

A Jumpchain CYOA by WoL_Anon

Ver. 1.0

With various crises overcome, the Digital World had regained peace. Some Digimon still had their minor quarrels, but all in all, the world was calm and friendly.

But the peace had lasted perhaps a little too long…

The Digimon became frustrated with the endless days of boredom. The concept of peace no longer meant happiness. Instead, it led to a world where "Digivolving", so central to a Digimon's nature, was nowhere to be found.

Digimon Digivolve through battles. Without battles, they had no opportunity to Digivolve. It was then that one of them cried, "Let's gather all the Digimon who want to Digivolve and hold a tournament to see who's the greatest of them all!"

And so was held the great Digivolving tournament called the "Digital Monster Evolution Tournament", also known as "DMET".

So began the great battle of the Digital World!

You arrive in this world shortly before the DMET commences, giving you ample time to sign up. 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.

-Species-

Post-jump, the species you choose here will be considered an alt-form, which you can switch to and from at will.

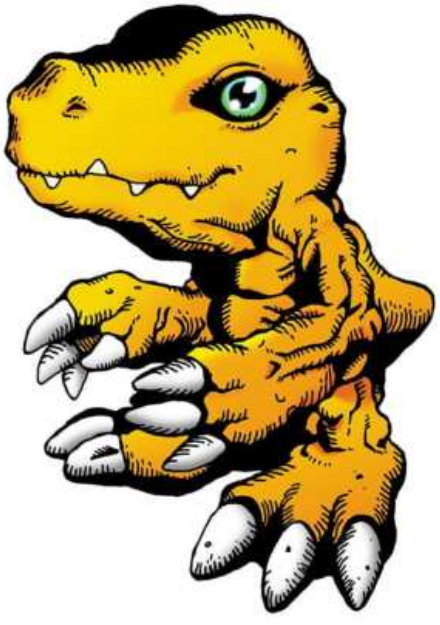
[Varies] Digimon

Digimon are strange creatures that inhabit the Digital World. In your case, you may well have been brought here from a different Digital World. Digimon take on a wide variety of forms and types.

Digimon can be separated by “levels”, with Digimon progressing through levels as they mature. This process is referred to as Digivolution. 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.



-Background-

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

-Location-

Roll 1d8. Alternatively, you can choose to start at Starting Town or Digital Plains for free, or pay to choose any result. For results three to seven, whether rolled or chosen, you may choose to skip through the Digital Monster Evolution Tournament to start at the stage that takes place at that location. Perhaps you were seeded?

[1] Starting Town

A town where many Digimon, including Agumon, live. If you don't want to participate in the tournament, this is a good place to hang out.

[2] Digital Plains

The first stage of the Digital Monster Evolution Tournament, or DMET. ShellNumemon has recently started attacking other Digimon here.

[3] Proton Shrine

The second stage of DMET will occur here. In addition to ShellNumemon, frenzied Apemon may also attack visitors.

[4] Factory Town

The third stage of DMET will occur here. In the past it was a highly active industrial town, but now is not nearly so active. Beware traps and attacking Goblimon.

[5] Digital Station

The fourth stage of DMET will occur here. As part of the tournament, only one Digimon on each platform will be allowed to board the Locomon to progress.

[6] Native Forest

The fifth stage of DMET will occur here. Mushroomon and even a SkullMammothmon are present, so watch out!

[7] King's Castle

Known for its vast library, the pre-finals stage of DMET will occur here.

[8] Free Choice

Lucky you! In addition to any of the above seven locations, you may also choose to begin at Coela Beach or Lava Pit. These options will not allow you to skip stages of DMET.

-Perks-

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

[Free/600cp] Vaccinated

As a special consideration, you are immune to the unknown virus that threatens this Digital World.

For Free, this applies solely for this jump. For 600cp (which can be discounted), it continues to apply going forward, and will prevent you from being infected by any kind of unwanted digital or biological virus.

[100cp] Jumper: Entry Confirmed

Tournaments like this can be exciting and rewarding, but before you can sign up, you have to know that they exist. That's where this perk will help you out.

From now on, when organised competitions that you would be interested in entering are upcoming, news of them will manage to reach you one way or another. Perhaps a notice is put up in a location you frequently visit? Maybe a flyer drifts through the air and smacks you in the face? Maybe, if you are already a known entity in the current world, the tournament organisers seek you out directly?

