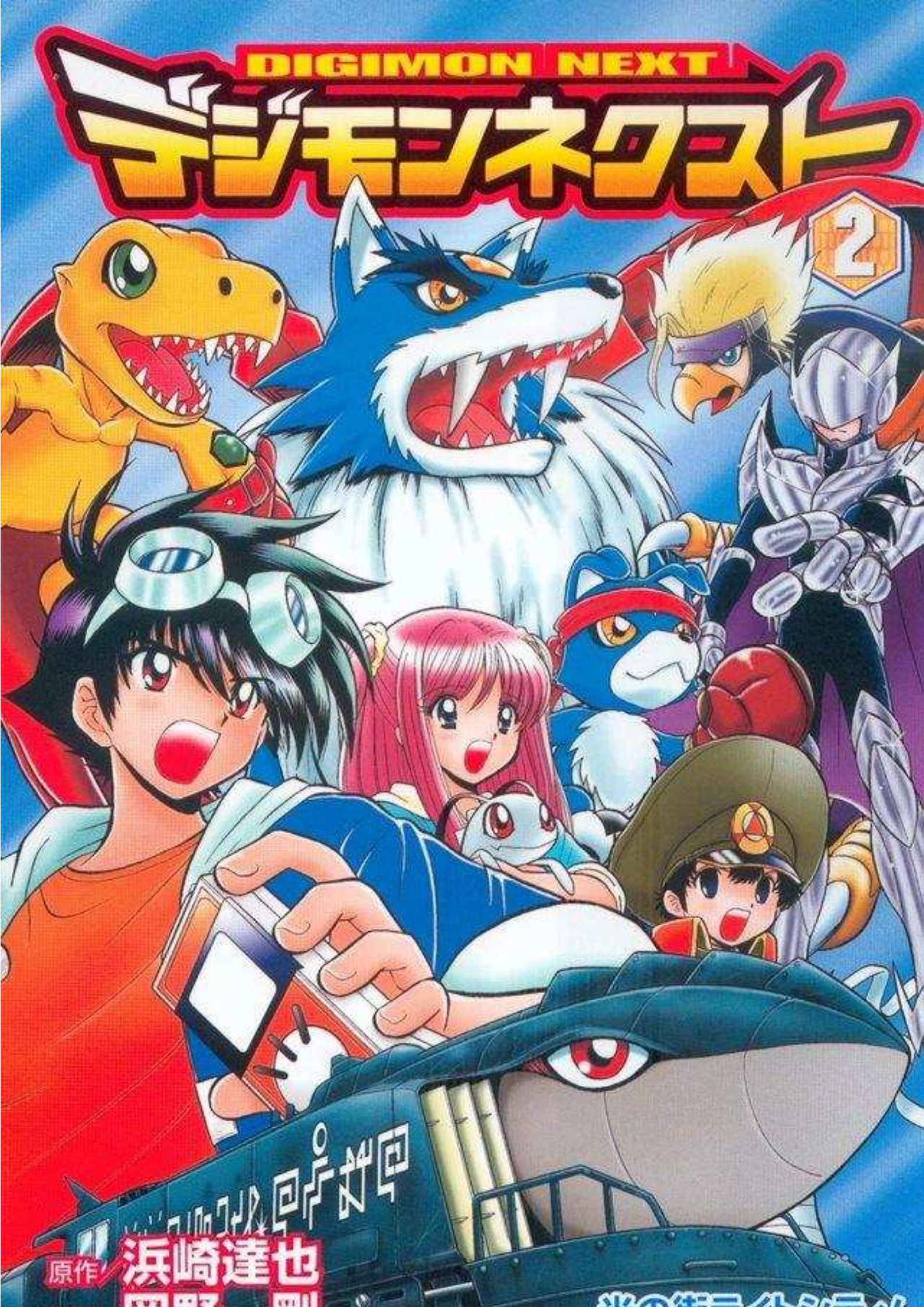

DIGIMON NEXT
デジモンネクスト
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原作
浜崎達也

Digimon Next

A Jumpchain CYOA by WoL_Anon

Ver. 1.1

The Digital World. A parallel world that is influenced by the real world, and is home to strange creatures known as Digimon. These Digimon can be divided into two categories: Digimon that naturally emerge from the Digital World, and Artificial Digimon that are created via virtual pet toys used by human players, referred to as Tamers. With human Tamers largely unaware that their virtual pets are living beings, it is no surprise that these Artificial Digimon often suffer, including neglect induced death, and deletion when a Tamer gets bored or upset.

It is that suffering that caused YGGDRASIL, the host computer the rules the Digital World, to separate part of itself from its body three years ago, sending it to the real world in the form of a young girl (Norn Mikihara) in order to better understand the bond between humans and Digimon. Unfortunately, during this time the Demon Lord Barbamon approached the remaining YGGDRASIL and convinced it to fuse with him. Barbamon intends to reset the Digital World – deleting all life supposedly to prevent more Artificial Digimon suffering. To do so, Barbamon plans on collecting the eight different DigiMemories, and using them to create a new kind of digital being that is up to the task.

The actions of the children that Norn met three years ago may well determine the fate of the Digital World. What role will you play in the events to come?

You arrive in this world a few hours before Tsurugi Tatsuno first visits the Net World. 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. 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

You are a human. In this setting, the emotions of humans can be used to draw out a special power known as Digisoul, which can empower Digimon.

[Varies] Artificial Digimon

Artificial Digimon, often referred to simply as an Art., are Digimon that are created inside V-Pets. They are raised by human Tamers, in most cases without the Tamer even realising they are alive. In addition to the typical requirements a Digimon needs, Artificial Digimon require love and attention from their Tamer; without these, they will slowly grow sick and die. On the plus side, the power of the bond between Digimon and Tamer can cause explosive growth in battle strength.

All Digimon, Artificial and Natural, can be separated into “levels”, with Digimon progressing through levels as they mature, or temporarily jumping up levels with the help of their Tamer. 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. Finally, for Mega level Digimon, this cost is 600cp.

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.

[Varies] Natural Digimon

Natural Digimon are Digimon that were born in the Digital World, and do not depend on a human Tamer.

For the In-Training I, In-Training II, Rookie, and Champion levels, the cost of this option is Free. For Ultimate level Digimon, the cost is 300cp. Finally, for Mega level Digimon, the cost is 600cp.

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.

-Location-

Roll 1d8, or pay 50cp to choose. Alternatively, you may choose to begin in a specific place for free, determined by your Origin.

[1] Real World – Light District's First Town

This is the town that Tsurugi and his friends live in, a town that was visited by Norn Mikihara years ago.

Those with the Human Origin may choose to begin here for free.

[2] Net World – Light City

A city in cyberspace in which Tamers from around the world battle with their Digimon. This is not the Digital World, and in fact this city is a copy of another which does appear in the Digital World. Most Digimon are not able to speak here, but exceptions will be made for anyone purchasing a Digimon species from this jump. If you are a human, your physical body is still located in the real world, connected to a Battle Terminal in your home or at an arcade.

Those with the Artificial Digimon Origin may choose to begin here for free.

