is trapped in a coma. Eiji blames himself for the events and wants to give up on everything. Tartarus contacts him and congratulates him for his efforts – from the SoC's perspective he went out and eliminated a threat to them, as instructed. Eiji recalls a time when they were children when Leon saved his life. Loogamon opens the files Pulsemon had given him, discovering it was some meat data and a message to meet again. Loogamon realises that he is friends with Pulsemon. He convinces Eiji that they have to do whatever it takes to save Leon and Pulsemon, even if it means facing down a Royal Knight.

Chapter 3 Unit 11: Digital Missing In Action

https://www.youtube.com/watch?v=su5jFIwwb_U

Many years prior, the SoC attempted to break through the gateway to reach the depths of the Digital World. It was confirmed by Tartarus at that time that in order to do so they would require a tripartite key; that is, three prototype Digimon each of one of the three attributes (Data, Vaccine, Virus), and each at the Ultimate stage. Tartarus' Dorumon was one such prototype. Shuu Yulin's Ryudamon was another. Tartarus wished to break through to reach the "source code", to remake the world for the better, but was unable to.

Even further back, Shuu Yulin and a man named Kosuke Kisakata were the students of Professor Ryusenji. The professor's daughter, Saya, also worked with them, and was the fiancée of Kosuke. Together, they worked on the establishment of Ryusenji Electronics, and the development of the Digimon Dock, and then Mindlinking. They designed a prototype device known as the Tartarus probe in order to Mindlink into the Digital World for the first time. Unfortunately, it was a disaster – they were attacked by a hostile AI force, and Saya was the first documented case of DMIA, her consciousness presumably trapped in her (Black) Agumon partner. Professor Ryusenji continued the Mindlink research, minimising the risk to his students. Saya's body was eventually moved to the US to be cared for, and Kosuke dropped out of school.

Shuu heads to the hospital to see the comatose Leon. She talks with Ryusenji about the situation. Ryusenji vouches for Eiji, and insists he will do whatever it takes to protect him from the law in this matter, as he protected her with Saya. It is understood between both Ryusenji and Shuu Yulin that Tartarus is Kosuke Kisakata. Ryusenji also explains that the third "prototype" Digimon is Loogamon, as evidenced by the interface on his head. According to Ryusenji, prototype Digimon are "living

fossils", not necessarily behind on spec, but that use an older design not present in other Digimon. He says that Eiji has an extremely high compatibility score with Loogamon, equal to Leon and Pulsemon, and that one day might match Saya and Agumon. He says he is happy to have others pursuing the Digital World, be they hacker, cracker, or the government – but that stopping Kosuke isn't within his power, and that is something she will have to do.

Eiji fails a vital check with his Digimon Linker due to the mental state he is in, preventing Mindlinking for the time being. Kosuke arrives at the door, announcing himself as Tartarus. Eiji lets him in. Kosuke hololizes Dorumon, revealing he was the interviewer, and explaining his backstory. The reason he has the job out for a Black Agumon is that it was Saya's partner. He is aware that Eiji was sent to be a spy, but trusts Ryusenji and was impressed when Eiji went out of the way to protect Marvin. He has come to work with Eiji, putting forth a shared goal. He wishes to utilises a medicine the SoC had created and allowed Ryusenji to test. In theory, this medicine could be given to a partner Digimon holding a human consciousness within their DigiCore to allow it to return to its human body. Though they have but one dose, Kosuke says it is fine for it to be used on Pulsemon. It is believed that DMIA scrambles the mind of the partner Digimon, otherwise it would make attempts to contact the allies of its human partner to resolve the situation. Eiji agrees to work with him, and Kosuke suggests they leave before the police arrive.

The SoC declare an attack on the gateway. Many crackers join in, even those with Mindlinking send their controlled Digimon simply due to the "festival" vibe created be the event. Likewise, many Digimon trapped in the Wall Slum gather together, motivated to return to the home they were cast out of. The DigiPolice appear to stop them, but this is also part of Kosuke's plan.

Chapter 4 Sons of Chaos: Seekers

https://www.youtube.com/watch?v=rSNiRRHfflo

The DigiPolice engages in battle with code crackers, as gatekeepers protecting the gateway attack both sides. Kosukemon and his Dorugoramon (Dorumon's Mega) has battles with Shuu Yulin and her Ouryumon (Ryudamon's Mega). Eiji and Loogamon face down Satsuki and an army of DigiPolice Digimon, with Marvin arriving to provide him support. Loogarmon ends up in battle against two Mindlinked Hi-Commandramon, and through that battle Eiji and Loogarmon are able to achieve a correct Digivolution to the Ultimate stage, to Soloogarmon, and defeat the two Hi-Commandramon.

Kosuke is happy to see this. He tells Shuu Yulin that Dorumon informed him of a special treasure called the Sacred Chalice, which he intends to use to save Saya. He tells her that she can't kill them, because he is needed to save Saya. This prevents her fighting to be her best capability, which Kosuke takes advantage of to defeat Ouryumon, and restrain it once it is knocked back to Ryudamon. With their forces compromised and leader captured, Satsuki orders the DigiPolice to the retreat.