On its own, this perk does nothing to help you qualify for such events, so if they aren't open to all, you'll still have to meet the usual requirements if you want to enter.

You can toggle this perk on and off as you please.

[100cp] Mon of Many Forms

It is common for Digimon to drastically change when they Digivolve. Fortunately, you've learned to quickly adapt to changes in your physical form, and always have an understanding of how a given form is supposed to move about.

This will be of great help if you plan on Digivolving during battle, or if you happen to be turned into Numemon for a spell.

[100cp] Where A Height Difference Exists

You have learned how to perform a 'double jump'. While in the air, you can propel yourself upwards a second time. You'll need to land before you can use this ability again.

This ability may help you navigate the various locations used as the stages for the Digital Monster Evolution Tournament.

[100cp] Keeping Your Health In Mind

Located in the corner of your vision are a pair of meters, indicating your overall health (abstracted as HP), and stamina (abstracted as SP). Should you also possess *The Secret of Digivolution*, you will have a third meter that tracks your EP.

You can combine this perk with any similar abilities, resolving the resulting aesthetic in a way that is pleasing to you. You can also toggle the effects of this perk on and off as you like.

[200cp] Flag Fighter

Not all battles are won via direct confrontations. The Flag Battles of this world are a prime example of this – a match type you are now much better suited for.

Thanks to this perk, you find it easier to maintain distance from your opponents, and prevent yourself getting boxed in by multiple opponents. Perhaps others will consider such tactics cowardly, but a win's a win, right?

[200cp] Piggy Banks

From now on, whenever you defeat an enemy, there is a chance that a small amount of the local currency, floating green orbs that recover stamina when absorbed, or even pieces of meat that recover health when consumed will appear nearby, as if dropped by the enemy.

In the case of the latter two, these items will disappear after a short period of time – use 'em or lose 'em! Attempts to exploit this to farm large amounts of money or items from the same enemies will invariably fail.

Regardless, this strange ability will certainly help you make your way to each opponent during the tournament.

[200cp] *Hello there, contestants!*

You'd give Neemon a run for his money, thanks to this perk!

You now have a clear, pleasant voice, well-suited for commentary. You can commentate for hours on end without damage or discomfort. You're also quite good at breaking down basic information in ways that can be understood by others.

I'm sure those competing in DMET would greatly appreciate your advice.

[200cp] Securing Security

You have the knowledge and skill necessary to construct many of the traps present in the Digital World, including switch-activated gates and conveyor belts with heavy presses.

Perhaps most interesting of these is the security bot. These strange floating robots will mindlessly fire in place when active. Should an enemy draw close enough to be detected by its (admittedly small-range) searchlight, the robot will attempt to target them specifically.

Best of all, you can make such things with material common to most Digital Worlds, or materials common to modern mundane Earths, allowing you to reliably set up your defences.

[400cp] The Secret of Digivolution

As is the case in many Digital Worlds, Digimon are capable of undergoing a process known as Digivolution. This particular form of Digivolution, which DMET was supposedly organised to facilitate, is temporary, but does not require the aid of Digivices, or human partners.

This perk applies to any Digimon form you come to possess, as well as the forms of creatures that 'evolve' in a similar way to the extent that is possible. Now, as you deal damage in battle, you earn "Evolution Points" (EP) that fill an unseen gauge. Once filled, this gauge can be spent to 'Warp Digivolve' to a higher level for a very brief window of time (about ten seconds). It can also be used as a substitute for large amounts of energy, in order to perform a powerful attack. Digivolutions cannot be stacked via this method, though Warp Digivolving can allow you to skip many levels, potentially going all the way from Rookie to Mega level. Additionally, using EP to perform a powerful attack while Digivolved via this method will cause the Digivolution to end immediately afterward.

[400cp] DigiCard Developer

You have the necessary knowledge and skills required to create DigiCards, a form of equipment utilised by the Digimon of this Digital World.

The power of Digimon dwells within these cards. Thus, in order to make a card, you'll require that Digimon's code. This likely won't require the death of the Digimon, but will nonetheless restrict how frequently you can make these card, and how many of them you can make each time. In general, the more powerful the Digimon, the more useful their corresponding DigiCard will be.