[3] Digital World – Train Station

A train station in the Digital World. Tsurugi will briefly wander into here before his true journey through the Digital World. Here, one can hire Trailmon to take them throughout the Digital World.

Those with the Natural Digimon Origin may choose to begin here for free.

[4] Digital World – Hidden Valley

A valley located in the Digital World. Its overseer, Piximon, takes care of many young Digimon here.

[5] Digital World – Middle Town

A town in the Digital World, which has been devastated by Barbamon's forces. It is here that Tsurugi will encounter Yu and Gaomon.

[6] Digital World – Light City

A large city, which is overseen by Andromon, the leader of the resistance forces against Barbamon. It is this city which the Net World's Light City is a copy of. Unfortunately the battles that have taken place here have left it in much worse shape, forcing its inhabitants to hide underground where they cannot be detected.

[7] Digital World – Barbamon's Castle

Once the System World from which YGGDRASIL operated, this flying castle is now the headquarters of Barbamon, from which he commands his forces. A prison of fire surrounds the castle; this firewall prevents intruders breaking in and prisoners escaping.

[8] Free Choice

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

-Perks-

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

Human Perks

[Free and Exclusive to Humans] Digisoul

Digisoul is the power of emotions, which humans can use to empower Digimon in various ways, including causing them to Digivolve.

As a power derived from emotions, the type of emotion does matter; negative emotions such as hatred and jealousy result in Dark Digisoul, which still bring forth power, but also contaminate the human and Digimon, resulting in potential long-term negative consequences.

You have begun to grasp your Digisoul; with a Digivice to channel it, you could Digivolve your partner Digimon to the Champion level.

[100cp, Free for Humans] Ace Striker

You have some skill as a Tamer. You are quite knowledgeable about the Digimon Mini, and have a good amount of knowledge about Digimon generally. You'll find that this knowledge translates to some degree to commanding and caring for Digimon that aren't stuck in a V-Pet.

If you weren't already, you are also quite healthy and fit. Perhaps you'd enjoy playing soccer?

[100cp, Free for Humans] ***Nice, nice! It looks just like you!***

Character creation can be a long and tedious process. For you, not anymore!

From now on, you'll find any kind of avatar creation process quick and intuitive. Not only will you be able to get what you want out of such systems quickly and easily, but you'll even find when trying to make an avatar that looks just like you, you'll somehow be able to stretch what is possible from such systems to some extent to better reflect your true appearance.

[200cp, Discounted for Humans] ***It's like my sickness has been cured.***

The Digital World has a strange effect on humans – while there, they don't seem to suffer from health conditions that plague them in the real world. This perk allows you to carry a similar effect with you going forward.

You are now immune to mundane diseases, including ailments like suffering from a heart condition. This protection does not extend to supernatural ailments, or to attacks like Chaosdramon's Destroyed Hook, which injects a lethal virus into its victims.

[200cp, Discounted for Humans] Image World

You have learned a curious technique. Whilst in the heat of battle (whether you are participating directly or taking on a Tamer-like role), you are able to solidify the memories of your opponents, allowing those nearby to experience them for themselves. While these visions are not capable of harming anybody, they will give you insights into your opponents, allowing you to find ways to talk them down, or forcing them to self-reflect.

Additionally, when it would suit your true desires, ignoring any brainwashing you may be under, your own memories may be shown in such situations. This might help your opponents realise you aren't in control of yourself, or force yourself to reflect before you head too far down a dark path.

[400cp, Discounted for Humans] Burst Charge

Burst Charge is a special technique used by Tamers. A double-edged sword, it allows a Tamer to burn through their Digisoul, letting their partner Digimon Digivolve to levels normally beyond them even without the use of a Digivice, at the cost of shaving off the user's lifeforce – damaging their long-term health and overall lifespan.

Provided you have access to Digisoul, you can now use this dangerous technique. Whether or not you do, you can learn to apply the principles of this technique to other emotion-dependent powers and abilities, enhancing their power or bypassing certain restrictions by sacrificing your own lifeforce.

Naturally, you'll find that the more you are getting out of this effect, the greater the toll will be on your own well-being. Use this wisely.

[400cp, Discounted for Humans] Hacker Tamer

You have a comprehensive understanding of programming language, and an impressive talent for hacking. You'll find this talent just as useful when inside digital realms, allowing you to pull off feats like forcing your way into areas you aren't supposed to be in. Perhaps you want to intrude on a battle in the Net World between two other Tamers?

Do note that while impressive, this talent is far from all-powerful; you may find yourself unable to bypass certain firewalls just from this talent alone. Nevertheless, creative use of this talent may prove quite fruitful.

[600cp, Discounted for Humans] Digisoul of Light

To get rid of the darkness, you need light. And that's what you have become – a beacon of light.

You quickly gain a comprehension of powers derived from positive emotions you come to wield, including ordinary Digisoul, shared by few others. This allows you to wield them more effectively than before; were you to have access to Digisoul, you could reliably get your partner Digimon to the Ultimate level, and the Mega level is certainly in the cards.

When using emotion-based powers, you are able to maintain a purity of spirit, preventing unwanted emotions like rage or hate from disrupting your efforts. This will be quite helpful if you mean to command an Arbitrator.

Lastly, you can use Digisoul (should you have access to it), or similar powers in order to bring forth a powerful light that can cleanse areas of dark or evil energy.

[600cp, Discounted for Humans] Black Knight

You have chosen to walk the path of darkness. Turns out, you have quite the talent for it.

You quickly gain a comprehension of powers derived from negative emotions you come to wield, including Dark Digisoul, shared by few others. This allows you to wield them more effectively than usual; were you to have access to Dark Digisoul, you could reliably get your partner Digimon to the Ultimate level, and the Mega level is certainly a future possibility.

More than just effectively, you have learned to wield dark powers safely. The use of dark or evil powers will never corrupt or contaminate you, unless you would want them to do so. In the case of Dark Digisoul, it will not contaminate your partner Digimon either, ensuring you can continue to empower them in this way without long-term harm.

Artificial Digimon Perks

[Free and Mandatory for Artificial Digimon] Human Connection

Unlike Digimon that occur naturally in the Digital World, Artificial Digimon require love from a human Tamer in order to survive, in addition to typical requirements like food. Receiving this love doesn't take anything away from the person that loves you, nor does it prevent them providing that same love to another.

As a special consideration, you can designate a single individual. You will be able to receive this "nutrient" of love from this person, even if/when they are not in a human form. You do not have to designate the individual immediately, but once you do so it cannot be changed until the end of the jump, and from there you may change your choice once per jump (post-chain, once every ten years).

Post-jump, you no longer require this love to survive, but may continue to draw upon it, supplementing or replacing other needs your body may have.

[100cp, Free for Artificial Digimon] Battle Pet

With rare exceptions, Tamers raise their Digimon to fight. Perhaps as a result of this upbringing, you have become accustomed to fighting, ensuring that you can always keep your cool in the heat of battle, and listen out for your Tamer's commands.

[100cp, Free for Artificial Digimon] ***Then take care of my crap!***

Like most creatures, Digimon often leave behind waste. That is to say, poop.