Under Tartarus's orders, Marvin brings out a Chaosdramon he is controlling with tools, too wild to be Mindlinked with. Chaosdramon holds the gatekeepers at bay as Kosuke uses the three prototype Digimon to crack the gateway. Satsuki attacks, having not left with the other DigiPolice. She announces that she is prepared to resign in order to save her superior, releasing Brigadramon – a state secret Digimon being kept by the DigiPolice. She begins to battle Marvin's Chaosdramon, but Eiji alerts them to the arrival of Omnimon. Marvin and Satsuki shift their focus to the Omnimon. Omnimon exhausts the two Mega level Digimon, focusing on Tartarus. Tartarus deploys two more Mega level Digimon he had in reserve, but Omnimon quickly dispatched them as well. However, this bought enough time for the tripartite key (a large multilayered geometric pattern) to be completed.

Kosuke, Eiji, and the three prototype Digimon disappear. The Omegamon sighs, jumping back into the gateway instead of targeting Marvin or Satsuki.

The three prototype Digimon, and the humans linked to them, arrive in the Source Domian, an ancient part of the Digital World depths, one that falls outside of the purview of the System Administrator, and the Royal Knights. Shuu Yulin comes too, and Kosuke catches her up on the situation, and then catches Eiji up on the history the two have. Kosuke's plan is to decrypt the Source Domain, to gain admin privileges in order to locate Black Agumon and Pulsemon.

Suddenly, the groups lose control over themselves. Professor Ryusenji appears, holozing himself from each of the Digimon Linkers. He reveals his true sinister character. The "research tools" placed in the prototype Digimon actually allowed him to control them remotely, and the Digimon Linkers were full of spyware that fed him information. He had given Eiji Loogamon solely so he could reach the Ultimate stage so Ryusenji could reach the Source Domain, and despite being fully aware of the battle between Eiji and Leon as it occurred had allowed Leon to DMIA because he knew too much about Ryusenji's efforts.

Ryusenji begins decrypting the Source Domain, summoning Pulsemon and BlackAgumon to the location. To Kosuke's horror Ryusenji explains that Saya's body actually died quite some time ago, and that he had sent Kosuke faked videos of it still being alive in order to control Kosuke. He says that despite the medicine being real, it cannot be used on Black Agumon as Saya has no body for her consciousness to return to now.

Ryusenji offers to Eiji to keep working for him in exchange for great money and benefits. Disgusted, Eiji refuses. Loogamon uses its internal hellfire to burn out the control tools, regaining control. Ryusenji takes control of Dorumon, Digivolving him to Dorugoramon. Soloogarmon battles Dorugoramon, with Eiji also making use of his Tyrannomon to secure the others. When Dorugoramon attempts to eliminate Tyrannomon, Soloogarmon steps in the protect his "pack". The bond and resolve shared between Eiji and his partner allows it to Digivolve to Fenriloogamon. As the two Digimon battle, Kosuke uses the medicine on Pulsemon, resetting both Pulsemon and Leon's consciousness within Pulsemon's body. Ryusenji attempts to trick Leon into siding with him, but instead Pulsemon Digivolves to Kazuchimon and surprise attacks Dorugoramon – Leon was able to pick up a good deal of what is going on.

Outmatched, Ryusenji utilises the part of the Source Domain he had gained access to in order to put Dorugoramon through Death-X-evolution, turning it into DexDorugoramon, stripping of its personality and effectively turning it into a "zombie" that he doesn't even have to command to attack them. As the battle continues, Eiji and Leon are able to reconcile and restore their friendship. Kazuchimon fuses with Fenriloogamon by becoming a sword, resulting in Fenriloogamon: Takemikazuchi. With an all or nothing attack, they are able to defeat DexDorugoramon.

Epilogue:

A year later, Eiji and Leon meet up for a celebration. Eiji has been given the title of Tartarus and his leader of the SoC. Leon mentions that if the baldy leader of Nation X acts up again, he will look the other way to whatever Eiji does. Shuu Yulin and Satsuki meet up with them – Satsuki's offer of resignation had been rejected.

Professor Ryusenji had packed up and moved to America. Though he could not be charged with a crime, he didn't seem keen on sticking around. He was never outwardly nasty to Eiji or Leon from

that point, though whether that was because he had a change of heart or simply felt discomfort was unclear.

BlackAgumon had become a partner of Kosuke (what exactly is going on inside BlackAgumon is left vague, but it is happy to be with Kosuke and hold his hand).

Wall Slum's Nightmare:

Sometime after Seekers, a large number of Digimon go missing from Wall Slum. Eiji investigates, teaming up with Leon, Shuu Yulin, and Satsuki.

It is discovered that an unnamed AE researcher suffered DMIA as the result of an experiment, her physical body dying. Though she loved Digimon, the corrupted mental data caused her to transform between a kind Orochimon and a monstrous Nidghoggmon that consumes the DigiCores of others. The group tries to save her, but are ultimately forced to destroy the corrupted DigiCore in order to rescue the other DigiCores she had consumed and save the Wall Slum.

-Changelog-

0.1
Created the jump.

1.0
(i) Minor rewrite to **Mindlink Master**, no mechanical changes.