Without serious time, effort, and understanding, producing DigiCards more powerful than the ones present in Digimon All-Star Rumble is unlikely. At the same time, you may eventually learn to apply the principles that go into these DigiCards in other ways – who know what you may one day be able to create?

[400cp] Hero Hunter

So the legends that protect the world have been compromised, and ancient lore foretells a hero will rise up to save them. How do you find this hero? Well, throw a tournament of course!

From now on, tournaments you host are very effective at drawing out the heroes of the world, and those with the capacity to become them. The primary limitation is that the tournament must in

some way reflect the hero's required skills – unless you are card-game focused worlds, hosting a card tournament isn't likely to draw them out.

Additionally, such heroes are more likely to find success in such tournaments. Often, you'll be able to identify them solely because they won the event.

You are able to toggle either aspect of this perk as you please.

[400cp] Self-Restraint

So, you've been infected with an unknown virus and pose a threat to the world around you. If only you had this perk.

Now, whenever you would lose control of yourself due to some external force, be it a result of mind control, infection or some other cause, you can force yourself into an unresponsive state for an extended period of time, leaving yourself unable to act, but also giving others a chance to resolve the situation. The exact length of time varies based on how strong a hold this external force has on you; in the case of the unknown virus that threatens this world, you probably have about a week.

Of course, this perk offers more than just some extra time. Should someone manage to knock you out, whether or not you are restraining yourself, you will be purged of any unwanted effects that are influencing your mind or controlling your body. This effect is based on your true desires, not whatever a corrupted you is compelled to think.

[600cp] Hero of the Digital World

Are you the hero this world is waiting for?

Whether or not you are, you certainly have the capacity to be. Digimon forms you possess are a fair deal more powerful than they would typically be, such that ordinary Digimon of your level that you would find in this Digital World would be mere fodder you can dispatch with a hit or two.

That's not all. You are now especially skilled at reading enemy attacks, and identifying opportunities to get your own hits in. Very helpful when facing foes that could sweep you away with one or two attacks.

In combination, this will not only help you go far in the tournament to come, but also punch well above your weight in general. As a Rookie, it will help you defeat even ordinary Mega level Digimon you might encounter here, such as SkullMammothmon and EBEmon. As a Mega, you may even have what it takes to eke out a victory against powerful Ultra level Digimon, such as the legendary Omnimon that normally protects this world.

[600cp] Legendary Digimon

You possess within you a tremendous power, one that will let you stand alongside the Legendary Digimon, powerful Digimon that protect the Digital World. Perhaps such power was gifted to you by one of them?

Now, any Mega level (or above) Digimon forms you possess are capable of undergoing a special transformation, becoming a very powerful Mega or even Ultra level Digimon. This form is chosen on purchase of this perk, and cannot be changed later, so consider carefully.

You can enter and exit this transformation as you please, and it costs no additional energy to maintain, but it does require that you maintain your Mega level; if that level is temporary or you would otherwise be forced out of it, when you would revert back from the Mega level you are automatically be kicked out of this transformation as well.

-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.

[50cp] Digimon All-Star Rumble Game Bundle

Want to game with your friends? This bundle contains:

- A 2014-era television.
- Either a PlayStation 3 or Xbox 360.
- Four controllers for your chosen console.
- A copy of Digimon All-Star Rumble for your chosen console.

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

[50cp] Some Bits

A small supply of Bits, the local currency of this Digital World.

These Bits will help you establish yourself in this world. Or, you could always blow them on DigiCards!

This currency will not replenish though. Use it well.

[50cp] Treasure Chest

A large treasure chest, perfectly suited for storing valuables.

Careful where you leave it though, lest a DMET participant smash it open to get at the presumed loot inside!

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

[50cp] Card Album

Each purchase of Complete Digi-Card Set or Collection Screen entitles you to a Free purchase of this item.

A Digimon-branded card album, perfect for storing any loose Digi-Cards you pick up in your travels.

It is able to expand indefinitely, without appearing any bigger externally or getting any heavier. You will always be able to find whichever page it is you are looking for right away. You can also sort any cards stored inside in any order you like, just by holding the album and willing it so. Cards stored inside the album will not degrade for as long as they remain inside.

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

[100cp] Basic DigiCard Set

DigiCards are special cards in which the power of a Digimon dwells. They can be divided into two types, attacking and defending. A Digimon can only equip one of each type at any time.