Now, you have learned how to go long periods of time without letting out this waste, allowing it to be kept in your body without discomfort or adverse effects. Eventually you'll still be forced to go, and by that time your poop may approach the size of your body.

Conversely, you are also able to poop just about on command, so long as you have some waste to dispose of. You can even do so as a form of attack, firing it towards an opponent at high speed; while it is unlikely to cause physical damage, most would be quite disturbed to be hit by it.

Such talents might even be considered impressive, if only they weren't so disgusting.

[200cp, Discounted for Artificial Digimon] Preferred Pathway

Digimon are creatures that can head down many pathways of development, many lines of Digivolution. This perk will help you navigate those pathways in a pleasing manner.

From now on, when you would undergo Digivolution, you'll get a sense of what the result will be before committing to the change. If you meet the requirements of multiple new forms, you will know what these are and can force yourself into your preferred result. If you are Digivolving naturally without external forces acting upon you, and you are unhappy with the results available to you, you can even choose to delay this process and undergo it at another time when a better result awaits.

Additionally, just as Tsurugi's partner was first a Greymon and later became GeoGreymon, Digivolving into a certain form does not fix that result for you. So long as you had some means of moving backwards through stages, you'll have an opportunity to choose a more preferable result next time.

This perk applies to any Digimon form you come to possess, as well as the forms of creatures that transform in a similar way.

[200cp, Discounted for Artificial Digimon] Trojan Horse

So that bad guy thought it was a great idea to absorb you into them for a power boost. Normally, that would pretty much be the end of you. Thanks to this perk, all is not lost.

Should you ever be absorbed or consumed by another being, your consciousness will persist inside that being. Chain failure as a result of death will not occur at this time. If the being is killed during this time, it will be treated as your death for the purposes of chain failure, as will be the case if you are not able to be separated and return to your own body by the end of the jump, or if your consciousness is deleted instead of restored to your own body.

Whilst trapped in another being in this way, you can act as a "limiter" for that being, restricting the movement of that being and the amount of power they can draw upon. The more powerful you are in relation to the being that has consumed you, the greater the effect. Likewise, if someone nearby you have a strong bond with calls out to you, you will be able to act as a limiter more effectively. Taking complete control of the being is not possible via this perk alone.

If you are still trapped in another being in this way at the end of a jump, and chain failure is avoided in some way, then as a special consideration you will be restored to your own body at this time.

[400cp, Discounted for Artificial Digimon] Crack Bullet

It was thanks to the special power of RiseGreymon that the heroes were able to breach the firewall surrounding Barbamon's Castle. You now benefit from a similar strength; should something happen to RiseGreymon, this strength may be needed to save the Digital World.

You are now able to fire a special ranged attack, which is disproportionately effective at breaching, dispelling, and destroying barriers of various kinds. You can also apply this same effect to other ranged energy attacks you fire.

As you might expect, the more powerful you are in general, the more effective such a technique is. As a general benchmark, at the Ultimate level and above you could successfully replicate the feat of destroying the firewall that surrounds Barbamon's Castle yourself.

[400cp, Discounted for Artificial Digimon] Eggscellent

In most Digital Worlds, when a Digimon is killed they revert back to a Digi-Egg form, allowing them to be reborn anew in an endless cycle. Unfortunately, it seems that Barbamon's merging with YGGDRASIL has allowed him to disrupt this cycle, causing Digimon to be permanently killed the majority of the time. It seems you are one of the lucky few not impacted by this disruption.

Once per jump, when you would die, you can instead choose to revert to the form of an egg, preventing chain failure as a result of death. At this time, you can choose to have a stone statue of your prior form appear in the general vicinity – a symbol of your sacrifice. In time, you will revive from your egg. You will not experience any memory loss as a result of this, but it may take some time for you to return to your full power. You can use this ability even if you are not a Digimon.

This perk also guarantees that any Digimon form you possess is capable of reverting to a Digi-Egg on death, and will never lose memories as a result of it, no matter how the Digital World or local setting has been disrupted. However, deaths beyond the once per jump exception explained above will still trigger chain failure.

Post-chain, you can make use of this perk as often as you like.

[600cp, Discounted for Artificial Digimon] Illegal Digimon

Somewhere on your form is a strange hexagonal mark. This placement is chosen by you on purchase of this perk, and remains consistent across any form you take to the extent that is possible. Post-jump, you can freely change the placement of this mark, as well as toggle its appearance on your body on and off as you like.

This mark denotes your status as an "Illegal" – an abnormality that confers many benefits. First, in Digimon forms up to but not including the Mega level, you are a great deal more powerful than you really ought to be, allowing you to fight on par with Digimon at the level above yours. The manner in which you are more powerful can be determined by you; for example, you might be noticeably faster than other Digimon of the same species. You can defer choosing how this power boost manifests, and can make different choices for each Digimon form (including at each level) you possess, but once chosen the decision is final. If you prefer, this power boost may come with an aesthetic difference that matches it; for example, a Greymon that is faster than its peer may be a good deal smaller than normal. During this jump these aesthetic changes are fixed. Post-jump, you can toggle these aesthetic differences on and off as you like.

You are also capable of using a special power known as "Protect"; this manifests a large hexagonal barrier in front of you, which can be used to protect you and others. While this barrier can be overwhelmed and destroyed, it affords a level of protection generally well beyond Digimon at your level of power, and continues to improve as you get stronger.

[600cp, Discounted for Artificial Digimon] Arbitrator

Within you lies a power that can take down even "God". A miraculous power that may well save the Digital World. Unfortunately, drawing upon this amazing power is not a simple matter, nor is it easy.

This power takes the form of a transformation that you can apply as a Digimon when you are either already a Mega level or above, or are in the process of Digivolving to the Mega level. This can be a temporary Digivolution, like one brought forth by the use of a Digivice. While your Digimon form does not have to be obtained from this jump, if you lack such a form this perk offers you little until such a time that you do obtain one.

While this transformation is active, you are unable to move under your own power. In order to move, you must first draw upon pure emotions of a human (or a non-human that is able to empower you with Digisoul), that is untainted by rage and hate. They must strongly wish to protect and save others, not merely destroy their enemies.

Despite the strict requirements on the use of this ability, the power it affords is more than worth it. With it, you could effortlessly cut down the likes of Barbamon fused with YGGDRASIL, and perhaps even conquer enemies of much greater strength.

This transformation is no more strenuous for you as maintaining the Mega level it is derived from would be, and can be toggled on and off as you please.

Natural Digimon Perks

[100cp, Free for Natural Digimon] Exposition Expert

You are quite skilled at conveying information in a straightforward, easy to understand manner. This includes being able to "dumb things down" for those not as bright as you, or using metaphors and similes that children can easily pick up on.

If you are planning on enlisting aid from human children, you'll definitely come to appreciate this skill.

[100cp, Free for Natural Digimon] Acting Like an Angel

While dealing with your opponents head-on is certainly an option, it is often not the best option.

Thanks to this perk, you are now quite a bit better at maintaining a friendly or benevolent façade. This will make it easier for you to isolate enemies and strike when they aren't expecting it.

Perhaps you could put together a disguise to better sell the bit?