An equipped attacking card can activate when attacking an opponent, briefly increasing attacking power. Conversely, an equipped defending card can activate when defending against attacks, reducing the amount of damage taken from those attacks. In both cases, there is also a chance an additional effect activates depending on the card, such as a small amount of health recovery, or sapping the opponent's stamina.

Normally, Digimon can only equip cards that match their attribute: Vaccine, Data, Virus, or Neutral (Free, Variable, and Unknown). As a special consideration, cards acquired from this option ignore attribute requirements, and can even be equipped by non-Digimon.

This item provides you with two weak DigiCards, one attacking type and one defending type.

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

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

[100cp] Health Food

Once per day, you may retrieve this large piece of meat from seemingly nowhere, no matter how improbable that might be.

Such meat is particularly delicious, and ready to eat. Digimon particularly benefit from this; not only can all Digimon species consume this meat, but doing so will restore a large portion of their health as well.

Meat gained via this item cannot be stockpiled; retrieving a new piece of meat will cause existing meat to vanish.

[200cp] Advanced DigiCard Set

Each purchase of this option provides you any two DigiCards present in Digimon All-Star Rumble. While you don't have to split them between each type, you may wish to in order to benefit from both at once.

As a special consideration, cards acquired from this option ignore attribute requirements, and can even be equipped by non-Digimon.

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

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

[200cp] Custom DigiCard Set

Perhaps you'd like some more self-expression when it comes to your Digi-Card Equipment?

Each purchase of this option provides you with two DigiCards of your own design. You are free to choose which Digimon they represent (even making alternate cards for the same Digimon), and determine how the card functions. Your only limitation is that your DigiCards must fall within the range of power of the DigiCards present in Digimon All-Star Rumble.

All cards acquired from this option ignore attribute requirements, and can even be equipped by non-Digimon.

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

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

[200cp/400cp] Import Cards

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

Do you already have Digimon cards of another kind? Would you like to make them more useful? This is the option for you!

At the base level, you can choose up to 2 cards to import. In order to be a valid choice for import, the original card must either be from an official Digimon card game or be sourced directly from a Digimon setting. It must also represent a Digimon.

Each imported card gains a new form to match the formatting of the DigiCards here, and is empowered by the code of the Digimon it represents, in order to function as a typical DigiCard. Imported cards that represent a Digimon that has an existing DigiCard will end up functioning the same when imported. Otherwise, you can expect that "original" cards fall within the typical level of power present in Digimon All-Star Rumble, with more powerful represented Digimon usually resulting in more useful DigiCards. As a special consideration, all imported cards acquired from this option ignore attribute requirements, and can even be equipped by non-Digimon.

Imported cards can be freely changed between their pre-import and post-import appearances, ensuring you can still use them in their respective card games.

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

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

[400cp] Complete DigiCard Set

Each purchase of this option provides you with a single copy of every DigiCard present in Digimon All-Star Rumble. That's two hundred different cards!

As a special consideration, cards acquired from this option ignore attribute requirements, and can even be equipped by non-Digimon.

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

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

[400cp] Collection Screen

At any time, you can open up this special screen, which sells DigiCards. Simply choose the card you want to buy, offer up the appropriate amount of currency, and the chosen card will appear before you.

The Collection Screen will accept all forms of currency, and offers every card present in Digimon All-Star Rumble. Generally, the more powerful the card, the more it costs; however, every so often three randomly chosen cards will be put up for sale, allowing you to purchase them at a reduced price. While you can buy cards as many times as you want, you may only buy cards at the sale price one time, and will have to wait until it is put on sale again to purchase it at that price an additional time.

In addition to Digi-Cards, the Collection screen has additional menus for each card game you have encountered in the past, including prior to this jump and going forward. This is a rotating stock of single cards for each game, and not every card will appear. Cards that offer or that are backed by special powers may appear, however particularly special or unique cards never will. The more useful a card is, the more it will cost. These cards will never be put on sale.

Others can interact with the Collection Screen if you leave it up for them, but only one can be open at a time; opening up a new one automatically closes the previous one.

[600cp] Unknown Virus

This is a securely contained sample of the unknown virus that is presently infecting the legendary Digimon of the Digital World.

Released out into the world, the virus will attempt to subvert powerful Digimon, and compel them to rampage through the Digital World and cause as much damage as possible. Post-jump, the virus will work on other creatures as well.