[200cp, Discounted for Natural Digimon] ***Choose something that you won't regret.***

Being dumped into an unfamiliar world and expected to fight for your survival is a lot to deal with, especially if you happen to be a child.

Fortunately, you are now quite good at reassuring others, and leading them to finding their own resolve. This effect is greatest when it comes to children – in a world like this, this will go quite a long way.

[200cp, Discounted for Natural Digimon] Strategist

You have a head for strategy, which will allow you to better make use of the soldiers that may come under your command.

Strategic thinking may also allow you to set up effective ambushes, or devise plots that will help you discover the location of enemy bases. All the better to impress Barbamon, right?

[400cp, Discounted for Natural Digimon] Master Manipulator

You are quite good at convincing others to do what you want, particularly when what you want is inherently dark or destructive in nature.

You'll find it easy to get into the heads of troubled individuals, turning what would normally be positive character traits like an awareness of one's own flaws or a desire to do the right thing into avenues of attack. At his peak, Barbamon managed to persuade YGGDRASIL to fuse with him and attempt to reset the Digital World – even when YGGDRASIL was already in its own process of gathering information. Similarly impressive feats of manipulation may well be in your future.

[400cp, Discounted for Natural Digimon] Digicores of the Demon Lord

But sometimes, brute force is preferable to subtlety and skill.

You are now able to create special Black Digicores. These small black spheres slide into the bodies of humans and Digimon alike, at which point they begin to exert influence over them, brainwashing them to act in ways you would like.

This brainwashing is not perfect. Victims are able to recognise that they have been brainwashed, and may be able to inform others of the fact. While they will generally act in accordance with your wishes, they may go about following your orders in ways that match their personality – which can lead to mistakes. Finally, the brainwashing can sometimes involve physical tells such as unusual pupils, which may alert others to what is happening.

Destroying the Digicores breaks the effect. As the Digicores are hidden inside the body, this may not always be easy. However, the use of strong light powers will temporarily expose the Digicore, allowing it to be more reliably destroyed.

You can only maintain a handful of Black Digicores at a time. This means you may have to be selective about who you are controlling; for example, you might need to limit yourself to only controlling a Tamer and relying on their existing connection to their Digimon to have those Digimon act in ways preferable to you.

[600cp, Discounted for Natural Digimon] Transfer

Do you require the assistance of another, perhaps a hero or sucker you can trick into your service? Do you need to make a quick escape? This power may be just the thing for you.

You have gained the ability to transport yourself and others between the Real World (including real world digital spaces like the Net World) and the Digital World.

This perk will ensure each future setting you visit has a Digital World. If a setting is not known to have a Digital World, one will effectively be created upon your arrival into that setting. The nature of that "new" Digital World will reflect the setting it belongs to, but you can be assured that the Real World and Digital World will not interact with each other in any way until such a time that you or someone on your behalf initiates an interaction (such as using this power to travel there).

[600cp, Discounted for Natural Digimon] *I upgraded it!*

You have gained the ability to create Digivices and similar tools. While these devices can be created from scratch, you will find it a fair bit easier to build off an existing Digivice or virtual pet.

The devices you create have a variety of useful features. You can create virtual pets which allow the player to create Artificial Digimon that live in the devices, and may even be able to leave it under certain circumstances. Such virtual pets allow the user to care for the Digimon inside, supplying it with food or medicine, and cleaning after its waste. You can create Digivices that provide similar functions even when the Digimon is outside the device. More importantly, your Digivices can channel a person's Digisoul (or similar power) in order to empower their Digimon partner, such as by teaching them new skills, or temporarily Digivolving them. If you are so inclined, you can create Digivices that

specifically harness Dark Digisoul, forcing those that wish to make use of them down the path of darkness.

Should you possess the Transfer perk, you can create Digivices and virtual pets that allow their user to travel between the Real World and Digital World.

With time and research, you may even learn to add other features to your devices!

-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.

[Varies and Exclusive to Humans] Tamer's Virtual Pet/Digivice

Discounts cannot be used on this item.

Tamers use various devices in order to raise and support their Digimon partners. This option allows you to obtain such a device for yourself.

For Free, you have a Digimon Mini. This virtual pet will help you care for your Digimon, which can be kept comfortably inside the device. Using the Digimon Mini, you can provide food to the Digimon inside every so often, as well as clean up waste. The Digimon Mini can connect to other virtual pets, enabling battles, as well as to Battle Terminals, allowing your Digimon to travel to the Net World.

For 200cp, you have a Digivice iC. In addition to the above this Digivice allows a human Tamer to channel their Digisoul in order to empower their partner Digimon in various ways, including generally making them tougher, allowing them to learn new battle techniques on the fly, and even allowing them to temporarily Digivolve. In addition to this, the Digivice iC can store certain items, such as food, within the device as data, can clean waste outside the device, can provide first aid to injured Digimon, and can even fairly accurately gauge the "power level" of a given Digimon, displaying it as an amount of DP.

For 400cp, you have a Digimon Twin. These are a pair of Digivices that can only be used by those who truly grasp their Digisoul. Compared to the Digivice iC, using one of these devices will allow a partner Digimon to reach the Mega level much more easily. Each device retains the functions of the Digimon Mini and Digivice iC on its own. Should each of the devices be brought together by human Tamers capable of wielding them, the "Twin Charge" function can be used to empower the partner Digimon even further. The Power of Bonds that this function draws upon should not be underestimated, and may even bring forth miracles.

You are free to choose the colour of your device. Should your device be black and capable of channelling Digisoul, you can elect to remove its ability to channel regular Digisoul, in exchange for it being able to channel Dark Digisoul exclusively with greater efficacy.

For an additional 200cp, your device is able to generate new Digi-Eggs carrying Artificial Digimon. In order to use this function, the device must not be carrying a Digimon inside it. These Digimon may be considered followers if you like. Note that such Digimon are dependent on a human Tamer's love in order to survive, and will have to be raised and trained in order to be practically useful, making this a poor method of creating a large force under your command.

For an additional 200cp, your device is now capable of transporting its user (as well as any being stored inside it) between the Real World and the Digital World. A setting must have a Digital World (or equivalent) for this feature to be usable (consider the *Transfer* perk if you'd like to guarantee that).

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

[Free and Exclusive to Artificial Digimon] Your Digimon Mini

This is the virtual pet in which you were created. A single Digimon (or similar digital creature) can be stored in the device at a time, and while inside, a user can provide it with food occasionally and clean up its waste. It can connect with other virtual pets in order to let the Digimon battle them, as well as with Battle Terminals in order to transport the Digimon to and from the Net World.

You can choose the colour of your Digimon Mini.

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

[50cp] Complete Manga Collection

This item includes two copies of the complete Digimon Next manga. The first copy is in the original Japanese, while the second has been perfectly translated to a language of your choice.

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

[50cp] Goggles

A pair of goggles, often a subtle indicator of importance in settings like this. Despite technically being digital, possibly added to an avatar you made for the Net World, they will be able to follow you to the Real World as well.

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

[50cp] Guidemon

A strange Digimon, which looks like a floating LCD monitor with bunny ears. It has no combat utility, and is not known to Digivolve. On the plus side, Guidemon has a lot of general information related to Digimon Minis and the Net World, and will gladly provide it to you.

Your Guidemon may be imported as a companion in a future jump. Prior to that time, it is considered an item, and if lost or destroyed a replacement will appear in your Warehouse after 24 hours.

[50cp] Virtual Currency

A modest amount of currency, which can be used in various shops in the Net World, as well as to hire the services of a Trailmon in the Digital World for a time.

This currency will not replenish, so spend it wisely.

[100cp] Black Knight's Armour

A knight's outfit, created by a demon lord.

The armour affords some protection, and the helmet does work to obscure your identity. More importantly, the wearer of the armour will find it much easier to dwell on their negative thoughts and emotions. Helpful for villains and those that wish to draw upon Dark Digisoul, but perhaps unhelpful for others.

The attire is self-cleaning and self-repairing. Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Digital Feast

This is a large supply of delicious food, enough for one large Digimon and their human Tamer to have a few meals, or one massive feast.

Somehow, this food can be safely stored as code inside an electronic device, even devices not normally able to do this. While stored in this way, the food remains fresh and ready to serve.

Food provided by this item that is consumed, lost, or gone bad will be replaced at the start of each week.

[100cp] Black Manteau

This is a dark cloak that hides the identity of the wearer, shrouding their face in darkness, causing your eyes to shine out from the void as bright lights. The cloak also does a good job obscuring the form of the wearer, such that even strangely shaped creatures like Piximon would be able to pass themselves off as human while wearing it.

The cloak is self-cleaning and self-repairing. Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Chrome Digizoid Clothes

A set of comfortable clothes. You'd be forgiven for thinking that these are ordinary clothes; in actuality they are made from a lightweight Chrome Digizoid alloy, which provides serious protection. This alloy might not be the most durable Chrome Digizoid around, but this is necessary to maintain a comfortable outfit that even children can wear and move around in without restriction.

Your outfit is self-cleaning and self-repairing. Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Datamon's Trap

Oh, a hot spring! How wonderful! Or rather, that's what your enemies will be thinking when they run across this place.

A powerful illusion sits over this location, which you can dispel and reapply at will. It masks pools of machine oil as a pleasant hot spring, and the "food" (which will replenish as required) are actually computer bugs that are unsafe to eat.

To sell the ruse further, this item comes with a number of Gatomon and Angewomon mech suits. A smaller creature will be able to sit inside these suits and pilot them. Though they offer little in the way of combat utility, and are not particularly durable, these suits are incredibly detailed such that even up close the wearer will appear to be the Digimon in question. They even have a voice changer built-in!

In future worlds, you may choose whether the "hot spring" appears in an appropriate location, or is attached to your Warehouse by a special gateway. Should it 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. Should any of the mech suits be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Ryūzan-maru

A powerful blade, made out of Chrome Digizoid. It has been used to slay 99 Dragon type Digimon; as a result, it emanates an aura that is picked up on by dragons or those with dragon characteristics, who recognise it as their natural enemy. This unsettles and upsets the dragons, which can undermine their performance in combat.

As a special consideration, the blade will automatically change size to be suitable for your current form. This is particularly handy for Digimon who might drastically change in size as they advance in level.

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

[400cp, First free with the Illegal Digimon Perk] DigiMemory

Within this Digital World, there are eight "DigiMemories", mysterious items that confer large amounts of power to the Digimon that wields them. These items can be kept physically as pendants, or stored within a Digimon as data. You will find it easy to move any purchased DigiMemory between these states.

There are eight different types of DigiMemory: Holy, Dark, Dragon, Beast, Water, Bird, Machine/Mutant, and Insect/Plant. Each purchase of this item provides a copy of one of these DigiMemories.

It isn't easy for a Digimon to draw upon the power of their DigiMemory; partner Digimon often have to Digivolve at least once in order to do so. When a DigiMemory stored inside a Digimon is being drawn on, it will physically show up on their body in some way. In the case of Illegal Digimon, the DigiMemory's symbol will temporarily appear within their hexagonal mark.

DigiMemories have a special relationship with the particular Digital World present in this setting. As such, if one were to bring all eight types together they would gain great power over this Digital World, allowing them to pull off feats like recreating it if it is destroyed, and reviving Digimon killed within it. Post-chain, a set of eight different DigiMemories will have similar powers in all Digital Worlds (and similar digital realms).

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

[400cp] Digimon Battle Terminal

A gaming machine, which allows Tamers from all over the Net to pit their Digimon against each other. On purchase, you can decide whether you are receiving a home or arcade edition. The arcade edition can be set to free play mode, so your decision is mostly just a matter of taste.

The Battle Terminal is equipped with a VR headset, which allows the user to experience a virtual world known as the Net World. When playing for the first time, the user will be prompted to create an avatar. This character creator is surprisingly detailed, allowing most people to quickly and easily represent themselves in the Net World. The Battle Terminal links with a Digimon Mini, allowing the Tamer to bring their Digimon into the Net World with them. Your Battle Terminal is guaranteed to be compatible with any kind of virtual pet or Digivice you have with you, including those from other settings.

In the Net World, you will be able to battle many other Tamers. A matchmaking feature is included to ensure you are taking on opponents appropriate to you, though it may not properly account for abnormalities your Digimon may have that give you an edge. You can also use Strolling Mode, allowing to travel the Net World with your Digimon at your leisure, spectate battles, and purchases goods useful to Tamers from various shops.

Post-jump, you will still be able to visit the Net World, even in settings without any internet. Tamers of a wide variety of difficulties will be present to battle against. You may even encounter notable Tamers and Digimon from previous Digimon settings you have visited, though besides a battle and perhaps some pleasant conversation, you will never be able to get anything useful out of them.

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

[400cp] Trailmon

Trailmon are an interesting subtype of Digimon. As one might expect given the name, Trailmon resemble trains, and ferry people around the Digital World.

The Trailmon of this particular Digital World are able to sense the feelings of their passengers, and use these feelings in order to temporarily manifest train tracks which they can travel on. In other words, so long as they have a passenger, they can take that passenger across the land to their desired destination. These Trailmon also possess hidden gatling guns, in order to protect themselves and their passengers.

Your Trailmon may be imported as a companion in a future jump. Prior to that time, it is considered an item, and if lost or destroyed a replacement will appear in your Warehouse after 24 hours.

[600cp] Jumper's Castle

A large, floating castle, fit for a demon lord. In addition to plenty of space to house a small army, this castle is protected by a powerful flame barrier known as a "firewall". This barrier will only allow people to bypass it if that matches your desires, making the castle simultaneously a near-impenetrable fortress, and extremely effective prison.

If for some reason the firewall is disrupted or destroyed, it will be repaired or replaced after 24 hours.

In future worlds, you may choose whether the castle appears in an appropriate location, or is attached to your Warehouse by a special gateway. Should the castle 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.

[600cp] Jumper's Commandments

Fancy yourself a demon lord? Well then you need the forces to match!