With time and the right knowledge, perhaps you could use this pure sample to devise a cure, or modify it further to achieve specific ends? Or, you could simply release it as is, if your intent is to cause as much damage to the world as possible.

So long as its containment device is not destroyed, you will be able to retrieve as much of the virus as you would like from it. If the containment device is destroyed, a replacement will appear in your Warehouse or on a property you control at the start of the next jump. Post-chain, it will reappear after ten years.

[600cp] Battle Mode

A special gateway has been added to your Warehouse, or attached to an existing property you own.

Inside, up to four participants can battle on various stages. Fused beings are considered to be a single individual. A comfortable observation point exists for those who wish to spectate the battles.

Empty slots can be filled with fighters present in Digimon All-Star Rumble, as well as notable Digimon you have encountered in your travels. These are not the real thing, and you won't get much from them beyond the battles they are assigned to.

All stages from All-Star Rumble are available, and all match formats present in All-Star Rumble are playable here. See the Notes section for more information.

Nothing can be taken out of these battles that you didn't bring in with you. At the same time, death or chain failure won't occur as a result of defeat here, so feel free to cut loose.

In future worlds, you may choose for the gateway to be attached to your Warehouse, or to be placed on a property you own. If destroyed, it will reappear in the same location after 24 hours; if that location is no longer viable it will be moved to your Warehouse.

-Companions-

[50cp per.] Import

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

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive 600cp to spend on perks, items, and their species. They are entitled to the same freebies and discounts as you. They may not purchase companions. Their appearance,

personality, and history are up to you, provided you do not grant them anything not reflected in their purchases. By default, they are absolutely loyal to you, but you may forgo this if you wish.

[50cp per.] Recruit

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

-Drawbacks-

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

[0cp] Jumper History

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] Character Selection

The Digital Monster Evolution Tournament can play out in many ways. If you feel the need to have more control over the situation, use this toggle.

Choose one of the following Digimon: Agumon, Biymon, Dorulumon, Gabumon, Gatomon, Gomamon, Guilmon, Impmon, Shoutmon, Tentomon, Veemon, or Wormmon. This toggle will arrange the matchups to follow that character's Story Mode, and will ensure that without other factors in play they will win the tournament.

[0cp] Character Replacement

In order to use this toggle, you must be one of the following Digimon: Agumon, Biymon, Dorulumon, Gabumon, Gatomon, Gomamon, Guilmon, Impmon, Shoutmon, Tentomon, Veemon, or Wormmon.

This toggle allows you to replace the character that matches your species from the list above. Companions may also use this toggle, but obviously each character can only be placed once.

While this toggle can be used in conjunction with *Character Selection*, using the replaced character's Story Mode route does not guarantee you will win.

[+100cp] Bad Matchups

When it comes to tournaments, you have a peculiar form of bad luck that ensures you are matched up against opponents that present the most difficulty for you to overcome. For tournaments that take place in a variety of locations, like DMET, terrain favourability is taken into consideration for this misfortune; you might face a weaker opponent earlier if it means a tough opponent can have even greater advantage against you later.

Taking this drawback prevents you from starting later in the tournament based on your location result. If you have taken *Character Selection*, then this drawback will override the usual DMET matchups, but where this drawback has nothing to add, the matchups will play out as usual.

[+100cp] Fiery Fastball!

You have an obnoxious, screamy voice that is very off-putting to others. You'll have a harder time making friends with a voice like this.

[+100cp] ITEMS OFF

During tournament matches, various items and power-ups will appear on the battlefield. Taking this drawback will prevent you making use of them.

This drawback does not apply to those items that are strictly necessary to win these matches, such as the Flag in Flag Battles.

[+200cp] Too Peaceful

Peace can be a wonderful pursuit. Unfortunately, peace can sometimes lead to complacency, stagnation, and even decline.

You've experienced this first-hand. The benefits you have received from prior combat training and battle experience have greatly diminished, and you also find Digivolution and other transformations you have access to significantly harder to utilise than they would otherwise be.

[+200cp] Gated Community

During your time in this world, you will regularly be forced into battles against frenzied or malicious Digimon, appearing out of thin air to confront you. Running won't be an option, as gates will spring up out of nowhere to box you in; only by defeating these foes will they disappear, allowing you to progress.