This is an army of loyal Natural Digimon soldiers. Most are In-Training or Rookie level Digimon, with an occasional Champion or Ultimate level Digimon mixed in amongst them. On purchase of this item, you must choose the species of each of these levels (a single choice for each level), which default to Bommon, Missimon, Commandramon, Sealsdramon, and Tankdramon if you do not choose.

These Digimon are all loyal intensely loyal to you, and are considered followers. They have little in the way of potential, making it unlikely that they continue to Digivolve beyond the level you receive them as. They follow the revert to egg on death cycle that Digimon would normally do without Barbamon's interference; should this be prevented and they be permanently killed, then replacements will appear at the start of the next jump (post-chain, after ten years).

[800cp] Hope for the Future

Growing inside this tube is a strange, and currently small, creature. While this is indeed a digital being, it would be incorrect to call it a Digimon. In the right hands, this could be a new hope for the Digital World. In the wrong hands, it could very well spell its doom.

It will take a long time, and excessive amounts of amounts of energy in order for the creature to grow to maturity. Giving it DigiMemories, or items of equivalent power, will greatly hasten this process.

This creature has the same potential as N.E.O.; at its peak, it would be able to effortlessly sweep away even Mega level Digimon, trap opponents in a world of the past, and even destroy the Digital World completely.

This creature is loyal to you, and will not resist any attempt you make to take over its body. If it is killed, or lost to you, you will receive a new one at the start of the next (post-chain, after ten years). This one will be completely undeveloped, forcing you to go through the process of maturing it again.

-Companions-

[Free] Your Partner

You are entitled to a single purchase of any of the 50cp companion options. Artificial Digimon will likely want a human that can support them and vice versa. Natural Digimon might prefer a fellow Digimon as a minion or ally.

[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. You can only use this offer once.

[50cp per.] Import

Already have some companions with you? For 50cp each, you may import these companions into this world, providing them an Origin, as well as 600cp to spend on perks, items, and their species. 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 Next 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 a Digimon partner, you may also get that 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.

[+100cp] Mute

Like most Digimon in the Net World, you are now unable to speak. Unfortunately, this will even apply to you when you aren't in the Net World. Hope you didn't have something important to say!

[+100cp] ***My stomach's hungry too…***

For the duration of your stay, you'll find yourself get hungrier much faster than you otherwise would. Requiring food more frequently may lead to take more frequent breaks or detours away from your objectives.

[+100cp] Poop Problems

During your stay, you will infrequently be exposed to Digimon poop, in addition to the level of exposure you would otherwise have to deal with. If you aren't extremely careful, you may well end up copping a face full of the stuff.

…do you really need points this badly?

[+200cp] It's Uncivilised

Something about the idea of two Digimon fighting is quite disturbing to you. As a result, you (or your Digimon if you are a Tamer) aren't likely to be getting the necessary training, and are likely to underperform in those cases where combat is necessary.

[+200cp] Sho Enough

You are filled with angst and self-doubt, and fixate on your flaws to an unhealthy degree. Without serious effort on your part, and likely also the assistance of friends who have your best interests in mind, you are at high risk of falling into extreme and self-destructive behaviour, like locking yourself away from the world at large, or buying into dangerous ideologies that won't work out well for you.

[+200cp] ***I didn't know there was such a sexy Digimon!***

You are easily taken in by attempts to disguise or deceive, particularly when an element of seduction is at play. Without clear-headed friends looking out for you, this may well lead to your demise.

[+300cp] ***He gets the red card when it comes to studying!***

You have been reduced to the intelligence and knowledge base of a not particularly bright child. Even concepts like 'the Net' will be difficult for you to comprehend.

It is possible for you to re-learn information lost as a result of this drawback during this jump. You also don't have to worry about losing any memories about your time prior to the start of the jump – even if the more complicated stuff might be too hard for you to make sense of.

All intelligence or knowledge that you have not otherwise regained at the end of the jump will be returned to you at that time.

[+300cp] Digicore Domination

Oh dear. It appears that Barbamon has already managed to place a Black Digicore inside your body.

This Digicore allows him to exert a great deal of influence over your behaviour, brainwashing you to suit his goals. Destruction of the Digicore will break this control, but may present some danger to your body if you aren't careful. Fortunately, a strong Digisoul of light or similar power will expose this Digicore, allowing it to be destroyed safely.

[+300cp] N.E.O. Nightmare

Uh oh. It seems that Barbamon has already succeeded in bringing forth N.E.O., an immensely powerful digital being that isn't quite a Digimon. N.E.O. has already taken Barbamon into itself, which dominates its personality, as well as acquired all eight DigiMemories.

This occurring so early means that the heroic human Tamers that would have normally saved the Digital World have all lost their partner Digimon, with no way to retrieve or revive them. N.E.O. will quickly wipe out all life in the Digital World except itself.

Before the jump comes to an end, N.E.O. must be defeated, and the Digital World restored. If not, then you will fail your chain.

-Ending-

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

Choose one of the following three options:

Next Battle: You choose to remain in this world. Your chain ends here.

Extend the Chain: You choose to continue your chain. Proceed to the next jump.

Opt Out: 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 the Next manga; you may use any official Digimon for your species choice. Likewise, you may use any official Digivolution line instead of just what is shown in the manga. 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.

On Illegal Digimon:

When Protect is first introduced as an ability, Sho claims it is one of many abilities unique to Illegal Digimon. However, no other unique abilities are introduced throughout the manga. Assume that if other Illegal abilities do exist, that the Illegal Digimon perk covers them.

On Digivices/Digimon Minis:

Purchases of *Tamer's Virtual Pet/Digivice* and *Your Digimon Mini* across Jumper and companions can be combined into a single item for convenience.

If you prefer, you can receive Digimon Twin as a single device, which may resemble a Digivice iC, one of the two Digimon Twins, or paired Digimon Twins that are permanently stuck together. You may still Twin Charge with this device, but still require a second human who has properly grasped Digisoul and can channel it through the device.

For the purposes of imports, if you choose to receive Digimon Twin as paired devices, you can apply the benefits of the import to both devices, or a single device of your choice, whichever you prefer.

On Jumper's Commandments:

The army provided by this item is intended to generally equal Barbamon's forces in terms of numbers, but lacks his generals and other elite units. It is hard to gauge specific numbers for this, so use your best judgement.

So, what exactly happens here, anyway?

Three years ago, Norn Mikihara met Tsurugi Tatsuno, Ami Kitajima, Sho Kahara, and Yu Inui. She asks what they think of Digimon, and is pleased to hear that they think of Digimon as friends. The group promises to fight for Digimon. Over time, the group largely forgot about this encounter, excluding Sho, who became distant and isolated himself from others.

In the present, Tsurugi is raising a Greymon on his Digimon Mini. After defeating his soccer friends, thy suggest he try net battles. They head to an arcade, where Tsurugi use the Digimon Battle

Terminal to virtually travel to the Net World. He meets his Greymon in person, though like the other Digimon in the Net World, Greymon does not speak. He does battle with another Tamer, Saitou, who also uses a Greymon. Saitou's Greymon is larger – it turns out that Tsurugi's is unusually undersized, but also unusually faster. Tsurugi defeats Saitou and a bunch of other Tamers.