Generally, these will be the usual sort of foes you would expect to find in a given area. In safe areas like the starting town, they will instead be randomly chosen "fodder enemies" found in Digimon All-Star Rumble.

[+200cp] DIGICARDS OFF

While others may make use of DigiCards during this tournament, you won't be.

In fact, you are no longer able to make use of any additional equipment during tournament matches here. As a special exception, Digimon forms that have special equipment that are either considered part of their form or that they are almost always shown with, such as Shoutmon's mic, can use that equipment. However, they may only do so whilst in that particular Digimon form.

[+300cp] Legendary Threats

The Digital Monster Evolution Tournament has an ulterior motive: to determine a Hero of the Digital World that can rescue the Legendary Digimon presently infected by an unknown virus.

Unfortunately, this drawback has pushed things along. Now each of the Legendary Digimon (Omnimon, Shoutmon X5B, Shoutmon DX, Examon, Imperialdramon FM, Aegismon, TyrantKabuterimon, and Gallantmon) have lost themselves to the unknown virus, unable to restrain themselves any longer. They will leave the Lava Pit and rampage through the Digital World. Survival will become a serious concern.

Are you sure you are up for this?

[+300cp] Numemon Nightmare

How odd. It appears you have been transformed into a Numemon. A particularly slow and weak Numemon at that. You have also lost access to all out of jump perks and powers.

You are fixed into this Numemon form for the entirety of the jump. You cannot Digivolve, or change your form by any other means.

[+300cp] Hero of the Jumpchain

Want to prove yourself worthy of the title, Jumper?

As a result of taking this drawback, you must win the Digital Monster Evolution Tournament, and be crowned Hero of Digital World. Fail, and you will fail your chain.

If you have taken *Legendary Threats*, then the tournament will be postponed until each of the Legendary Digimon have been dealt with. In all likelihood, this means you'll have to deal with them yourself.

-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:

Play Again: You choose to remain in this world. Your chain ends here.

New Game: You choose to continue your chain. Proceed to the next jump.

Quit Game: 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 All-Star Rumble; 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 All-Star Rumble. 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 Battle Formats:

During the Digital Monster Evolution Tournament, participants battle against in each other in a variety of formats:

- Point Battle: The match has a time limit. A participant scores two points for KO'ing an opponent, and loses a point for being KO'd. Negative scores are possible. If a participant is knocked out, they are revived shortly after. At the end of the time limit, the participant with the most points wins.
- Survival: The match has no time limit. Each participant can be knocked out twice, each time being revived shortly after. They are eliminated after their third time being knocked out. The last one standing wins.
- Damage Race: The match has a time limit. The damage each participant deals to the others is tracked, and the one who has dealt the most damage when time runs out wins. If a participant is knocked out, they are revived shortly after.
- Bomb Battle: As Survival, but bombs spawn on the battlefield and can be used as weapons.
- Flag Battle: The match has a time limit. At the start of the match, a flag spawns on the battlefield. Participants score points by holding onto the flag. If a participant is knocked out, they are revived shortly after. At the end of the time limit, the participant with the most points wins.
- Medal Battle: Doesn't actually appear in Story Mode. Each time a participant is knocked out, a medal appears. Knocked out participants are revived shortly after. Participants need to collect three medals to win.

On the legendary Digimon present in the world:

Within Story Mode, the Hero of the Digital World will only face one of the legendary Digimon in the Lava Pit. Still, the story presents this as solving the problem.

As such, you can decide whether there is only one legendary Digimon in the Lava Pit, or all of them. If you take the *Legendary Threats* drawback, then all exist in the world.

On DigiCards and Attributes:

In some instances, DigiCards use incorrect attributes for the Digimon they represent. For the purposes of this jump, consider Digimon to be treated as all attributes it has been presented as across all appearances (including All-Star Rumble), both as a Digimon that is equipping DigiCards, and when represented in DigiCard form.

So, what exactly happens here, anyway?

Note: The order of tournament opponents and the legendary Digimon they face vary based on the chosen character; differences will be noted where they occur.

The Digital World is largely at peace, which has led to boredom amongst Digimon. A tournament known as the "Digital Monster Evolution Tournament", or "DMET", is announced. Ostensibly it seems to be intended to determine the "greatest Digimon", and give participants a rare chance to Digivolve by pitting them against each other in various battles. Various Digimon enter for their own reasons.

The first stage of the tournament is held in the Digital Plains. After defeating some ShellNumemon, the story character faces their first tournament opponent in a Point Battle. Agumon, Dorulumon, and Wormon face Gomamon. Shoutmon, Veemon, and Gabumon face Tentomon. Guilmon and Tentomon face Biyomon. Gatomon faces Agumon. Biyomon faces Veemon. Impmon faces Wormmon. Gomamon faces Gabumon.

The second stage of the tournament is held at the Proton Shrine. After defeating ShellNumemon and Apemon, the story character faces their second tournament opponent in a Survival Battle. Agumon faces Veemon. Shoutmon and Gatomon face Biyomon. Dorulumon, Impmon, Biyomon, and Wormmon face Gabumon. Gabumon and Tentomon face Dorulumon. Veemon faces Guilmon. Gomamon faces Shoutmon. Guilmon faces Agumon.

After the second stage, Magnadramon is revealed as the tournament's sponsor, surprising the participants.

The third stage of the tournament is held at Factory Town. After defeating Goblimon and Tortomon, the story character faces their third tournament opponent in a Damage Race. Agumon and Wormmon face Tentomon. Shoutmon, Guilmon, and Tentomon face Dorulumon. Gomamon faces Agumon. Gatomon faces Gabumon. Biyomon faces Gomamon. Gabumon faces Biyomon. Dorulumon faces Wormmon. Impmon faces Gatomon. Veemon faces Shoutmon.

The fourth stage of the tournament is held at Digital Station. After defeating Goblimon and Cyclonemon, the story character faces their fourth tournament opponent in a Bomb Battle. Agumon faces Shoutmon. Shoutmon faces Guilmon. Gatomon and Guilmon face Veemon. Veemon, Gabumon, and Dorulumon face Gatomon. Gomamon faces Tentomon. Biyomon and Impmon face Agumon. Tentomon faces Gabumon. Wormmon faces Dorulumon.

The fifth stage of the tournament is held at Native Forest. After defeating various enemies including SkullMammothmon, the story character faces their fifth tournament opponent in a Point Battle. Agumon faces Biyomon. Shoutmon faces Gomamon. Gatomon faces Impmon. Impmon faces Dorulumon. Veemon faces Wormmon. Biyomon faces Tentomon. Gabumon, Wormmon, and Dorulumon face Wormmon. Gomamon and Guilmon face Gatomon.

The pre-finals stage of the tournament (final four) takes place at King's Castle. After defeating various enemies including Boltmon, the story character faces their sixth tournament opponent in a Flag Battle. Agumon and Biyomon face Gatomon. Shoutmon, Veemon, and Tentomon face Agumon. Gatomon, Dorulumon, and Impmon face Guilmon. Guilmon faces Impmon. Veemon faces Gabumon. Wormmon faces Shoutmon. Gomamon faces Biyomon.

The tournament comes to a close at Coela Beach. After defeating various enemies including EBEmon, the story character faces their final tournament opponent in a Survival Battle. Agumon faces Gabumon. Shoutmon faces Veemon. Gomamon faces Guilmon. Dorulumon and Wormon face Impmon. Gabumon and Veemon face Agumon. Gabumon, Impmon, Tentomon, Biyomon, and Guilmon face Shoutmon.

Magnadramon announces the winner is the "Hero of the Digital World", and explains that there are a number of legendary Digimon, extremely powerful Digimon who protect the Digital World. Recently, they were infected by an unknown virus. Though they are currently restraining themselves, they won't be able to do so for long. The tournament was held in order to determine the Hero of the Digital World, who was said to be able to stop their rampage in ancient lore.

The Hero of the Digital World battles through the Lava Pit to find the legendary Digimon. Agumon and Gabumon defeat Omnimon. Dorulumon and Impmon defeat Shoutmon X5B. Shoutmon defeats Shoutmon DX. Gatomon and Biymon defeat Examon. Veemon and Wormmon defeat Imperialdramon FM. Gomamon defeats Aegismon. Tentomon defeats TyrantKabuterimon. Guilmon defeats Gallantmon.

The Digital World is saved.

-Changelog-

0.1
Created the jump.

1.0
(i) Minor rewrite of **Vaccinated**, no mechanical change.