After playing, Tsurugi goes to the bathroom first. He is suddenly attacked by a Kuwagamon, but his Greymon jumps out of his Digimon Mini and protects him. His Greymon is capable of speech, and defeats the Kuwagamon under Tsurugi's directions. However, both Greymon and Kuwagamon are gone by the time his friends show up.

At school, Tsurugi talks to Ami. She also raises a Digimon, but does not battle with it as she thinks that is childish and uncivilised. He also meets Sho. Tsurugi notices that Sho has a strange black Digimon Mini, and Sho gets defensive and storms off when Tsurugi starts asking about it. After school, Tsurugi enters the Net World with Ami. Tsurugi tries to talk to his Greymon, but it doesn't speak back. Tsurugi notices that Ami's Pichimon has a strange hexagonal mark on its body, which his Greymon also has. A cloaked figure informs them that the mark is proof that a Digimon is an "Illegal type", the last hope to save the Digital World. The figure warns them about a hacker Tamer, before leaving.

Tsurugi has more battles, maintaining his winning streak. He is confronted by Kondoo, Saitou's master. Kondoo wants revenge for his apprentice's loss, but the battle is interrupted when the hacker Tamer appears. The Tamer wears a strange armour obscuring his identity, and introduces himself as Black Knight. Black Knight's Peckmon attacks Kondoo's Digimon, deleting it. Peckmon has the mark of an Illegal type, and is able to talk.

Greymon battles Peckmon. Initially Greymon cannot overcome Peckmon's "Protect" power – an Illegal type special ability that summons a barrier of light. After Greymon manages to do so, the Black Knight has Peckmon delete parts of the battle arena, boxing Greymon in so Peckmon can easily delete it. The mysterious cloaked figure intervenes, using it's "Transfer" ability to escape with Tsurugi and his Digimon. Tsurugi initially thinks the cloaked person is Sho, but it turns out to be Piximon. The damage done to Greymon has caused it to faint and revert back to Agumon. Piximon says they are still in danger where they are, and has them board a Trailmon to take them to safety. Meanwhile, in the real world Piximon's "Transfer" has caused Tsurugi's body to disappear; Ami and his friends try to tell the police, but are not believed. It is revealed that the Black Knight is in fact Sho Kahara, who is instructed by a mysterious voice to report to it with the battle data from the encounter.

Piximon explains to Tsurugi that he is now in the Digital World. At the Hidden Valley, he asks for Tsurugi's help in order to defeat the Demon Lord Barbamon and his forces, which include the Black Knight. Sho meets with Barbamon at his castle, who explains that he seeks the eight different DigiMemories (Dragon, Bird, Water, Beast, Insect/Plant, Machine/Mutant, Dark, Holy); Barbamon currently has the Dark DigiMemory, and Peckmon has the Bird DigiMemory. Barbamon wishes to reset the Digital World, and is in the process of creating a new Digital Being called N.E.O., in order to accomplish this task.

Piximon reveals that he has the Holy DigiMemory to Tsurugi and explains why Barbamon wants them. Piximon is attacked by Sealsdramon, who works for Barbamon. During the battle, Tsurugi becomes angry, igniting his Digisoul and empowering Agumon to defeat Sealsdramon. Unfortunately, Barbamon's forces escape with the Holy DigiMemory. Piximon upgrades Tsurugi's Digimon Mini into a Digivice. He asks Tsurugi to head to Light City, where another Overseer holds a DigiMemory.

Tsurugi and Agumon get hungry on the way, and detour to Middle City, which they find destroyed by Barbamon's forces. Tsurugi releases that the Digivice has some food data stored in it, allowing them to eat. This is noticed by Gaomon, who asks to look at the device, and then runs off with it. In the real world, Ami and Tooru are interviewed by Assistant Inspector Inui, whose son Yu disappeared in similar circumstances to Tsurugi. Following Gaomon, Tsurugi finds Yu, Gaomon's Tamer – Gaomon was simply trying to provide Yu with food. Yu doesn't want to fight Barbamon, thinking himself a weakling. Suddenly Tankdramon attacks. During the battle, Tsurugi's Digisoul allows Agumon to Digivolve into GeoGreymon, and also reveals that it is holding the Dragon DigiMemory inside it. With Yu and Gaomon's help, GeoGreymon is able to defeat Tankdramon, and they are convinced to join the group. Ami decides to investigate the Net World, and is suddenly pulled into the Digital World.

The group proceeds to an amusement park, where they encounter Waspmon. Waspmon initially seems friendly, and reveals that Barbamon's misuse of the System World's Host Computer has caused defeated Digimon to return to Digitama only occasionally. However, Waspmon locks Tsurugi and Yu in the castle, revealing itself to work for Barbamon. In the castle, the pair meet Ami, who somehow found herself here along with Pichimon, her partner. Yu reveals that he has a heart condition in the real world, but feels healthy in the Digital World. As Agumon and Gaomon battle Waspmon, it Digivolves into CannonBeemon. Gaomon is severely injured, and Agumon is pushed to the brink, but the others manage to escape the castle in time, allowing Agumon to Digivolve to GeoGreymon and defeat CannonBeemon. A FanBeemon manages to report these events to Barbamon.

Tsurugi, Yu, and Ami discuss what to do. Ami wants to go back to the real world, but they don't know how. Yu doesn't want to return to the real world because he is scared of an upcoming operation he has to go through, and runs away with Gaomon. He encounters a group of Lalamon led by a Sunflowmon, who are heading to the North Forest. They are attacked by Meramon, who is normally neutral but is being controlled by Barbamon. The others arrive to help. During the battle, Yu is able to tap into his Digisoul in order to Digivolve Gaomon to Gaogamon, revealing the Beast DigiMemory. Unseen by all, GeoGreymon briefly manifests the arm-mounted revolver of RizeGreymon. The Black Digicore controlling Meramon is exposed and destroyed, freeing him of its control. Yu resolves to face his problems head on, and returns to the group. Unfortunately, the North Forest has already been destroyed by the Black Knight. The group are told that MegaKabuterimon was defeated when the Black Knight used the power of darkness to Digivolve Peckmon to Crowmon, taking the Insect/Plant DigiMemory.

Sho returns to Barbamon's castle, where he briefly speaks with a Norn, who is being held prisoner by Barbamon. She fails to convince him to abandon the Demon Lord. He returns to the real world while sending Peckmon to Barbamon with the DigiMemory. Barbamon's strategist Datamon complains that it is forbidden to speak with Norn, and takes offence when Peckmon refuses to follow the orders of anyone but Sho, but Barbamon dismisses this. Concerned he is losing favour, Datamon lays a trap for the heroes, disguising himself as Angewomon and his Hagurumon minions as Gatomon. The heroes are taken by surprise, but Ami is able to draw upon her Digisoul to Digivolve Pichimon into MarineAngemon, revealing it has the Water DigiMemory, and Datamon is defeated.

The group arrives at Light City, but find it occupied by Barbamon's forces led by Mummymon. They enter an underground tunnel to bypass Mummymon, but encounter Zanbamon. Zanbamon allows the rest of the group to escape to battle Agumon and Tsurugi alone, confident he will easily defeat them and catch up to the others. As expected, he takes down GeoGreymon with a single attack, but when Tsurugi tries to fight him as well the tunnel collapses, allowing Tsurugi and Koromon to escape a mildly impressed Zanbamon. Meanwhile, the others run into Mummymon, who deletes the

Trailmon the group were riding. In a rage, Yu draws on a dark power and Gaomon Digivolves into a frenzied BlackGaogamon who easily defeats Mummymon. Yu collapses soon after, with BlackGaomon Dedigivolving into Wanyamon, and Tsurugi and Koromon soon rejoin the others. They encounter Andromon, the Overseer of Light City.

Andromon takes the group to the hidden resistance base. Yu and Wanyamon are both unconscious and need treatment as a result of contamination caused by the Dark Digisoul they wielded. Andromon explains as a parallel world created as a result of the network, it is influenced by the feelings of the real world, and negative emotions from the real world become the power of darkness and flow into the Dark Area. Dark Digisoul is Digisoul released by a Tamer taken by ill will. Andromon says that Yu should be fine with some rest as people are not turned to the dark that easily. Andromon reveals that he is holding the Machine/Mutant DigiMemory, and that he believes only Tsurugi and the other humans can stop Barbamon. Tsurugi is eager to help but Ami is concerned. Andromon explains that Barbamon's castle is protected by a firewall, but the Illegal type power of Agumon will be able to break through, showing them a projection of its future form of RizeGreymon.

Zanbamon reports his failure to Barbamon. Chaosdramon asks to deal with them, explaining that he intends to make use of Sho to do so. Sho heads to Light City, where he is found by the heroes and taken to the resistance base. He reminds the group that three years ago they encountered a girl named Norn, who asked them what Digimon meant to them, and was happy when they all promised to fight for Digimon. Sho chides them for forgetting, and says they are naïve about how they are thinking about the situation, claiming Barbamon's plan of resetting the world is what is best for Digimon, revealing both his identity as the Black Knight, and also that he has sent the coordinates of the base to Barbamon's forces.

As Chaosdramon attacks the base, Sho does battle with Tsurugi. Sho explains that Peckmon was originally killed when bullies broke his Digimon Mini. Barbamon summoned Sho to the Digital World, revived Peckmon, and provided Sho with a Black Digimon Mini that allows him to move between the Digital World and the Real World. Sho came to agree with Barbamon's ideals, blaming humans for their treatment of Digimon, and reveals the plan to create N.E.O. Sho uses a Black Digivice to Digivolve Peckmon to Crowmon, which create a darkness to suck GeoGreymon into the Dark Area. Tsurugi jumps in after him, with the pair emerging – GeoGreymon now RiseGreymon. As Crowmon and RiseGreymon battle, the group is pulled into Sho's inner heart, revealing the negative feelings consuming him, as well as that Barbamon has been brainwashing him. Tsurugi draws on his Digisoul of Light to reveal the Black Digicore and Crowmon allows RiseGreymon to destroy it, freeing Sho from Barbamon's control.

Yu comes to, but is unwilling to take action due to his use of Dark Digisoul, and perceiving himself to have a weak character. Chaosdramon defeats Andromon, but Andromon manages to give Yu the necessary resolve, and upgrades his Digimon Mini into a Blue Digivice. The group arrives, and Chaosdramon says that Barbamon always considered Sho disposable and plans to defeat him. Yu's new Digivice and resolve allows Wanyamon to Digivolve to MachGaogamon. Murmukusmon appears and gives the others for Chaosdramon to retreat. Chaosdramon relents, but kidnaps Ami and Pichimon to ensure the heroes follow them to Barbamon's castle.

Andromon's Machine/Mutant DigiMemory has been collected. Norn Mikihara complains that N.E.O. is supposed to be the Digital World's hope, but is ignored by Barbamon. The villains return to the castle, and Barbamon deletes Pichimon to collect the Water DigiMemory and add it to N.E.O..

Piximon arrives at Light City and restores the energy of the group, but is unable to go with the heroes. Sho chooses not to go, thinking himself useless. Tsurugi breaks through the firewall, but Murmukusmon splits the pairs up, forcing one on one battles between MachGaogamon and Chaosdramon and between RiseGreymon and Zanbamon. Both battles go south, with Chaosdramon seriously harming MachGaogamon, and Zanbamon destroying Tsurugi's Digivice to limit his ability to support his partner.

Sho shows up to help. Determining that Murmukusmon is the greatest threat, he destroys his Dark Digivice and instead uses the Burst Charge technique to bypass the need for a Digivice by burning through his Digisoul, allowing Peckmon to Digivolve to Ravemon. Ravemon defeats Murmukusmon; it is revealed it was once a MagnaAngemon who sided with Barbamon when an Art. Chibimon under its care died despite everything MagnaAngemon did because Artificial Digimon need a Tamer's love to survive. Tsurugi and Yu manage to battle back as Sho meets with Norn. She has the Digimon Twins – special Digivices that can only be used by those who have grasped the true Digisoul. She offers one to Sho, but he declines, saying the others are better suited. They are cornered, and Yu plans to Burst Charge to defeat the opponents, but Norn gets the Digimon Twins to them and their partners Digivolve to VictoryGreymon and ZeedGarurumon and instantly defeat Chaodramon and Zanbamon.

Norn reveals that she is actually a piece of YGGDRASIL's consciousness that was split off in order to gain information on humans in order to decide what to do. While she was away Barbamon appeared before YGGDRASIL, and convinced it to fuse with him and pursue his idea of resetting the universe. VictoryGreymon and ZeedGarurumon ignore orders; the Digimon Twins have made them "Arbitrators" of the Digital World, and will not respond to orders made from anger. Tsurugi remembers he is fighting to protect his friends, causing VictoryGreymon to respond and defeat Barbamon. Barbamon sacrifices itself and the Dark Area's energy, in order to bring forth N.E.O. and add the Dark DigiMemory to it.

N.E.O. effortlessly steals the Dragon and Beast DigiMemories, completing itself. It begins to destroy the Digital World to leave nothing but itself. Tsurugi and Yu use their Digisoul to revive their partners. Ami arrives and manages to reach the Pichimon inside N.E.O. with her Digisoul. A virus placed in the Machine/Mutant DigiMemories allows the owners of those DigiMemories to restrict N.E.O. as well, but even so it destroys the universe and traps the heroes in the world of the past. The heroes are able to use the Digimon Twins to Twin Charge and transport themselves to N.E.O.. With the power of bonds, VictoryGreymon and ZeedGarurumon are able to defeat N.E.O. The Digital World is returned to normal. VictoryGreymon and ZeedGarurumon have become stone statues, but Piximon promises they will return. The heroes return to the real world, and Agumon and Gaomon reappear as eggs inside Tsurugi and Yu's Digimon Minis.

-Changelog-

0.1
Created the jump.

1.0
(i) Minor rewrites of ***It's like my sickness has been cured.*** and **Burst Charge**, for clarity and ease of reading. No mechanical changes. (ii) Minor typo fixes.

1.1
(i) Minor typo fixes.